

MOVEMENTS

Forbidden (ALL LEVELS):

Any movement or transition found only above the level. Rising the trot at Second Level or above. Exceptions are listed under Additionally Allowed

INTRODUCTORY LEVEL

Allowed:

Any movement(s) included in current USDF tests at this level

TRAINING LEVEL

Allowed:

Any movement(s) included in current USEF tests at this level

Additionally Allowed:

Trot-halt-trot, trot-walk-trot, trot-canter-trot, canter-trot-canter (trot must cover 20 meters min.)

FIRST LEVEL

Allowed:

Any movement(s) included in current USEF tests at or below this level

Additionally Allowed:

Turn on the forehand, canter lengthen stride, counter-canter, trot leg-yield - any configuration, canter serpentine, trot lengthen stride

SECOND LEVEL

Allowed:

Any movement(s) included in current USEF tests at or below this level

Additionally Allowed:

8m circles in trot, renvers (12m min.), medium trot and/or canter on a curved line

THIRD LEVEL

Allowed:

Any movement(s) included in current USEF tests at or below this level

Additionally Allowed:

8m 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 – GRAND PRIX

Follow USDF & FEI guidelines for freestyles

TIPS FOR JUDGES

- There is no minimum time requirement.
- USDF Quadrille maximum time limits are stated under Technical Execution.
- Timing and judging start on the move off after the initial halt and salute and ceases at the final salute.
- No bell is sounded at the end of the time limit.
- The halt and salute must face the judge.
- Riders may choose to enter single file or two-by-two. The first rider must signal the sound engineer within 45 seconds of the entry bell. The first rider must enter the arena within 30 seconds of the start of the music.
- Movements executed after the time allowed are not scored.
- If two or more judges officiate, all judge both Technical and Artistic.
- The judge should realize that the horses on any given team **may not be** at the same level of training.
- Judging quadrille has its own special principles, concepts, and considerations. Throughout the body of the test, the judge concentrates on:
 - Spacing (longitudinal and lateral)
 - Alignment (longitudinal and lateral)
 - Synchrony (timing of turns, circles, transitions, crossovers, pass-throughs)
 - With additional attention to performance as a group (uniform and harmonious)
- Music Failure: If music fails during the test, the riders may leave the arena with permission of the judge at "C." The group may decide to restart the test from the beginning or commence from the point where the music failed. Judging restarts at the point of interruption. The marks already given do not change.

Horse 1 _____ Rider 1 _____
 Horse 2 _____ Rider 2 _____
 Horse 3 _____ Rider 3 _____
 Horse 4 _____ Rider 4 _____
 Number _____ Competition _____
 Class _____ Date _____

May be ridden with three or more riders.



LEVEL
Quadrille

UNITED STATES DRESSAGE FEDERATION™

Quadrille

Freestyle

INTRODUCTORY — GRAND PRIX

TIPS FOR SHOW MANAGEMENT

Show management does not need to make any changes to the dressage arena to accommodate quadrille rides. The team enters the ring in single file or two by two and uses a standard 20 x 60 meter arena.

TECHNICAL SCORE _____	
ARTISTIC SCORE _____	
FINAL SCORE _____	(260 TOTAL POSSIBLE)
PERCENTAGE _____	%

United States Dressage Federation™

4051 Iron Works Parkway • Lexington, KY 40511

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

Name of Judge/Position

Judge's Signature

TECHNICAL EXECUTION

Time Requirements: no minimum times for any level including FEI

Introductory: 5:00 minute maximum
 Training – Intermediate: 6:00 minute maximum
 Grand Prix: 7:00 minute maximum
 Judge's marks may be given in half or full points

Second Level and above: All trot work must be sitting.

LEVEL

	POSSIBLE POINTS	JUDGE'S MARKS	COEFFICIENT	FINAL SCORE	REMARKS
1. Compulsory Elements Technical Execution	10		3		
2. Spacing	10		2		
3. Synchrony and Alignment	10		2		
4. Impulsion	10		2		
5. Submission	10		2		
6. Performance as a Group	10		2		
Further Remarks:	TOTAL TECHNICAL EXECUTION <small>(130 total possible)</small>				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 <small>(Forbidden Movements)</small>			←	
	FINAL TECHNICAL EXECUTION <small>(130 total possible)</small>				

COMPULSORY ELEMENTS

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

INTRODUCTORY LEVEL

- Halt with salute, first and final
- Walk
 - Free walk (20 continuous meters)
 - Medium walk (20 continuous meters)
- Working trot
 - 20 meter circle (R & L)

TRAINING LEVEL

- Halt with salute, first and final
- Walk
 - Free walk (20 continuous meters)
 - Medium walk (20 continuous meters)
- Trot
 - Working trot - 20 meter circle R & L
 - Serpentine - loops no smaller than 15m
- Working canter
 - 20 meter circle R & L

FIRST LEVEL

- Halt with salute, first and final
- Walk
 - Free walk (20 continuous meters)
 - Medium walk (20 continuous meters)
- Working trot
 - Leg-yield R & L
 - 8-10m circle R & L
 - Working canter
 - 15m circle R & L
 - Change through trot R & L

SECOND LEVEL

- Halt with salute, first and final
- Walk
 - Free walk (20 continuous meters)
 - Medium walk (20 continuous meters)
- Trot
 - Shoulder-in R & L 12 m min.
 - Travers R & L 12m min.
- Canter
 - 10m circle R & L
 - Simple change R & L
 - Counter-canter R & L

THIRD LEVEL

- Halt with salute, first and final
- Walk
 - Medium walk (20 continuous meters)
 - Extended walk (20 continuous meters)
- Trot
 - Shoulder-in R & L 12m min.
 - Half-pass R & L
- Canter
 - Half-pass R & L
 - Flying change R & L

FOURTH LEVEL

- Halt with salute, first and final
- Walk
 - Collected walk (20 continuous meters)
 - Extended walk (20 continuous meters)
- Trot
 - Shoulder-in R & L 12m min.
 - Half-pass R & L
- Canter
 - Half-pass R & L
 - Working pirouette R & L
 - Tempi changes every third stride (3 min.)

INTERMEDIATE

- Halt with salute, first and final
- Walk
 - Collected walk (20 continuous meters)
 - Extended walk (20 continuous meters)
- Trot
 - Shoulder-in R & L
 - Half-pass R & L
- Canter
 - Half-pass R & L
 - Full pirouette R & L
 - Tempi changes every third stride (5 min.)
 - every second stride (5 min.)

GRAND PRIX

- Halt with salute, first and final
- Walk
 - Collected walk (20 continuous meters)
 - Extended walk (20 continuous meters)
- Trot
 - Half-pass R & L
- Canter
 - Half-pass R & L
 - Full pirouette R & L
 - Tempi changes every second stride (5 min.)
 - every stride (9 min.)
- Piaffe
- Passage

ARTISTIC IMPRESSION

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

NO.

	POSSIBLE POINTS	JUDGE'S MARKS	COEFFICIENT	FINAL SCORE	REMARKS
1. Choreography Design, balance, use of space, changes of direction, changes of gait, creativity, degree of difficulty	10		5		
2. Choice of Music and Interpretation music suggests gaits, cohesiveness, phrasing & dynamics, editing	10		4		
3. Harmony of Presentation Fluency of Performance	10		3		
4. Team Appearance	10		1		

Further Remarks:

	TOTAL ARTISTIC IMPRESSION <small>(130 total possible)</small>				
	DEDUCTIONS <small>(Overtime Penalty)</small>				← Overtime penalty will incur a deduction of 1 point from Total Artistic Impression.
	FINAL ARTISTIC IMPRESSION <small>(130 total possible)</small>				
	FINAL TECHNICAL EXECUTION <small>(130 total possible)</small>				
	FINAL SCORE				
	PERCENTAGE <small>(Final Score divided by 260)</small>				

- There are no qualifying requirements for quadrille.
- Gaits must be shown on both hands by all team members.
- All team members must show all elements of the declared level.
- Each team member is not required to show each movement on both hands.
- Any element performed after the time limit will not be scored, and a penalty of 1 point will be assessed.
- Tenth (.1) points are allowed in scoring Artistic Impression.

In Case of Tie:
 The higher total for Artistic Impression will break the tie.