

## **Larimer County 4-H Horse Musical Freestyle Class Explanation and Rules**

- ❖ This class is a demonstration of a rider's ability with their horse.
- ❖ Each competitor will enter the arena and perform a pattern they have created to the music of their choice.
- ❖ Each rider should choose maneuvers they and their horses do well.
- ❖ This class is open to Levels I through Level IV (riders holding a walk/trot not allowed)
- ❖ Class will be divided by ages: 8-10, 11-13 and 14-18
- ❖ Ribbons will be awarded for 1<sup>st</sup> – 10<sup>th</sup> place, but are not eligible for high point, or super team awards.

This is not considered a reining or dressage event. This is open to the rider's imagination and presentation of their horse. Any style of riding and pattern will be acceptable.

Musical Freestyle combines the elegance and beauty as well as the power and strength of the horse with the stirring impact of music. Movements and figures are choreographed to music to create an artistic expression of horse and rider that high lights the horse/rider combination.

Choice of music, and the way it is edited together, is just as important as the technical aspects of the freestyle. The music can be anything from classical to show tunes. The actual program you develop should show your horse off to the best advantage. It should make the most of your horse's best gaits and movements and be appropriate for your level of riding skill.

### **RULES**

1. Each rider may choose music 2 to 2.5 minutes in length.
2. Music must be provided by the rider as a CD and clearly indicated which cut of the music they will need quued up.
3. Music and pattern of ride to be turned in with Fair Entries, to Fair Extension Office at The Ranch by Monday, July 13. Office closes at 6:00 p.m.
4. No profanity or sexual language in the lyrics will be allowed.
5. Competitor to be judged on:
  - a. Variety of maneuvers
  - b. Execution of maneuvers
  - c. Creativity of choreography and choice of music
  - d. Attire and/or costume (costumes encouraged)
  - e. Skill demonstrated, level of difficulty
6. TACK may be English, western as long as it fits properly, is in good repair and is not deemed inhumane by the judge. Horses may be shown in any bit regardless of the age of the horse. NO mechanical hackamores. Two hands may be used on the reins in conjunction with any type of tack without penalty. Bare back is allowed if rider is skilled and safe at riding this way.
7. Saddles are required if rider incorporates jumps in their routine.
8. ATTIRE/COSTUME: English, western or costume is permitted as long as they are safe for the horse and rider and do not interfere with the rider's ability to control the horse.
9. NO masks that cover the eyes of the rider or horse.
10. Riders may not be tied to their saddles in any way.
11. Riders are not permitted to have bare feet.
12. No 'excessive' speed.
13. Helmets are required on all riders and may be decorated as part of the costume.
14. If desired, the competitor may have up to 2 minutes to set up props in the arena prior to their go. They will be allowed 1 minute to remove them immediately at the end of their go. If props are used the competitor is responsible for finding assistants to set these up, not the show

management. Props may include stationary objects, people, other horses, ropes or jumps, as long as they do not distract from the performance.

15. All patterns will begin in the center of the arena, for ease of judging and start of music.

16. The judge may stop the ride at anytime if safety becomes a concern.

## **MANEUVERS MAY INCLUDE BUT NOT LIMITED TO THE FOLLOWING**

All maneuvers should fit the rider's level of skill

Walk	Side-pass
Trot/Jog	Leg yield
Lope/Canter	Half-pass
Hand Gallop	Pirouette
Halt	Extended trot
Transitions	Circles, large
Rein back	Circles, small
Turn on forehand	Simple lead changes
Turn on hind	Flying lead changes
Spin	Dismount
Rollback	Mount

### **EXAMPLE RIDE: Total of 10 maneuvers**

Enter at walk	=	1 maneuver
Transition to Trot	=	1 maneuver
Lope small circle, left	=	1 maneuver
Simple lead change	=	1 maneuver
Lope small circle, right	=	1 maneuver
Increase speed, lope large circle	=	1 maneuver
Side-pass left at a Trot	=	1 maneuver
Side-pass right at a Trot	=	1 maneuver
Extended trot	=	1 maneuver
Stop	=	1 maneuver

### **EXAMPLE RIDE; Total of 10 maneuvers**

Enter to center of arena		
Canter depart	=	1 maneuver
Lope large circle	=	1 maneuver
Trot large circle	=	1 maneuver
Jump	=	1 maneuver
Extend trot	=	1 maneuver
Balanced stop	=	1 maneuver
Back	=	1 maneuver
Spin to right	=	1 maneuver
Spin to left	=	1 maneuver
Dismount	=	1 maneuver

# MUSICAL FREESTYLE SCORE SHEET

Contestant # \_\_\_\_\_

Elements being judged	points possible	points earned
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Attire/Costume, creativity Compliments music	25	
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Choice of music Choreography of music to Maneuvers Artistic interpretation	25	
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Variety of maneuvers, Demonstrated at least 10 Different maneuvers -2 points for every maneuver under the 10 required	20	
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Maneuvers executed well, Rider communicated well With the horse. Horse Responded willingly (2 points per maneuver)	20	
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Skill demonstrated Level of difficulty	10	
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**TOTAL POINTS POSSIBLE**                      **100**    **EARNED** \_\_\_\_\_

**Judges**  
**comments:** \_\_\_\_\_  
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\_\_\_\_\_  
\_\_\_\_\_