

## Tips for Quadrille Judges

- All quadrilles will enter the ring in single file. The entry is not judged.
- The halt and salute must face the judge.
- Timing and judging start on the move off after the initial halt and salute.
- Judging quadrille has its own special principles, concepts, and considerations. The judge should realize that the horses on any given team often are not at the same level of training.
- Throughout the body of the test, the judge concentrates on:
  - Spacing (longitudinal and lateral)
  - Synchrony (timing of turns, circles, transitions, crossovers, pass-throughs)
  - Alignment (longitudinal and lateral)
- With additional attention to (especially in the collective marks):
  - Impulsion (if negative, may deduct from the element as well as in the collectives)
  - Submission (obedience to aids in order to perform patterns accurately is as important as the dressage sense of submission being "on the bit")
  - Performance as a group (uniform and harmonious)

## Allowed & Forbidden

### Basic

*Allowed:* Anything not clearly forbidden.

*Forbidden:* Any lateral work, canter, reinback, turn on haunches or pirouette at walk, piaffe, passage.

### Training

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

*Forbidden:* Any lateral work, counter canter, simple change, flying change, reinback, turn on haunches or pirouette at walk or canter, piaffe, passage.

### First

*Allowed:* Counter canter, leg-yield, lengthen trot and canter, simple change, canter-halt, halt-canter, canter-walk, walk-canter.

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

### Second

*Allowed:* Turn on haunches, shoulder-in, renvers, travers, medium trot and canter.

*Forbidden:* Half-pass at trot or canter, flying change, canter pirouette, passage, piaffe.

### Third

*Allowed:* Walk pirouette, half-pass zigzag in trot and canter.

*Forbidden:* Tempi changes, canter pirouette, piaffe, passage.

### Fourth – Grand Prix

Follow USDF & FEI guidelines.

Horse 1 \_\_\_\_\_ Rider 1 \_\_\_\_\_

Horse 2 \_\_\_\_\_ Rider 2 \_\_\_\_\_

Horse 3 \_\_\_\_\_ Rider 3 \_\_\_\_\_

Horse 4 \_\_\_\_\_ Rider 4 \_\_\_\_\_

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



**LEVEL**

UNITED STATES *Dressage* FEDERATION INC.

**2011**

# Quadrille

BASIC - GRAND PRIX

### TIPS FOR SHOW MANAGEMENT

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

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

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

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

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

**(260 TOTAL POSSIBLE)**

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

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

# TECHNICAL EXECUTION

**Time Requirements: No minimum time for any level including FEI**

Basic: 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

<b>LEVEL</b>
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	POSSIBLE POINTS	JUDGE'S MARK	CO-EFFICIENT	FINAL SCORE	REMARKS
<b>1.</b> Required Elements - Technical Execution	10		3		
<b>2.</b> Spacing	10		2		
<b>3.</b> Synchrony and Alignment	10		2		
<b>4.</b> Impulsion	10		2		
<b>5.</b> Submission	10		2		
<b>6.</b> Performance as a Group	10		2		
<b>Further Remarks:</b>	TOTAL TECHNICAL EXECUTION (130 total possible)				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 (130 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.

### BASIC

- Trot-20 meter circle (right & left)
- Walk

- Trot  
Shoulder-in R & L  
Travers and/or renvers R & L  
(at least one must be shown in both directions)
- Medium
- Canter  
10m or smaller circle R & L  
Simple change R & L  
Counter canter R & L

### TRAINING LEVEL

- Basic requirements
- Canter-20 meter circle (right & left)

### 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

### SECOND LEVEL

- Free walk  
(20 continuous meters)

### FOURTH LEVEL

Collected walk  
Extended walk  
(each 20 continuous meters)

- Trot  
Shoulder-in R & L  
Half-pass R & L  
Extension
- Canter  
Half-pass R & L  
Working pirouette R & L  
Tempi changes  
every fourth stride  
(3 min.)

### 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.)

### 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.)
- Piaffe  
Passage

# ARTISTIC IMPRESSION

Non-compulsory movements must be rewarded or penalized under "Choreography".  
Tenth points (.1) are allowed in scoring.

<b>NO.</b>
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	POSSIBLE POINTS	JUDGE'S MARKS	CO-EFFICIENT	FINAL SCORE	REMARKS
<b>1.</b> Choreography Design, balance, use of space, changes of direction, changes of gait and pace, creativity (includes degree of difficulty)	10		5		
<b>2.</b> Choice of Music and Interpretation rhythm, tempo cohesiveness, phrasing & dynamics, editing	10		4		
<b>3.</b> Harmony of Presentation Fluency of Performance	10		3		
<b>4.</b> Team Appearance	10		1		

## Further Remarks:

	TOTAL ARTISTIC IMPRESSION (130 Total possible)				Overtime penalty will incur a deduction of 1 point from Total Artistic Impression.
	DEDUCTIONS (overtime penalty)			←	
	FINAL ARTISTIC IMPRESSION (130 total possible)				
	FINAL SCORE				
	PERCENTAGE (Final Score divided by 260)				<b>In Case of Tie:</b> The higher total for Artistic Impression will break the tie.

- 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.
- Performing movements above the declared level is strictly forbidden.
- Tenth points are allowed in scoring.