

# ECRDA Introductory Walk-Trot Freestyle



Event: \_\_\_\_\_ Date: \_\_\_\_\_  
 Judge: \_\_\_\_\_  
 Competitor No.: \_\_\_\_\_  
 Name: \_\_\_\_\_  
 Horse: \_\_\_\_\_

TIME  
 MAXIMUM:  
**5 MINUTES**  
 No minimum time

## TECHNICAL EXECUTION

**Note:** Omitted compulsory elements receive a "0". Judges Marks for Technical Execution must be given in **half or full points (no tenths)**

Test is to be ridden in a Large (20 x 60m ) dressage arena

COMPULSORY ELEMENTS & PRELIMINARY MARKS	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Medium Walk (20m continuous)	10				
2. Free Walk (20m continuous)	10				
3. 20-meter circle in working trot rising <b>RIGHT</b>	10				
4. 20-meter circle in working trot rising <b>LEFT</b>	10				
5. Halt with salute on centerline, first & final	10				
6. Rhythm, energy and elasticity	10				

**Further Remarks:**

<b>Total Technical Execution</b> (60 points possible)	
<b>Deductions</b> (forbidden movements)	
<b>Errors</b> (2 points off for each error, not cumulative)	
<b>Final Technical Execution</b> (60 points possible)	

Forbidden movements will incur a deduction of 4 points from Technical Execution for each forbidden movement, but not for each recurrence of the same movement.

### Walk-Trot

**Forbidden:** Any movement or transition found only in tests above the level.

# ARTISTIC IMPRESSION

**Note:** Non-compulsory movements must be rewarded or penalized under Choreography and/or Degree of Difficulty. Judges Marks for Artistic Impression may be given in tenths.

	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
1. <b>Harmony Between Horse and Rider</b>	10		3		
2. <b>Choreography</b> design cohesiveness, use of arena, balance, creativity	10		4		
3. <b>Degree of Difficulty</b>	10		2		
4. <b>Music</b> suitability, cohesiveness, seamlessness	10		3		
5. <b>Interpretation</b> music expresses gaits, use of phrasing and dynamics	10		3		

**Further Remarks:**

<b>Total Artistic Impression</b> (150 points possible)	
<b>Deductions (overtime penalties)</b> Overtime penalty will incur a deduction of 1 point from total for Artistic Impression	
<b>Final Artistic Impression</b> (150 points possible)	
<b>Final Technical Execution</b> (60 points possible)	
<b>Final Score</b> (210 points possible)	
<b>Percentage</b> (Final score divided by 210) In case of tie: The higher total for Artistic Impression will break the tie.	