

# MOVEMENTS

## Forbidden (ALL LEVELS):

Any movement or transition found only above the level. Rising at the trot in Second Level or above

## TRAINING LEVEL

### Allowed:

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

### Additionally Allowed:

Trot stretch circle, canter-trot-canter (trot must cover 12 meters min.), trot-halt-trot, trot-walk-trot, trot-canter-trot (trot must cover 12 meters min.)

## FIRST LEVEL

### Allowed:

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

### Additionally Allowed:

Lengthen trot or canter on a curved line, turn on the forehand, canter lengthen stride, counter-canter, trot leg-yield- any configuration, canter serpentine

## 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.), half-turn on haunches (no more than 180 degrees), 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:

walk half-pirouette, 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

### Allowed:

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

### Additionally Allowed:

8m circles in trot or canter, half-pass zig-zag in trot, counter-change of hand in canter, medium trot and/or canter on a curved line, canter half-pirouette

## FEI

Follow FEI rules for Forbidden and Allowed

## ADDITIONAL TIPS FOR JUDGES

- Time: There is no minimum. USDF Pas de Deux maximum time limits are stated under Technical Execution. Timing and judging commence when the first horse moves off after the entry salute and ceases at the final salute. No bell is sounded at the end of the time limit. Movements executed after the time allowed are not scored.
- Entry: Riders may choose to enter single file or side-by-side. The first rider must enter the arena or 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.
- Music Failure: If music fails during the test, the riders may leave the arena with permission of the judge at "C." The pair 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 \_\_\_\_\_ Horse 2 \_\_\_\_\_

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

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

Competition \_\_\_\_\_

Class \_\_\_\_\_



LEVEL

Pas de Deux

# UNITED STATES DRESSAGE FEDERATION™



**2023**  
**Pas de Deux**  
**Freestyle**  
TRAINING LEVEL — GRAND PRIX

TECHNICAL SCORE \_\_\_\_\_

ARTISTIC SCORE \_\_\_\_\_

FINAL SCORE \_\_\_\_\_

(200 TOTAL POSSIBLE)

PERCENTAGE \_\_\_\_\_ %

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\_\_\_\_\_  
Name of Judge/Position

\_\_\_\_\_  
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

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

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

|   | POSSIBLE POINTS | JUDGE'S MARKS | COEFFICIENT | FINAL SCORE | REMARKS |
|---|-----------------|---------------|-------------|-------------|---------|
| 1. Compulsory Elements<br>Technical Execution                               | 10              |               | 3           |             |         |
| 2. Performance as a Pair<br>spacing, alignment, synchrony                   | 10              |               | 4           |             |         |
| 3. Gaits – rhythm & quality   | 10              |               |             |             |         |
| 4. Impulsion<br>energy, elasticity, engagement                              | 10              |               |             |             |         |
| 5. Submission—basic issues of submission,<br>technical aspect of the riders | 10              |               |             |             |         |

|                         |  |   |  |
|-------------------------|--|---|--|
| <b>Further Remarks:</b> | TOTAL TECHNICAL EXECUTION  |   |  |
|                         | DEDUCTIONS<br><small>(Forbidden Movements)</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. |
|                         | FINAL TECHNICAL EXECUTION<br><small>(100 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.

### TRAINING LEVEL

- Halt with salute, first and final
- Walk  
Free walk  
(20 continuous meters)  
Medium walk  
(20 continuous meters)

- Working trot  
20m circle R & L  
Serpentine - loops no smaller than 15m

- Working canter  
20m circle R & L

### FIRST LEVEL

- Halt with salute, first and final
- Walk  
Free walk  
(20 continuous meters)  
Medium walk  
(20 continuous meters)
- Trot  
Leg-yield R & L  
8-10m circle R & L  
Lengthen stride on a straight line
- 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.)  
Medium on a straight line

- Canter  
Medium on a straight line  
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 (12 m min.)  
Half-pass R & L  
Extension on a straight line

- Canter  
Half-pass R & L  
Flying change R & L  
Extension on a straight line

### FOURTH LEVEL

- Halt with salute, first and final
- Walk  
Collected walk  
(20 continuous meters)  
Extended walk  
(20 continuous meters)

- Trot  
Shoulder-in R & L (12 m min.)  
Half-pass R & L  
Extension on a straight line

- Canter  
Half-pass R & L  
Working half-pirouette R & L  
Tempi changes  
every third stride (3 min.)  
Extension on a straight line

### INTERMEDIATE

- As in Fourth Level for walk and trot
- Halt with salute, first and final

- Canter  
Half-pass R & L  
Full pirouette R & L  
Tempi changes  
every third stride (5 min.)  
every second stride (5 min.)  
Extension

### GRAND PRIX

- Halt with salute, first and final
- Walk  
Collected walk  
(20 continuous meters)  
Extended walk  
(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

# ARTISTIC IMPRESSION

Non-compulsory movements must be rewarded or penalized under "Choreography".

Judges' marks may be given in full, half or tenth (.1) points.

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

|  | POSSIBLE POINTS | JUDGE'S MARKS | COEFFICIENT | FINAL SCORE | REMARKS |
|--|-----------------|---------------|-------------|-------------|---------|
| 1. Harmony between Horses & Riders,<br>Fluency of Performance                            | 10              |               | 3           |             |         |
| 2. Choreography<br>design cohesiveness, use of arena,<br>balance, creativity, difficulty | 10              |               | 4           |             |         |
| 3. Music<br>suitability, seamlessness,<br>cohesiveness                                   | 10              |               | 2           |             |         |
| 4. Interpretation<br>music expresses gaits,<br>use of phrasing and dynamics              | 10              |               |             |             |         |

|                         |  |   |  |
|-------------------------|--|---|--|
| <b>Further Remarks:</b> | TOTAL ARTISTIC IMPRESSION  |   |  |
|                         | DEDUCTIONS<br><small>(Overtime Penalty)</small>                  | ← | Overtime penalty will incur a deduction of 1 point from Total Artistic Impression. |
|                         | FINAL ARTISTIC IMPRESSION<br><small>(100 total possible)</small> |   |  |
|                         | FINAL TECHNICAL EXECUTION<br><small>(100 total possible)</small> |   |  |
|                         | FINAL SCORE  |   |  |
|                         | PERCENTAGE<br><small>(Final Score divided by 200)</small>        |   |  |

- 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.