



Number: _____



Date: _____

Horse 1: _____ Horse 2: _____

Rider 1: _____ Rider 2: _____

Competition: _____



Technical Score: _____

Artistic Score: _____

Final Score: _____ (240 total possible)

Percentage: _____ %

Judge's Name

Judge's Signature

TECHNICAL EXECUTION

INTRODUCTORY LEVEL

Time Requirements: no minimum times for any level including FEI.

	Possible Points	Judges Mark	Co-Eff	Final Score	Remarks
1. Performance as a pair. Spacing, Alignment, Synchrony	10		4		
2. Required Elements – Technical Execution	10		3		
3. Impulsion & Submission	10		3		

Further Remarks:

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

Clearly Allowed:

- Working Trot Circles & Serpentes
- Medium & Free Walk
- Trot-Halt-Trot
- All figures, including circles, regardless of size.

Clearly Forbidden:

Canter, Stretchy Trot, Trot or Canter Lengthening, Leg Yield, Canter Serpentes, Reinback, Shoulder-In, Travers, Renvers, Half-Pass, Flying Changes, Canter-Walk-Canter, Canter-Halt-Canter, Passage, Piaffe, Turn On Haunches, Counter Canter.

Forbidden & Allowed:

Movements "above the level" found ONLY in a higher level test, receive a deduction of four points from Total Technical Execution for each illegal movement, but not for each recurrence of the same movement. All figures (regardless of size), patterns, combinations or transitions composed of elements permitted in the declared level ARE permitted, even if the resulting configuration is found in higher levels.

ARTISTIC EXECUTION

NO.

Note: Non-compulsory movements must be rewarded or penalized under "Choreography". Judges marks may be given in tenth (.1) points.

Artistic Elements	Possible Points	Judges Mark	Co-Eff	Final Score	Remarks
1. Harmony between Horses & Riders, Fluency of Performance	10		3		
2. Choreography balance, creativity, difficulty, construction	10		5		
3. Musicality Suitability, cohesiveness, editing, phrasing & dynamics	10		2		

Total Artistic Impression

Deductions

Final Artistic Impression

Final Technical Execution

FINAL OVERALL SCORE

PERCENTAGE

IN CASE OF A TIE: The higher total for Artistic Impression will break the tie.

Overtime penalty will incur a deduction of 2 points from Total Artistic Impression.

- There are no qualifying requirements for Pas de Deux.
- Both horses must show all compulsory elements of the declared level.
- Tenth (.1) points are allowed in scoring Artistic Impression.