



** Omitted compulsory elements will affect both the Required Elements score and the Choreography score.*

ALLOWED: Multiple changes of direction in half pass (jog or lope, more than 3 changes of lead every 4th stride, 360° pivots)

Collect jog must be ridden sitting

Marks must be given in half points or full points (no tenths). * Coefficient

Further Technical Remarks:	<u>Total Technical</u>	
	<u>Deductions</u> Forbidden Movements (4 points per element)	
	Final Technical Correctness	

Artistic Merit marks may be given in tenth points.

* Coefficient

Further Artistic Remarks:	<u>Total Artistic</u>	
	<u>Deductions</u> (Overtime: 1 point)	
	Final Artistic Impression	
	Final Technical Correctness	
	FINAL SCORE (Artistic + Technical)	
	FINAL PERCENTAGE	



WDAA 2027 LEVEL 5 PAIRS MUSICAL FREESTYLE

Name of Competition

Date of Competition

Number & Name of Horse and Rider #1

Number & Name of Horse and Rider #1

Final Score

Maximum Points: 140

Points

/

Percent

Name of Judge

Signature of Judge

JUDGING PAIRS FREESTYLE

- PURPOSE:** Pairs Freestyle is an artistic program created to present two horses and riders performing together. Pairs Freestyle must include movements and figures choreographed to meet the technical requirements of the particular level with music chosen to highlight the pair.
- HALT AND SALUTE:** At the beginning and end of a Pairs Freestyle test, a halt with a salute to the judge at “C” is compulsory. The first and final halt and salute must be near the centerline facing C. The halts and transitions are judged.
- MAXIMUM AND MINIMUM TIME LIMITS:** There is no minimum time requirement. There is a maximum limit of five minutes for Intro, Basic, and Level 1 and six minutes for Level 2 and higher.
- TIME OF ENTRY:** The first rider must enter the arena or signal the sound engineer within 45 seconds of the entry bell or the team may be eliminated. The first rider must enter the arena within 20 seconds of the start of the music or the team may be eliminated at the discretion of the Judge. The program is timed and judged from the move off the initial halt and salute. Timing and judging will cease at the final salute.
- TIME LIMIT DEDUCTIONS:** Movements performed after the time limit has elapsed will not be scored. One point will be deducted from the total points for “Artistic Impression” for exceeding the time limit.
- POINTS (Full, Half, Tenths):** Judges marks for Technical Correctness must be given in half-points or full points. Artistic Impression may be given in one-tenth (0.1) increments.
- MUSIC:** If music fails during a Freestyle Test, the rider may leave the arena with permission of the judge at ‘C.’ The rider may decide whether to restart the test from the beginning or to commence from the point where the music failed. Judging restarts at the point of interruption. The marks already given do not change.
- TIES:** In case of a tie, the higher Total Score for Final Artistic Merit will break the tie.
- HAND HOLDS:** Riding with one hand is permitted. Riders are permitted to hold hands for the duration of one movement when safe to do so, during each test.
- JUDGES:** If two or more judges officiate in a class, each judge will have a score for Technical Correctness and Artistic Merit.
- RECOMMENDED SCHEDULING TIME:** It is recommended that each ride is actually scheduled for nine (9) to ten (10) minutes to accommodate both ride time and allow the Judge ample time for comments.