2027 USDF Training Level Freestyle

Suggested schedule time: 9 minutes per ride

Event:_____ Date:_____

Judge:_____ Position:_____

Competitor No.:_____

Name:_____

Horse:_____

T

TIME MAXIMUM:
5 minutes
No minimum time

USDF

US EQUESTRIAN FEDERATION

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Scoresheet effective dates: December 1, 2026 - November 30, 2030

TECHNICAL EXECUTION

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

COMPULSORY ELEMENTS & PRELIMINARY MARKS	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
1. Medium walk (20m continuous)	10		2		
2. Free walk (20m continuous)	10		2		
3. 20-meter circle **RIGHT** in working trot	10				
4. 20-meter circle **LEFT** in working trot	10				
5. Serpentine in working trot two or more changes of direction with loops no smaller than 15 meters	10		2		
6. Stretch forward & downward on a 20-meter trot circle in rising trot	10		2		
7. 20-meter circle **RIGHT** in working canter	10		2		
8. 20-meter circle **LEFT** in working canter	10		2		
9. All transitions between gaits (Halts not included)	10		2		
10. Halt with salute on centerline facing C, first and final	10				

Further Remarks

	Total Technical Execution (170 points possible)
	Deductions (forbidden movements)
	Faults (-0.5% from total for Technical Execution)
	Errors (2 points off for each error, not cumulative)
	Final Technical Execution (170 points possible)

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

Training Level
Forbidden: Any movement or transition found only in tests above the level. Exceptions are listed under Additionally Allowed.
Additionally Allowed: Trot-halt-trot, trot-walk-trot, canter-trot-canter (12m minimum of trot).

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. Rhythm, energy, and elasticity	10		4		
2. Harmony Between Horse and Rider	10		4		
3. Choreography design cohesiveness, use of arena, balance, creativity	10		4		
4. Degree of Difficulty	10		1		
5. Music and Interpretation music expresses gaits, use of phrasing; suitability, cohesiveness, seamlessness	10		4		

Further Remarks:

	Total Artistic Impression (170 points possible)
	Fault Penalties Overtime -.5% from total for Artistic Impression
	Final Artistic Impression (170 points possible)
	Final Technical Execution (170 points possible)
	Final Score (340 points possible)
	Percentage (Final score divided by 340) In case of tie: The higher total for Artistic Impression will break the tie.

Signature:_____

Reminders for Freestyle Judges

Time: Movements executed after the 5 minutes limit are not scored, 0.5% is deducted from the total for Artistic Impression for exceeding the time limit.

DR 129: At the beginning and end of a Freestyle Test a halt with a salute is compulsory. Time begins when the horse moves forward after the competitor's halt and ends with the final halt and salute.

Judging:DR 129: All judges of a freestyle test at any level must judge both artistic and technical parts of the test.
DR 129: In case of rider's music failing before or during a Freestyle Test and in cases where there is no backup system the rider can, with permission of the judge at "C", leave the arena or start at a later time. There should be minimum interference with the starting times of the other riders and the affected rider should return to complete or restart his/her test during a scheduled break in the competition or at the end of the competition. The rider may decide whether to restart the test from the beginning or to commence from the point where the music failed. Judging must restart at the point of interruption. In any case, the marks already given will not be changed.

DR 122: The judge may stop a test and/or allow a competitor to restart a test from the beginning or from any appropriate point in the test if, in his discretion, some unusual circumstance has occurred to interrupt a test.

Above the Level Movements and Transitions: Movements and transitions "above the level" (found ONLY in a higher-level test) receive a deduction of four points from the total for technical execution for each illegal movement or transition, but not for each recurrence of the same movement or transition.

Errors: The bell is not rung for errors occurring in USDF Freestyle Tests. Errors occur for rising at the trot at Second Level and above. Two points will be deducted for each error, however they are not cumulative and will not result in elimination.
Other penalties (Technical Faults): Athletes not taking the reins in one (1) hand at the salute.

Rules and Guidelines for USDF Training through Fourth Level Freestyles can be found on usdf.org
USEF Rule References current as of October 1, 2026. The most up to date USEF rules regarding Freestyles can be found on usef.org