

Johnson County 4-H Hoofprints Musical Freestyle Class Explanation & Rules

Edited 2009

This class is a demonstration of a rider's abilities with their horse(s). Each entry will enter the arena individually and perform a routine they have created to music of their choice. Each entry should choose maneuvers they and their horse(s) do well. While the term 'rider' is used to describe the contestant, a horse may be shown under saddle, in hand, in harness or at liberty; however the contestant is still expected to demonstrate at least 3 different maneuvers.

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 highlights 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 routine you develop should show your horse off to best advantage. It should make the most of your horse's best gaits and movements and be appropriate for the level you show.

Rules for Musical Freestyle

Divisions for Competition

1. Individual entry- one rider with one horse.
2. Team Entry- 2, 3 or 4 riders each with one horse; all perform in the arena at the same time and they perform as a team. The team will be judged together for one score.

Class Procedure

1. Each rider may choose music 1-3 ½ minutes in length (no longer than 3 ½ minutes). Music must be provided by the rider as either a CD or cassette to the show management by the time announced (CD's are usually easier to cue up). Any music containing profanity or sexual language in the lyrics will not be permitted.
2. Entry will present itself to the judge who will evaluate the costume and may ask the entry about their music or costume at this time.
3. If desired, the competitor may have up to 2 minutes to set up props in the arena prior to their performance; however, the props must be removed immediately at the end of their freestyle performance. The competitor is responsible for finding assistance with props, not the show management. Props may include stationary

objects, people or other horses. Props are intended to support the performance and not distract from the exhibitor.

4. Competitor to be judged on:
 - a. Attire and/or costume
 - b. Variety of maneuvers
 - c. Execution of maneuvers
 - d. Creativity of choreography, choice of music
 - e. Skill demonstrated, level of difficulty
5. Maneuvers the competitor may choose from, but is not limited to(circle those chosen to perform):

Walk	Rein back	Half-pass
Jog	Sliding stop	Pirouette
Trot	Turn of Forehand	Extended trot
Lope	Turn on hind	Circles
Canter	Spin	Simple Lead Change(s)
Hand Gallop	Rollback	Flying Lead Change(s)
Halt	Side-pass	Bow
Transitions	Leg Yield	Jump

6. Judge will use a score card provided by the show management and the scorecard will be available for competitors to review following the class.
7. A judge may blow their whistle and stop the routine for any of the following reasons:
 - a. Unsafe horse or rider
 - b. Equipment/costume/audio failure or safety concern
 - c. Profanity or indecent behavior of entry or in the entry's music
8. After the judge has blown a whistle and stopped the routine, the entry will either be excused or permitted to re-ride their routine, at the judge's discretion.

Acceptable Tack and Attire

Tack: English, western or training gear may be used, as long as it fits properly, is in good repair and is not deemed inhumane by the judge. Costume elements may be used on the horse as long as they are safe and horse(s) and rider costumes do not interfere with the rider's ability to control the horse. Two hands may be used on the reins in conjunction with any type of tack, without penalty.

Attire: English, western or costume attire 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. Helmets are required.