



UNITED STATES DRESSAGE FEDERATION™

USDF 2019 QUADRILLE RULES AND GUIDELINES

Effective 12/1/2018 -11/30/2022

Eligibility

- USDF quadrille tests are designed for teams of **two or more** horses and riders for the compulsory tests and **three or more** horses and riders of the freestyle.
- There are no qualifying requirements for quadrille.
- Team members are not required to be a USDF or USEF member or pay non-member fees to enter a quadrille class at a recognized show, as per USEF rules. However, if a team member enters another class at the same competition, they must comply with all applicable USEF and USDF membership rules in order to show in that class.

General Rules

- Unless otherwise specified, basic USEF dressage rules are to be followed.
- Compulsory tests may be called.
 - The use of commands of execution is allowed.
 - Whistles may be used either by a caller on the ground or by a mounted rider.
- Teams are to face and salute the judge at C at the beginning and end of all tests.
- Quadrille is performed in a standard dressage arena (20 x 60 meters).
- In a legally fenced arena, the team will be eliminated if one or more horse(s) leaves the arena.
- Music is optional for compulsory tests.
- At a USEF-licensed/USDF recognized show, quadrille must be judged by USEF-licensed dressage judges, at levels appropriate to their license.
- Current scoresheets must be used.
- Teams may ask show management to include a quadrille class if one is not listed in the show premium or omnibus. Show management has the option to agree or not.

Attire and Tack

- Riders should be in tasteful, matching outfits. Riding coats are optional.
- Riders must wear approved protective headgear.
- Whips and spurs are optional and need not be carried or worn by all members of the team.
- USEF rules are to be followed with regard to saddlery and equipment, with the following exceptions:
 - Leg wraps may be used, and if so, should be worn by all horses on the team.
- Horses should not have any decorations other than matching bandages, saddle pads, and/or browbands.

COMPULSORY TESTS

The Five Competitive Levels

Introductory Level Objective: to introduce the quadrille team to competition. To be performed at walk and trot only, in a calm, obedient manner.

Training Level Objective: to exhibit movements and transitions at walk, trot, and canter. Horses should move energetically forward at an even tempo and accept the riders' aids.

First Level Objective: to perform with increased quality of impulsion, submission, and performance as a team.

Second Level Objective: to exhibit Second Level movements and more complex quadrille formations at the walk, trot, and canter. Horses should be calm, obedient, moving freely and rhythmically forward, and be stretched into the bit. Team should maintain even spacing and perform movements in a uniform manner.

Third Level Objective: to exhibit Third Level movements and more complex quadrille formations with the impulsion and submission necessary for harmony and team cohesion.

Judging

- There is no set spacing that teams must use, and it can change from movement to movement. Whatever spacing is chosen, must be maintained by all.
- Riders may rise or sit the trot for First Level and below but all should do the same in any given movement.
- Rising at the trot is not allowed at Second Level or above.
- At a USEF-licensed/USDF recognized show, quadrille must be judged by USEF-licensed dressage judges, at levels appropriate to their license.
- Up to three (3) judges may be seated on the short end or one (1) may sit on the long side (at B or E).

Collective Marks

- Spacing: consistency in maintaining distance between horses, laterally and longitudinally.
- Synchrony & Alignment: uniformity and precision in changing direction or moving from one figure to another, as well as in the execution of all movements and figures (timing of turns, circles, transitions, crossovers, pass-throughs).
 - Alignment (riders' bodies as seen from side and front).
- Impulsion: degree of energy adequate for the level.
- Submission: degree of acceptance of the riders' aids, adequate for the level.
- Performance as a Group: ability to perform with uniform quality and in a harmonious, cooperative manner.

Download official USDF Standard Quadrille scoresheets at: <https://www.usdf.org/downloads/forms/index.asp?TypePass=Tests>

QUADRILLE FREESTYLE

Eligibility

- There are no qualifying requirements for quadrille.
- Team members are not required to be a USDF or USEF member or pay non-member fees to enter a quadrille class at a recognized show, as per USEF rules. However, if a team member enters another class for which participant membership is required they must comply with all applicable USEF and USDF membership rules in order to show in that class.
- USDF Quadrille Freestyle Tests are designed for teams of **three or more** horses and riders.

General Rules

Quadrille freestyle is an artistic program created by a team of three or more horse and rider combinations. Quadrille freestyles are creative rides with music using dressage elements from the appropriate compulsory level. Creativity and artistic presentation, as well as technical precision, will be scored.

- Quadrille Freestyles are offered at all levels from Introductory through Grand Prix. The level must be stated on the entry.
- The Quadrille Freestyle is performed in a standard dressage arena (20 x 60 meters).
- The team does not submit a copy of the program in advance.
- Quadrille Freestyles must be ridden from memory.
- Whistles may be blown, as for compulsory tests. However, the quadrille freestyle test may *not be called*.
- Current USDF Quadrille Freestyle scoresheets must be used.

Time

- Quadrille Freestyle time limits:
 - There is no minimum time.
 - Introductory - five minutes maximum
 - Training through Intermediate - six minutes maximum
 - Grand Prix – seven minutes maximum
- The first rider must enter the arena or signal the sound engineer within 45 seconds of the entry bell, or the team will be eliminated.
- The horses must enter the arena in single file. Once inside the arena, the team may use a configuration of its choice to come to a halt facing the judge. This configuration may not exceed 30 seconds from the time the last horse enters the arena up to the halt itself.
- The program is timed and judged from the move-off of the lead horse or pair, after the initial halt and salute. Timing and judging will cease at the final salute.
- The bell or whistle is not sounded at the time limit.
- Anything performed after the time limit has elapsed will not be scored. One (1) point will be deducted from the total "Artist Impression" points for exceeding the time limit by more than 10 seconds.

Music

- Music is mandatory. Exit music is not allowed.
- If the music source fails, the team may (time permitting and at the discretion of management):
 - Restart immediately
 - Be rescheduled to perform the freestyle in its entirety later during the competition.
 - It is the riders' responsibility to notify the judge if there is an issue with the music once the test starts. This includes the wrong music or music that cuts out, or is corrupted in some way. The riders should stop riding the test and let the judge at C know about the issue with the music.
- Competitors must pick up their music before leaving the show. If the competitor does not pick up their music, show management has the option to discard the material.

Judges

- Two sets of marks are given: one for "Technical Execution" and one for "Artistic Impression." Each set of marks is totaled separately, then added together and converted to the final percentage.
- In case of a tie, the higher score for "Artistic Impression" will break the tie.
- If there are two (2) judges or more, they all judge both the "Technical Execution" and the "Artistic Impression."
- Up to three (3) judges may be seated on the short end or one (1) may sit on the long side (at B or E).
- Technical Execution Marks may be given in half or full points. Artistic Impression Marks may be given in tenths (0.1) points (recommended to decrease frequency of ties).

Equipment and Turnout

- Saddlery and tack are the same as for compulsory tests.
- Riders' outfits may reflect the musical theme but should be conservative and should match, as distinct from a costume class. Horses should not have any decorations other than matching bandages, saddlepads, and/or browbands.
- Special costume classes may be offered, in which case the horses may also be "decorated."
- Riding with one hand is allowed, however intentional contact with other horse(s) and rider(s) is not allowed.

ELEMENTS OF QUADRILLE FREESTYLE

- "Compulsory Elements": all of the required elements for the level that are listed on the scoresheet, whether movement, figure, pace or transition.
- *Dressage Movements*:
 1. Test movement: a section of a dressage test to be evaluated with one score on a scoresheet.
 2. Dressage Movements: leg-yield, rein-back, shoulder-in, travers, renvers, turn on haunches, half-pass (trot or canter), flying change(s), pirouette (walk or canter), piaffe, and passage.

For the purpose of the current freestyle tests *forbidden movement(s)* refers to #1. Movements from the USEF test of the same level or below are permitted. Anything "Additionally Allowed" is stated on the scoresheet.

- *Figures*: geometrical component of a dressage test such as circle, serpentine, and figure-of-eight
- *Transitions*: changes between two different gaits or from one pace to another within the same gait
- *Combinations*: direct connection of any movement or figure with another movement or figure
- *Patterns*: geometric design formed in the arena when movements, figures, and transitions are combined

Pertinent Definitions:

- *Counter change of hand*: two (2) half-passes where the horse is straight for a moment before changing direction
- *Zig-zag*: three (3) or more half-passes with change of direction

REQUIREMENTS AND LIMITATIONS

- All compulsory elements for the level must be incorporated into the program. They are listed under "Technical Execution."
- The beginning and end of the freestyle must be executed near the centerline facing C and marked with a halt and salute.
- Performing a dressage movement found in a higher-level test than the one being declared is strictly forbidden.
- Any figures, patterns, combinations, or transitions composed of elements permitted in the declared level are permitted.
- Lateral movements must cover a minimum distance of 12m.

The following is a list of dressage elements specifically permitted and forbidden at each level.

Forbidden (ALL LEVELS): Any movement or transition found only above the level. Exceptions are listed under "Additionally Allowed."

Introductory Level (Walk/Trot only)

"Compulsory Elements": halt with salute facing C and near the centerline, first and final; free and medium walk (20m continuous each); 20m circle in working trot (right and left).

"Additionally Allowed": Any movement(s) included in current USDF tests at this level.

Training Level

"Compulsory Elements": halt with salute facing C, first and final; free and medium walk (20m continuous each); 20m circle in working trot (right and left); 20m circle in working canter (right and left); trot serpentine-loops no smaller than 15m

"Additionally Allowed": trot-halt-trot; trot-walk-trot; canter-trot-canter (trot must cover 20m minimum)

First Level

"Compulsory Elements": halt with salute facing C, first and final; free and medium walk (20 m continuous each); 8 -10m circle at working trot (right and left); leg-yield at working trot (right and left); 15m circle at working canter (right and left); change of lead through trot (right and left)

"Additionally Allowed": turn on the forehand; trot lengthen stride; trot leg-yield; any configuration; canter lengthen stride; counter canter; canter lengthen stride

Second Level

"Compulsory Elements": halt and salute facing C and near the centerline at beginning and end of test; free and medium walk 20m continuous each; shoulder-in (12m min.) in collected trot (right and left); travers (12m min.) in collected trot (right and left); 10m circle at canter (right and left); counter canter (right and left); simple change of lead (right and left)

"Additionally Allowed": 8m in trot; renvers; medium trot and/or canter on a curved line

Third Level

"Compulsory Elements": Halt with salute facing C, first and final; medium and extended walk (20m continuous); shoulder-in in collected trot (right and left); half-pass in collected trot (right and left); half-pass in collected canter, (right and left); flying change of lead (right and left)

"Additionally Allowed": 8 meters circles in trot; half-pass zig-zag in trot; canter to halt; counter-change of hand in canter (only one change of direction); medium trot and/or canter on a curved line; flying changes shown in sequence of every five strides or more.

Fourth Level

"Compulsory Elements": halt with salute facing C, first and final; collected and extended walk, (20m continuous each); shoulder-in (12m min.) in collected trot (right and left); half-pass in collected trot (right and left); flying change of leads, every 3rd stride (3 min.); working canter pirouette (right and left)

"Additionally Allowed": Follow USDF Freestyle guidelines.

FEI Levels

The team must state the level. Follow guidelines for FEI Freestyles of the same level.

UNDERSTANDING ARTISTIC IMPRESSION

Choreography

- **Design** -The layout and construction of the pattern and combination of patterns
- **Balance** -Use of space; the comprehensive use of the entire arena
- **Direction** -Suitable balance between left and right
- **Creativity** (including Degree of Difficulty) -The non-test-like nature and ingenuity of the patterns and combinations
- **Difficulty**-Exceeding the requirement for the standard test of the same level

Choice of Music and Interpretation

- **Rhythm/tempo**-Appropriateness of rhythm and tempo to the gaits of the horses
- **Cohesiveness**-Music selections are from one genre, style, or theme
- **Phrasing & dynamics**-Choreography reflects changes in the music
- **Editing (Seamlessness)**-Cuts and transitions are smooth and create an overall flow of the music

Harmony of Presentation

- **Fluency of performance** -Absence of resistance/disobedience

Team Appearance - Matching attire and tack

Quadrille Specific Judging Terms

Alignment: Alignment occurs in two directions; in a column/file or laterally.

- **Column Alignment:** Whether single file or in pairs, refers mainly to centerline work. Alignment should be such that the judge can see only the first rider or riders (in pairs).
- **Lateral Alignment:** Mainly seen when riders turn individually from the long side and go across the arena. The judge should be able to see only the nearest rider when alignment is good. It is the riders' bodies that are aligned, not the horses' heads.

Cloverleaf: a figure formed when riders are coming in pairs from opposite directions on the centerline, and at the quarter markers (10m from each end of the arena) perform individual 10m circles, making the E-B line the center between the circles

Column or File: used interchangeably to describe riding one behind the other, either, single-file, or double-file (in pairs)

Fan Formation: when coming down the centerline in pairs for a salute, the second pair splits, and the riders fan out to come up alongside of the center pair

Musicality: in quadrille, the suitability of the rhythm and tempo of the music to the gaits

Oblique: an angular line of travel from the centerline to the side or from the side to the centerline or opposite side of the arena, as opposed to straight across

Pass through: pairs approaching each other, making sufficient room to allow one horse to pass between the approaching two horses

Spacing: There are two kinds of spacing: column and lateral.

- **Column Spacing:** refers to distance between riders when riding single file, or pairs when riding in column. Exact distance is not specified—experienced teams can use nose-to-tail spacing, while beginning teams may prefer more distance; essential that it is uniform throughout each movement. Spacing may be changed from movement to movement, depending on the gait or the pattern.
- **Lateral Spacing:** refers to the spacing between two or more riders when approaching the judge head-on, especially in the salutes. It would also apply in individual turns across the arena, but not easily seen by the judge at “C.”

Synchrony: refers to all riders turning at the same moments, such as left and right individual turns; left and right individual circles and half circles, etc. Everyone must start and finish at the same time.

Alignment very often is dependent on synchrony and that is why, in the collective marks on the test sheet, the two are scored together.

Thread The Needle: A movement in which riders coming single-file from the corners of the arena cross each other's paths

alternately on the centerline.

Music

- Any type of music may be selected.
- It is strongly recommended that music for a quadrille freestyle ride be of one genre, style, or theme. Mixing musical genres within one program is not recommended. A cohesive musical theme will be scored higher than a disjointed arrangement of musical selections.
- Strict tempo of the music in relation to the gaits is not required as different horses may be moving at different rates. However, for effective quadrille freestyle, the tempo and rhythm of the music should “suggest the gaits.”
- Music that can be interpreted choreographically and create highlights is encouraged.
- Vocals are permitted
- Entrance music is optional but advised, as it provides a sound check.
- Editing should be fluid and smooth. Choppy or disruptive editing will detract from the overall "Artistic Impression."
- The format for the quadrille freestyle music should be a CD. Final preparation of the music in a professional studio is recommended to ensure proper equalization, balance, and decibel levels.
- The CD should have only the quadrille freestyle ride on it. It should be clearly labeled with the team's name and level of ride.
- Always bring an extra copy of the music to the competition. Mark it in the same way as the original, plus some additional notation indicating that it is a backup copy. ALWAYS HAVE IT READILY AVAILABLE.
- Sound checks must be provided to riders in Freestyle classes for no fee, either on the day prior to competition or prior to their scheduled class. The requirements and timetable for scheduling sound checks must be published in the prize list.
- Consult the competition prize list for information about sound checks and to whom the CD should go.
- Each team should be permitted one representative in the sound system booth to supervise the handling of the music. This person should not interfere with the show announcer or management in any way.
- According to Section 115 of the Copyright Act, a mechanical license must be obtained for the re-recording of music in any format. For information on obtaining a mechanical license, it is recommended that the rider contact the National Music Publisher's Association at www.nmpa.org.
- Teams must pick up their music CDs before leaving the show. If the team does not pick up their music, show management has the option to discard the material.

Choreography

- The team must enter in single file, however it may employ any pattern it chooses to come to the halt, and it may halt in any configuration it wishes.
- The beginning and end of the quadrille (halt and salute) must be executed facing C.
- Each competitive level has specific "Compulsory Elements" (listed on the scoresheet) that must be performed.
- The team can include mirror image, side-by-side, head-on, and in-line positioning.
- The horses should be shown to best advantage, commensurate with the level of training, and maximizing their strengths.
- Creativity and "Degree of Difficulty" in the composition are rewarded.
- It is mandatory that a lateral movement cover a minimum distance of 12m. For most levels however, 18m is recommended-especially on movements such as shoulder-in-to help establish the riders' intent.
- The choreography should utilize the entire arena as imaginatively as possible, with a suitable balance between left and right.
- While riders are encouraged to take chances and increase the "Degree of Difficulty", care should be taken not to over-face the horses. Points for difficulty are only awarded when the attempt is performed well.
- Movements, figures, and their placement should be obvious to the judge.
- The letters of the arena serve as markers only. Movements or figures need not be executed at the letters; however, the choreographic construction should be clear and logical.
- Any element included in the quadrille freestyle program must be performed by all members of the team.
- Most required elements must be shown on both hands (directions); however, each member is not required to show it on both hands. This does NOT apply to GAITS. Trot and canter must be shown on both hands (Training Level and above). Walk is not required on both hands.
- Inclusion of dressage movements above the comparable dressage level will incur a penalty of four points from “Total Technical Execution.” This deduction will be taken for each such forbidden movement, but not for each recurrence of the same forbidden movement.

INFORMATION FROM USDF

All quadrille tests are available online at www.usdf.org.

COMPETITION MANAGEMENT

- Quadrilles are teams of three (or more) horse and rider combinations, and are to be shown in the regulation (20 x 60 m) dressage arena.
- Most quadrilles will use music with their compulsory tests. Be certain to schedule the quadrille classes in an arena with sound system access. As with freestyle, determine and post sound check times well in advance of the class.

Prize list:

- Schedule compulsory quadrille tests at a minimum of eight-minute intervals
- Schedule quadrille freestyles at a minimum of ten-minute intervals
- Shows are encouraged to offer incentives to promote quadrille competition.
- Management must obtain and use USDF scoresheets for quadrille competitions. Present the judge with one scoresheet of the appropriate level per team, and label it with the name of the team as stated on the entry form.

Scoresheet:

- For quadrille freestyle, be sure to mark the scoresheet with the level at which the team will be showing.
- Different level quadrilles may be offered as separate classes or combined into one "quadrille class." When reporting scores, the level and type (freestyle or compulsory) of each ride must be indicated.
- Quadrilles are audience -pleasers, so they should be scheduled during peak times.
- To ease secretarial duties, suggest in the prize list that teams designate one member to collect fees and signed entry forms and releases. Total fees would accompany this one entry, as well as signed releases from all participating individuals.
- Be aware that quadrille teams require more warm-up area than individual horse and rider combinations.
- Quadrille and pas de deux classes cannot be ridden in Freestyle Test of Choice classes. Quadrilles and pas de deux rides may be ridden only in classes, including Test of Choice classes that are limited to Quadrilles and pas de deux rides.

Reporting Scores to USDF

- Quadrille scores from every ride performed must be reported to USDF.
- Report the name and USDF number of the horses, riders, and owners.
- Report the judges of the Quadrille class.
- USDF does not record Quadrille scores.

USDF pas de deux and quadrille classes, like all other dressage classes, are recognized by USEF. USDF pas de deux and quadrille classes are expressly covered by the USEF rule book in DR120, DR121, DR129, and DR130. USEF- 120 and 121 refers to the USDF Quadrille and Pas de Deux Guidelines for specific information regarding attire, saddlery, equipment and judging specifications for compulsory quadrille tests, freestyle quadrilles, special costume freestyle quadrilles, and pas de deux. DR130 also states that current USDF rules must be followed-

USEF rules apply to all USEF licensed/USDF-recognized dressage competitions. All rules that would apply to dressage classes also apply to USDF pas de deux and quadrille classes, except where these classes are expressly exempted.