

# FORBIDDEN & ALLOWED MOVEMENTS

## TRAINING LEVEL

### Clearly Forbidden:

Any lateral work, counter-canter, simple changes, flying changes, rein back, turn-on-haunches or pirouette at walk or canter, piaffe, passage.

### Clearly Allowed:

Anything not clearly forbidden, 20 meter circle or smaller at trot, 20 meter circle or smaller at canter.

## FIRST LEVEL

### Clearly Forbidden:

Reinback, shoulder-in, travers, renvers, half-pass, flying changes, turn-on-haunches or pirouette at walk or canter, piaffe, passage.

### Clearly Allowed:

Counter-canter (any configuration), zig-zag leg-yield, leg-yield along wall (like shoulder-in), lengthen trot or canter on 20-meter circle, simple change, walk-canter-walk, half-canter-halt, 10 meter circle or smaller at trot, 15 meter circle or smaller at canter, all figures, including circles, regardless of size.

## SECOND LEVEL

### Clearly Forbidden:

Half-pass, flying changes, pirouette at canter, piaffe, passage.

### Clearly Allowed:

Full and double turn-on-haunches, renvers, travers, medium canter and trot on 20-meter circle, medium canter on diagonal, half-canter-halt, 10 meter circle or smaller at canter.

## THIRD LEVEL

### Clearly Forbidden:

Tempi changes (4s, 3s, 2s, 1s) pirouette at canter, piaffe, passage.

### Clearly Allowed:

Everything that is not clearly forbidden, including: half-pass zig-zag in trot, half-pass zig-zag in canter with flying changes, full and double walk pirouettes.

## FOURTH LEVEL

### Clearly Forbidden:

Full Pirouette at canter, tempi changes (2s, and 1s), piaffe, passage.

### Clearly Allowed:

Everything that is not clearly forbidden.

## FEI

Follow FEI Prix St. Georges for Young Riders, Intermediate I, and Grand Prix freestyle score sheets for what is forbidden and allowed.

Horse 1 \_\_\_\_\_ Horse 2 \_\_\_\_\_

Rider 1 \_\_\_\_\_ Rider 2 \_\_\_\_\_

Number \_\_\_\_\_ Date \_\_\_\_\_

Competition \_\_\_\_\_



<b>LEVEL</b>
--------------

UNITED STATES *Dressage* FEDERATION INC.

**2011**

**Pas de Deux**

TRAINING LEVEL - GRAND PRIX

<b>TECHNICAL SCORE</b>	_____	
<b>ARTISTIC SCORE</b>	_____	
<b>FINAL SCORE</b>	_____	<b>(200 TOTAL POSSIBLE)</b>
<b>PERCENTAGE</b>	_____ %	

©2010 United State Dressage Federation. This material may not be reproduced without written permission from USDF.

UNITED STATES *Dressage* FEDERATION

4051 Iron Works Parkway • Lexington, KY 40511

Phone (859) 971-2277 • Fax (859) 971-7722 • Email: usdressage@usdf.org • Internet: www.usdf.org

\_\_\_\_\_  
Judge's Name

\_\_\_\_\_  
Judge's Signature

# TECHNICAL EXECUTION

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

Training - Fourth; 5:00 maximum

PSG - Intermediate; 5:00 maximum

Grand Prix; 6:00 maximum

Judge's marks may be given in half or full points

<b>LEVEL</b>
--------------

	POSSIBLE POINTS	JUDGE'S MARK	CO-EFFICIENT	FINAL SCORE	REMARKS
<b>1.</b> Performance as a pair Spacing, Alignment, Synchrony	10		4		
<b>2.</b> Required Elements - Technical Execution	10		3		
<b>3.</b> Impulsion & Submission	10		3		
<b>Further Remarks:</b>	TOTAL TECHNICAL EXECUTION				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 movement.
	DEDUCTIONS (Forbidden Movements)				
	FINAL TECHNICAL EXECUTION (100 total possible)				

## REQUIRED ELEMENTS

Failure to perform a required element will incur a deduction of 1 point for each omission. The deduction should be taken from the total of the Required Elements Technical Execution score.

### TRAINING LEVEL

- Free walk  
(20 continuous meters)
- Trot  
20m or smaller circle R & L
- Canter  
20m or smaller circle R & L

- Canter  
10m or smaller circle R & L  
Simple change R & L  
Medium
- Counter canter R & L

- Half-pass R & L  
Working half pirouette R & L  
Tempi changes  
every fourth stride  
(3 min.)  
Extension

### GRAND PRIX

- Collected walk  
Extended walk  
(each 20 continuous meters)
- Trot  
Half-pass R & L  
Extension
- Canter  
Half-pass R & L  
Full pirouette R & L  
Tempi changes  
every second stride (5 min.)  
every stride (9 min.)  
Extension  
Piaffe  
Passage

### THIRD LEVEL

- Extended walk  
(20 continuous meters)
- Trot  
Shoulder-in R & L  
Half-pass R & L  
Extension
- Canter  
Half-pass R & L  
Flying change R & L  
Extension

### PSG FOR YOUNG RIDER

- As in Fourth Level except:
- Tempi changes  
every fourth stride (5 min.)  
every third stride (5 min.)

### INTERMEDIATE

- Collected walk  
Extended walk  
(each 20 continuous meters)
- Trot  
Shoulder-in R & L  
Half-pass R & L  
Extension
- Canter  
Half-pass R & L  
Full pirouette R & L
- Tempi changes  
every third stride (5 min.)  
every second stride (5 min.)  
Extension

### FOURTH LEVEL

- Collected walk  
Extended walk  
(each 20 continuous meters)
- Trot  
Shoulder-in R & L  
Half-pass R & L  
Extension
- Canter

### FIRST LEVEL

- Free walk  
(20 continuous meters)
- Trot  
Leg yield R & L  
10m or smaller circle R & L  
Lengthen
- Canter  
15m or smaller circle R & L  
Change through trot  
Lengthen

### SECOND LEVEL

- Free walk  
(20 continuous meters)
- Trot  
Shoulder-in R & L  
Travers and/or renvers R & L  
(at least one must be shown in both directions)  
Medium

# ARTISTIC IMPRESSION

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

<b>NO.</b>
------------

	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
<b>1.</b> Harmony between Horses & Riders, Fluency of Performance	10		3		
<b>2.</b> Choreography balance, creativity, difficulty, construction	10		5		
<b>3.</b> Musicality suitability, cohesiveness, editing, phrasing & dynamics	10		2		

### Further Remarks:

TOTAL ARTISTIC IMPRESSION

DEDUCTIONS  
(Overtime Penalty)

FINAL ARTISTIC IMPRESSION  
(100 total possible)

FINAL TECHNICAL EXECUTION  
(100 total possible)

FINAL SCORE

PERCENTAGE  
(Final Score divided by 200)

Overtime penalty will incur a deduction of 1 point 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.

### In Case of Tie:

The higher total for Artistic Impression will break the tie.