

# **The New Degree of Difficulty (DoD)**

## **Freestyle Judging System**

**- a Manual for Riders, Trainers and Judges -**

This new system will be implemented for the 2016/17 FEI World Cup™ Qualifiers in the Western European League and shall be evaluated on a regular basis, welcoming feedback from Organizers, IT providers, Judges, Riders and Trainers.

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## **1. Advantages of the new Freestyle System**

This new system has been developed to make the judgement of the degree of difficulty in freestyle presentations more transparent and to ensure that the assessment of the various difficulties is the same for each rider, depending on the quality of the execution.

Furthermore, the rider has the chance to declare all difficulties in advance and will benefit from the judges becoming equally aware of the difficulties scheduled.

To make it work, the rider has to transform his choreography with the help of an electronic system, the "[The Creator](#)", into an electronic test sheet.

## 2. The Standardization of Difficulties

### 2.1. What is regarded as difficult?

According to the FEI Guidelines, the **mark for the degree of difficulty** cannot be 7.0, "fairly good", if only the basic requirements mentioned on the present FEI test sheets for each level are fulfilled (examples: only 1x10 steps of piaffe, 1x5 two tempi changes etc.)

Riders can increase the degree of difficulty of their floorplan by showing:

- Difficult movements not required in the relevant standard tests such as piaffe pirouettes of any kind, passage half passes, double pirouettes (see catalogue)
- Difficult transitions not required in the relevant standard tests (see catalogue)
- Difficult combinations of movements beyond the standard "combinations"
- Lines / positions that make the execution difficult
- Appropriate repetition of movements / exceeding the minimum requirements
- Reins in 1 hand

### 2.2. The Code of Points

Similar to other sports catalogues of difficulties have been set up. These catalogues have been endorsed by a group of experts (riders, trainers, judges). All difficulties are defined by a Code of Points (see Catalogue of Movements, Transitions, Combinations)

The assessment of the **degree of difficulty** starts from a base value of **6.5**. For each difficulty the rider can achieve bonus points **if technically performed 7 or higher**. The system automatically adds the bonus points per movement to the **degree of difficulty mark**.

**However, the rider should not only focus on the degree of difficulty. This mark stands for only 1/10 of the whole freestyle assessment. More important is that the floorplan is well structured, creative, and the risk is in accordance with the ability of rider and horse.**

### 2.3. The Catalogues

#### 2.3.a) Catalogue of Difficult Movements

Contains all movements that can possibly lead to an increase of the degree of difficulty including their variations. The achievable points of variations of movements (which exceed the level of the given movement in standard tests) are indicated.

<b>Movement</b>	<b>Variation</b>	<b>Code of Points</b>
Flying changes every 2 <sup>nd</sup> stride (min. 5)		
	9 and more	0.1
	5 and more on a curved line	0.1
	5 and more on a circle line	0.15
	9 and more on a curved line	0.2
	9 and more on a circle line	0.3
Flying changes every stride (min. 9)		
	15 and more	0.1
	9 and more on a curved line	0.15
	9 and more on a circle line	0.2
	15 and more on a curved line	0.25
	15 and more on a circle line	0.35
Canter pirouette right		
	1.5 pirouette and more	0.2
Canter pirouette left		
	1.5 pirouette and more	0.2
Passage (min. 20m on one track)		
	Half-pass (min. 5m sideways)	0.2
Piaffe (min. 10 steps straight)		
	Piaffe pirouette < 90°	0.0
	Piaffe pirouette 90° to < 180°	0.05
	Piaffe pirouette 180° to < 270°	0.2
	Piaffe pirouette 270° to < 360°	0.25
	Piaffe pirouette 360°	0.35
	Piaffe pirouette with 1 change of direction (min. 90° to the side)	0.2
	Piaffe pirouette with 2 changes of direction (min. 45° to each side)	0.3

Table 1: Catalogue of Difficult Movements

All difficulties executed for a technical mark of **7 and higher** will be rewarded with bonus points while movements shown for 6.5 or lower do not receive bonus points or are penalized by a deduction of points.

- A technical mark of **6 or 6.5** does not lead to any bonus / minus points.
- An execution **below 6** will lead to a minus (according to [The Code of Points](#)).
- A difficult movement scored with **7 or 7.5** receives the above mentioned bonus points.
- An execution of **8 and above** will increase the bonus points by 2/100 per mark:  
Example for a movement which obtains a bonus of 0.3:
  - 7 → 0.3
  - 8 → 0.32
  - 9 → 0.34
  - 10 → 0.36

This reflects the idea that a very precise and successful execution of a difficulty heightens its quality and should be rewarded appropriately. Overasking the horse or taking risks that were not successful during a performance will decrease the final degree of difficulty mark.

### **2.3.b) Catalogue of Transitions**

Difficult transitions (such as halt → passage or canter → piaffe) are further components to heighten the degree of difficulty. In the former system, judges did not have the possibility to explicitly reward well executed transitions.

Now the rider has the possibility to mention all transitions beyond the level of the standard tests by adding them **chronologically** to his electronic floorplan.

The catalogue contains all transitions **beyond the level of the GP /GPS** which will equally become rewarded with 0.05, if well performed. A transition such as walk → piaffe for example is standard and therefore not listed below.

Transitions (in contrast to combinations) are defined in the system:

- transition from pace to pace (collected walk → extended canter)
- transition between a collected pace and a movement (collected canter → piaffe)
- transitions from/ to halt (halt → passage; extended canter → halt)

Example:

Test	Mark	Coefficient	Variation	Code of Points	Repetition
Halt					
Difficult transition	<input type="checkbox"/>		Halt - Passage	0.05	
Passage (min. 20m on one track)		2			
Half-pass right (collected trot)					

Illustration 1: Screenshot from the online version showing possible first movements.

Judges will not give a mark but have the possibility to tick a box for acceptance (bonus + 0.05) if the transition was **smoothly** and **promptly** executed. [Illustration 1: Screenshot from the online version showing possible first movements.](#) shows such a box for the difficult transition from halt to passage.

If the transition is incorrect or not fluent, the judge will not tick the box. This does neither give the bonus nor bring the rider's degree of difficulty mark further down.

Difficult Transition	Code of Points
Halt – passage	0.05
Halt – piaffe	0.05
Halt – extended trot	0.05
Halt – extended canter	0.05
Extended trot – walk	0.05
Canter – piaffe	0.05
Canter – passage	0.05
Extended canter – walk	0.05
Extended canter – halt	0.05
Piaffe – walk	0.05
Piaffe – canter	0.05
Piaffe – halt	0.05
Walk – extended trot	0.05
Walk – extended canter	0.05
Extended walk – passage	0.05

Table 2: Catalogue of Difficult Transitions.

### 2.3.c) Catalogue of Combinations

Many riders show difficult combinations to heighten the degree of difficulty. In the previous system, judges did not have the possibility to explicitly reward every well executed combination.

Now the rider has the possibility to declare all difficult combinations by adding them (and the number of their elements) chronologically after the last part of the combination to his electronic floorplan.

In contrast to the number of transitions, the number of possible combinations is endless and therefore they cannot appear as a list. Combinations consist of different elements:

- compulsory paces
- compulsory movements
- "particles" (incomplete movements that would not get a mark but can be a component of a difficult combination such as a canter "pirouette" leading into a piaffe pirouette)

Combinations are defined:

- combination of compulsory paces → compulsory movements  
(Example: ext. canter → 1 ½ canter pirouette → series of changes)
- combination of multiple compulsory movements  
(Example: series of changes → double pirouette in canter)
- combination of multiple compulsory paces / movements with a "particle"  
(Example: piaffe pirouette → directly into canter pirouette)

Combinations are rewarded according to their number of elements.

To be accepted as a combination the different elements have to be executed promptly, giving the impression of directly following each other.

Standard combinations of the GP / GPS (such as *trot half-pass left* → *trot half-pass right* or *passage* → *piaffe* → *passage* on a straight line) do not count as a difficult combination and are **automatically not accepted by the system**. Combinations of piaffe and passage other than the standard, however, e.g. including a piaffe pirouette or a passage half-pass will be accepted.

The rider can specify how many elements he wants to include in a combination by adding the line "Combination of the last elements" and choosing the relevant number. The system might not accept each number.

Example: A combination of two elements might not be allowed whereas a combination of three or more elements (in the same place) might still be accepted (and vice versa).



The transition passage – piaffe – passage does not count as a single element of a combination.

Combinations are not accepted when overlapping.

Example:

Extended canter				
Canter pirouette left		2	1.5 pirouette and more	0.2
Flying changes every stride (min. 9)				
Combination of the last movements	<input type="checkbox"/>		3 movements	0.2

Illustration 2: The "classic" combination.

When considering combinations, judges will not give a mark, but have the possibility to tick a box for acceptance if the combination was **promptly** executed.

If the combination has not been shown with all elements following each other directly, the judge will not tick the box. This neither gives the bonus nor brings the rider's degree of difficulty mark further down. If part(s) of the combination are/were executed incorrectly, the rider will get a low technical mark for this/these movement(s); however, the combination itself could still be accepted by the judge if the execution was direct enough.

Example:

28.	Extended canter		7,5				
29.	Canter pirouette left		8	2	1.5 pirouette and more	0,2	0,22
30.	Flying changes every stride (min. 9)		4		15 and more	0,1	-0,1
31.	Combination of the last movements	<input checked="" type="checkbox"/>			3 movements	0,2	0,2

Illustration 3: Mistake in movement does not necessarily prevent the combination from being acceptable.

Screenshot taken from the [Judge Assistant](#) client.

### 2.3.d) Catalogue of Combinations regarding the numbers of their elements

Combination	Code of Points
2 elements	0.1
3 elements	0.2
4 elements	0.3
5 elements	0.4
6 and more elements	0.5

Table 3: Catalogue of Combinations.

## 2.4. Repetitions of Movements

Any repetition of movements, difficult or not, (with the exception of the 2 compulsory halts) will automatically be rewarded by the system with a bonus of 0.02 when technically executed 7 or better ("R-Indicator").

Example:

Halt					
Difficult transition	<input type="checkbox"/>		Halt - Passage	0.05	
Passage (min. 20m on one track)		2			
Half-pass right (collected trot)					
Passage (min. 20m on one track)		2			R
Piaffe (min. 10 steps straight)		2			
Transition: Passage - piaffe - passage					
Passage (min. 20m on one track)		2			R

*Illustration 4: The repetition of passage is indicated by the 'R' in the last column.*

## 2.5. The "Joker"

If the rider wants to have the possibility of a correction line he can introduce a "Joker" to show either 1 tempis, 2 tempis or extended canter. If successful, the Joker could save him the technical mark, but will not lead to an increase of the degree of difficulty or to a repetition bonus.

However, the Joker can be used as part of a combination.

Example:

Flying changes every stride (min. 9)					R
Canter pirouette left		2			R
Joker			Extended canter or flying changes		

*Illustration 5: Joker*

## 2.6. Particles

"Particles" are incomplete movements that would not get a mark such as a passage that is too short to be counted or changes intentionally shown below the required number. Particles can be an element of a combination e.g. a canter "pirouette" leading into a piaffe pirouette.

## 2.7. Reins in One Hand or Easy / Spots, Lines that make the Execution of Movements easy / difficult

Executing a movement / pace with the reins in one hand can be reflected positively in the mark for the degree of difficulty.

The judge generally has the possibility to modify the final difficulty mark within the small range of 0.2. E.g. he could heighten the mark for a well executed one-handed execution of (a) movement(s) or an extended pace.

On the other hand he might diminish the mark if the rider repeatedly shows movements on lines / spots that make their execution easy. Such as a piaffe on the track or a pirouette on a circle line.

	Artistic marks (half points may be given)	Mark	Coefficient	
41.	Rhythm, energy and elasticity	<b>8</b>	4	
42.	Harmony between rider and horse	<b>8,5</b>	4	
43.	Choreography. Use of arena. Inventiveness	<b>8,5</b>	4	
44.	Degree of difficulty. Calculated risks	<b>8,5</b> 8,54	4	<input type="radio"/> 8,3 <input type="radio"/> 8,4 <input checked="" type="radio"/> 8,5 <input type="radio"/> 8,6 <input type="radio"/> 8,7 <span style="float: right;">x</span> <small>recommended</small>
45.	Music and interpretation of the music	<b>7,5</b>	4	
<b>Total marks for technical execution in %</b>		<b>78,75%</b>		
<b>Total marks for artistic execution in %</b>		<b>82%</b>		
<b>Final Score in %</b> (Technical + artistic marks in % divided by 2)		<b>80,375%</b>		<input type="button" value="Confirm and Finish"/>
In case two competitors have the same final score, the one with the higher marks for artistic impression will have the better placing				

*Illustration 6: Example of how the judge is able to influence the final Degree of Difficulty mark. Screenshot taken from the [Judge Assistant](#) client.*

## 2.8. Discrepancies from the Planned Floorplan

Apart from the already mentioned correction line ([Joker](#)) the rider might feel he has to change his choreography during his presentation.

If he remains within his floorplan and only changes the degree of difficulty (less changes than indicated, double pirouette only shown as a single pirouette ...) the judge will react

by putting a minus behind the technical mark which automatically takes away the difficulty-bonus (the technical mark remains).

If the rider leaves out a scheduled movement, he will not get a technical mark for it. If he shows the movement that has been left out later during his presentation, he will get the technical mark but no bonus for the degree of difficulty as he could not show the movement where it was planned. This is possible up to 3 extra movements which will be added by the judge at the bottom of the floorplan.

35.	Halt	<b>7</b>					
<input checked="" type="checkbox"/> Rider has shown additional movements (up to 3)							
	Canter pirouette left	<b>7,5</b>	2				

*Illustration 7: Example of an additional movement. Screenshot taken from the Judge Assistant client.*

If he wants to add / repeat a movement that has not been scheduled in the floorplan he has the option to show up to 3 extra movements which will technically be marked as normal at the bottom of the floorplan but do not lead to any increase of the degree of difficulty.

Any further additional movement (a movement that is not conform with the given floorplan) after the first 3 will not be scored and will as a result be ignored in the calculation of the final score.

If a compulsory movement / pace has been omitted without having been shown until the final salute, or if a compulsory movement has been shown incorrectly (e.g. piaffe only as a pirouette) the FEI Freestyle rules are applied.

## 2.9. Calculation of the Final Score

During the presentation of the freestyle, each judge will give his (half-)marks movement by movement, following the floorplan like a normal testsheet.

### 2.9.a) Technical Mark

The system sums up all single technical marks, thereby averaging the marks for all repeatedly shown movements / paces to one mark (in decimals). All technical marks together generate the final technical mark which is ready immediately after the rider has finished his freestyle. This allows a much quicker announcement of the results as well as

the possibility of showing the running score to the public or to the TV audience.

If a joker has been used, the system includes the received technical mark in this table. If the rider has shown additional movements or left movements out, this will be also indicated accordingly.

The final technical marks for each required movement will be rounded to half-marks. In case the system has to round from the middle between two marks, it will round up on the first appearance. Each following occurrence will alternate between rounding down and up.

Example:

### SUMMARY

Test	Marks	Coefficient	Final Mark
Collected walk (min. 20m)	<b>7,5</b>		<b>7,5</b>
Extended walk (min. 20m)	<b>7</b>		<b>7</b>
Half-pass left (collected trot)	<b>7</b>		<b>7</b>
Half-pass right (collected trot)	<b>7</b>		<b>7</b>
Extended trot	<b>6</b>		<b>6</b>
Half-pass left (collected canter)	<b>7 6,5</b>		<b>7</b>
Half-pass right (collected canter)	<b>7 6,5</b>		<b>6,5</b>
Extended canter	<b>7</b>		<b>7</b>
Flying changes every 2nd stride (min. 5)	<b>7</b>		<b>7</b>
Flying changes every stride (min. 9)	<b>8</b>		<b>8</b>
Canter pirouette right	<b>6</b>	2	<b>6</b>
Canter pirouette left	<b>7</b>	2	<b>7</b>
Passage (min. 20m on one track)	<b>8 7,5 8 7 7 7 7 7</b>	2	<b>7,5</b>
Piaffe (min. 10 steps straight)	<b>8 7 8 7</b>	2	<b>7,5</b>
Transition: Passage - piaffe - passage	<b>7,5 7 7 7</b>		<b>7</b>
Halt	<b>7 7</b>		<b>7</b>

*Illustration 8: Example of fair rounding: Compare Half-pass left (collected canter) (rounded up) and Half-pass right (collected canter) (rounded down).*

### **2.9.b) Artistic Mark**

As described before the system automatically adds up the bonus points received and generates the degree of difficulty mark the moment the rider has finished his freestyle presentation.

The artistic marks excluding the degree of difficulty mark which uses decimals to 0.1, can be expressed in half-marks as before.

The degree of difficulty mark will be rounded (if the second decimal place is a 5, it will round up) to one decimal place if necessary.



6.	Extended trot	<b>8</b>					
7.	Passage (min. 20m on one track)	<b>5</b>	2	Half-pass (min. 5m sideways)	0,2	-0,2	R
8.	Half-pass right (collected trot)	<b>6</b>					
9.	Combination of the last movements	<input type="checkbox"/>		2 movements	0,1		
10.	Passage (min. 20m on one track)	<b>8</b>	2				R
11.	Piaffe (min. 10 steps straight)	<b>8</b>	2				
12.	Transition: Passage - piaffe - passage	<b>7,5</b>					
13.	Passage (min. 20m on one track)	<b>7,5</b>	2				R
14.	Collected walk (min. 20m)	<b>7</b>					
15.	Extended walk (min. 20m)	<b>7</b>					
16.	Extended canter	<b>6</b>					
17.	Canter pirouette left	<b>8-</b>	2	1.5 pirouette and more	0,2		
18.	Flying changes every 2nd stride (min. 5)	<b>7,5</b>		9 and more	0,1	0,1	
19.	Combination of the last movements	<input checked="" type="checkbox"/>		3 movements	0,2	0,2	
20.	Half-pass left (collected canter)	<b>8</b>					
21.	Half-pass right (collected canter)	<b>7</b>					
22.	Extended canter	<b>7</b>					
23.	Canter pirouette right	<b>7</b>	2				
24.	Flying changes every stride (min. 9)	<b>8</b>					
25.	Combination of the last movements	<input checked="" type="checkbox"/>		3 movements	0,2	0,2	
26.	Joker Extended canter Flying changes every stride (min 9) Flying changes every 2nd stride (min 5)	<b>8</b>  		Joker			
27.	Difficult transition	<input checked="" type="checkbox"/>		Canter - passage	0,05	0,05	

Illustration 9: Screenshot from the available Judge Assistant with various special cases (left out difficulty at movement 17, joker).

### 3. The Input System: The Creator

The Creator enables easy and fast input of freestyle floorplans. It is available online and free to use via the FEI website. The only requirement is an FEI account.

Logged in as: Daniel GÖHLEN

New Load Save Assign Help

Search

Test	Mark	Coefficient	Variation	Code of Points	Repetition
Halt					
Difficult transition	<input type="checkbox"/>		Halt - Passage	0.05	X
Passage (min. 20m on one track)		2			X
Piaffe (min. 10 steps straight)		2			X
Transition: Passage - piaffe - passage					X
Passage (min. 20m on one track)		2			R X
Extended trot					X

→ Achievable Degree of Difficulty: 6.57

**i** Drag & Drop your entries from the left-bar into the table above. You can also rearrange entries in the table by just dragging them into the right position!

Illustration 10: Screenshot from the online version.

The online system of the Creator offers full functionality for the rider and is integrated within the FEI entry system. The rider is able to set up his floorplan and assign it to **future** competitions where his entry is **accepted**.

The rider has to visit [dressagefreestyle.fei.org](http://dressagefreestyle.fei.org) and log in using his FEI account.

If he does not have an FEI account, he should contact his national federation. This platform is used to directly connect the Creator to the FEI entry system.

While this system will also work on mobile devices, it is highly recommended to use a computer due to easier and more accurate Drag and Drop with a mouse.



### 3.1. How to set up the Floorplan

Having opened the Creator the rider sees a graphical user interface. To the left he finds the catalogue with all possible elements he can use: paces, movements, transitions, particles, the joker and combinations.

In the middle he finds a blank floorplan with the 1<sup>st</sup> halt being preset. The rider drags the next movement or transition from the catalogue and drops it into the 2<sup>nd</sup> line and so on until he has completely inserted his floorplan.

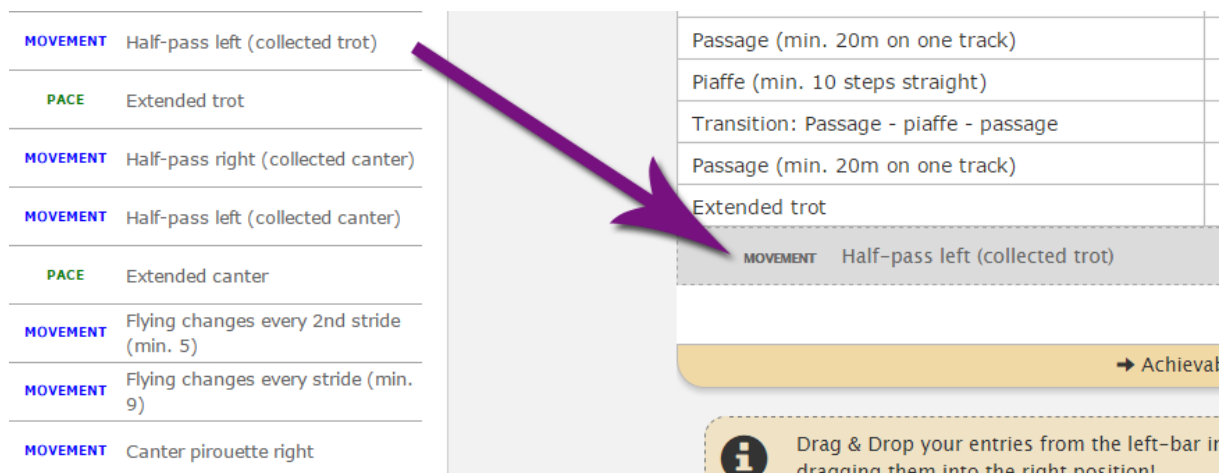


Illustration 11: Drag-and-Drop Example.

It is important that the rider sets up all elements **chronologically**; e.g. 1. halt, 2. difficult transition (halt → extended trot), 3. extended trot.

If a movement can be shown with variations (e.g. piaffe or pirouettes) the rider can use the little arrow in the column "variation" to choose the variation he wants to add to his choreography.

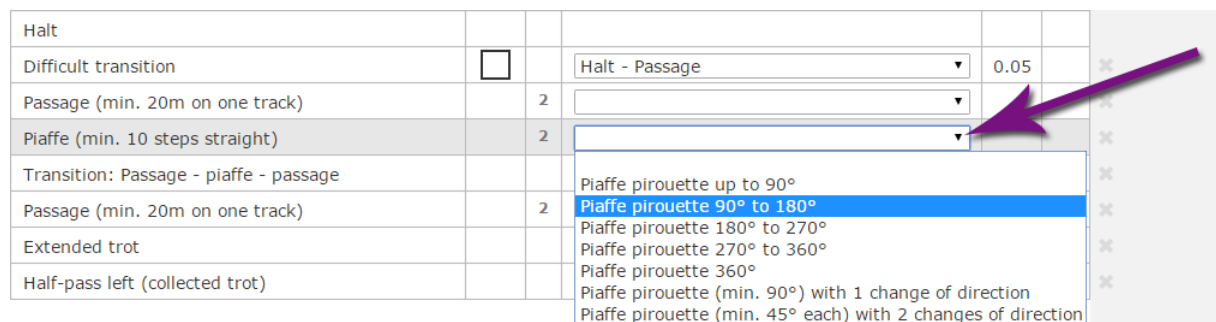


Illustration 12: Choosing a variation.

The same procedure applies to the selection of combinations. The rider just needs to add "Combination" to his floorplan and then select the (required) variation. The application recognizes how many movements the rider wants to select and indicates that graphically.

Halt					
Difficult transition	<input type="checkbox"/>		Halt - Passage	0.05	
Passage (min. 20m on one track)		2			
Piaffe (min. 10 steps straight)		2	Piaffe pirouette 360°	0.3	
Transition: Passage - piaffe - passage					
Passage (min. 20m on one track)		2			R
Combination of the last movements	<input type="checkbox"/>		3 movements	0.2	

Illustration 13: Combination of three movements including Transition: Passage - piaffe - passage

The application automatically identifies the included elements according to the [Catalogue of Combinations](#).

If a combination is rejected by the system, a warning will appear. It is not possible to save the floorplan as long as warnings are displayed.

Halt					
Difficult transition	<input type="checkbox"/>		Halt - Passage	0.05	
Passage (min. 20m on one track)		2			
Piaffe (min. 10 steps straight)		2	Piaffe pirouette 360°	0.3	
Transition: Passage - piaffe - passage					
Passage (min. 20m on one track)		2			R
Extended trot					
Combination of the last movements	<input type="checkbox"/>		4 movements	0.3	
Half-pass left (collected trot)					

→ Achievable Degree of Difficulty: 7.23



Drag & Drop your entries from the left-bar into the table above. You can also rearrange entries in the table by just dragging them into the right position!



**Your floorplan contains problems!**

Passage (straight) → Extended trot appears in standard tests and is not allowed as a combination.



Illustration 14: Warning because of a rejected combination.

If the rider makes a mistake while setting up his electronic floorplan, he can remove the entry by clicking on the "x"-symbol to the right of the element or move it to another position using drag and drop.

Difficult transition	<input type="checkbox"/>		Halt - Passage	0.05		✕
Passage (min. 20m on one track)		2				✕
Piaffe (min. 10 steps straight)		2	Piaffe pirouette 360°	0.3		✕
Transition: Passage - piaffe - passage						✕
Passage (min. 20m on one track)		2			R	✕
Extended trot						✕
Half-pass left (collected trot)						✕

Illustration 15: Removing an element.

The columns "Code of Points" and "Repetition" refer to the system. The "Code of Points" displays the bonus the rider would get; whereas the "R"-Indicator adds a small bonus of 0.02 for every repetition of a movement. As stated before, each bonus will only be received for a mark of 7 or better.

Having finished the floorplan, the rider can always see his achievable degree of difficulty in the case of an "ideal" presentation, i.e. if all transitions and combinations were accepted and if all difficulties were marked for a 10 (See [Catalogue of Difficult Movements](#)). He has the chance to "play" with various options and see whether his degree of difficulty will increase or decrease. The system will automatically cap the degree of difficulty at 10.

Canter pirouette right		2			R
Difficult transition	<input type="checkbox"/>		Canter - Piaffe	0.05	
Piaffe (min. 10 steps straight)		2			R
Passage (min. 20m on one track)		2			R
Halt					

→ Achievable Degree of Difficulty: 8.76

Illustration 16: Display of the maximum achievable Degree of Difficulty

However, he should never forget that a harmonious presentation with a choreography well fitting to the horse is of greater value than a high degree of difficulty that does not work out well.

### 3.2. How to save the Floorplan

To keep the floorplan in the system and to be able to submit it, the rider has to save it. Having completed his floorplan, he has to press "Save" in the top navigation area. The system will tell him whether there are compulsory movements missing or if problems exist that need to be addressed first. Compare to: [Illustration 13: Combination of three movements including Transition: Passage - piaffe - passage](#)).

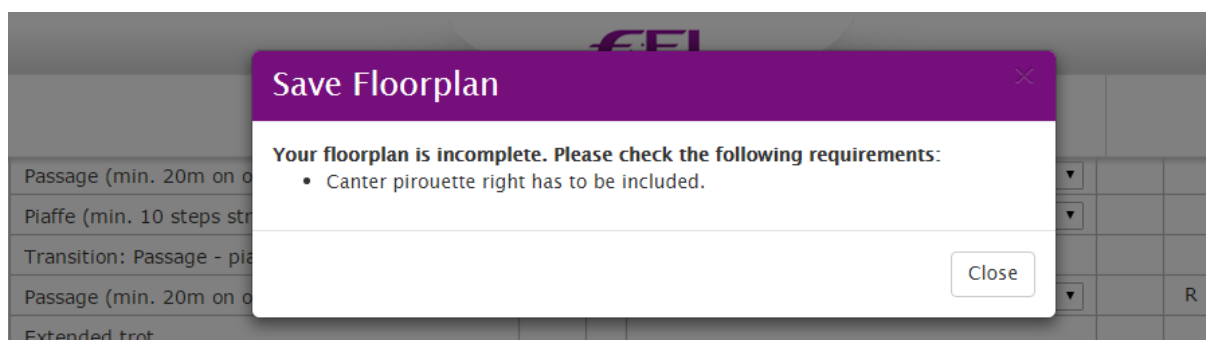


Illustration 17: Missing requirement.

Then he has to enter the name under which he wants to save his floorplan.

Having pressed "Save", he always can load the floorplan by using "Load".

A hard copy of the floorplan can be printed out at the show office. Hard copies will mimic the familiar test sheet look.

## GRAND PRIX FREESTYLE

### Alice Scheuren

	Test	Mark	Correction	Coefficient	Variation	Remarks	Code of Points	Repetition
1.	Halt							
2.	Difficult transition	<input type="checkbox"/>			Halt - Passage		0.05	
3.	Passage (min. 20m on one track)			2				
4.	Piaffe (min. 10 steps straight)			2				
5.	Transition: Passage - piaffe - passage							
6.	Passage (min. 20m on one track)			2				R
7.	Extended trot							
8.	Passage (min. 20m on one track)			2	Half-pass (min. 5m sideways)		0.2	R
9.	Half-pass right (collected trot)							
10.	Combination of the last movements	<input type="checkbox"/>			2 movements		0.1	
11.	Extended trot							

Illustration 18: Example of printed floorplan.

### 3.3. How to assign a Floorplan

Each floorplan will automatically be transmitted to the organizer of an event. Therefore the rider has to assign his floorplan to the required competition and to his horse.

1. He has to click on "Assign" in the top navigation area. To the left, he can find future events where his entry has been accepted. He has to click on one of them to indicate that he wants to assign his floorplan to this event.
2. The next items that are shown are his possible freestyle competitions on this event. He has to choose one of them.

Amsterdam CDI-W	From: 30 Jan 2015 To: 01 Feb 2015	➤
Neumünster CDI-W	From: 12 Feb 2015 To: 15 Feb 2015	➤
Göteborg CDI-W	From: 26 Feb 2015 To: 01 Mar 2015	➤
Dortmund CDI4*	From: 06 Mar 2015 To: 08 Mar 2015	➤
Las Vegas NV CDI-W Final	From: 15 Apr 2015 To: 19 Apr 2015	➤
Hagen CDI4*	From: 22 Apr 2015 To: 26 Apr 2015	➤
Mannheim CDI3*	From: 01 May 2015 To: 05 May 2015	➤
München-Riem CDI5*	From: 14 May 2015 To: 17 May 2015	➤
Wiesbaden CDI4*	From: 22 May 2015 To: 25 May 2015	➤

← This is a list of your upcoming events that include a Grand Prix Freestyle. Please choose one of them and proceed to assign a floorplan to a horse. If you can not find an event that you are looking for, the organizer might have not accepted your entry yet.

ID	Floorplan-Name	Last Modified	Assignment
18	Electro	18 Dec 2014, 13:43	
19	Jazz Freestyle	16 Dec 2014, 13:02	
14	Quick Fox	23 Mar 2014, 09:33	
15	Phantom Agony	11 Jan 2014, 11:50	
16	Pop Rock	14 Dec 2013, 11:32	
17	Greatest Hits	14 Dec 2013, 10:02	

Illustration 19: Assigning of saved floorplans to competitions.

3. The next step requires to select a horse.
4. Having selected a horse the rider chooses one of his saved floorplans (which are found in the middle) to finally assign it. The event organizer will then know what floorplan the rider wants to show with which horse.
5. If the rider wants to compete in multiple freestyle competitions or with another horse, he has to go on with this procedure until every competition has at least one horse and one floorplan assigned.

### 3.4. Problems with the System? Who to ask for help?

Feel free to send an [E-Mail](#) at any time for questions. We will get back to you as soon as possible.

## 4. How does the System work on the Show?

The organizers are able to pull the floorplan data as XML files from the FEI database. To display them on the judges PCs, the [Freestyle Scoring Suite](#) is recommended. This system generally fits into the common data service infrastructure and can easily be extended to fit specific needs. Licenses and / or additional support can be acquired on an event basis. Please contact the [Black Horse 88 GmbH](#) or ask your data provider for possibly existing solutions (e. g. HippoData currently has an agreement with the Black Horse 88 GmbH to supply the system and is able to provide support for it). However, data providers / time keeping services are free to implement their own solution. Doing so, the implemented solution is required to be thoroughly tested by the FEI. Please contact the FEI if you plan to implement your own solution for further details.

Using the [Freestyle Scoring Suite](#), the show office sends the floorplan electronically to the computer in the judges' boxes. A paper printout for the secretary and the judge will be added.

Riders are **required to submit and assign their floorplan 2 days before the official start of the show.**

Depending on the data service, changes until the draw might be possible.

## **5. Frequently Asked Questions**

These are commonly asked questions. This part provides quick answers and shows the link to the corresponding chapters for further details.

### **5.1. Why is this combination not allowed?**

Only combinations that cannot be found in the appropriate standard tests (Grand Prix, Grand Prix Special, Intermediate II, Grand Prix U25) are eligible. More details and examples can be found in [Catalogue of Combinations](#).

### **5.2. Why is this not counted as a difficulty?**

Please refer to [What is regarded as difficult?](#)

The [The Code of Points](#) and the various difficulties were agreed to by the International Riders' Club, the International Judges' Club and the International Trainers' Club. This document represents the collective result of the discussions. The Code of Points has to be regularly reviewed.

### **5.3. What happens when a horse is scared and the rider is not able to show a difficulty or a movement?**

You can find more information on this topic in [Discrepancies from the Planned Floorplan](#).

### **5.4. A rider wants to have a line where he can do flying changes or extended canter. Is this possible?**

Sure, he just needs to add [The "Joker"](#).

### **5.5. The rider needs to repeat a movement that was not declared at this place. What happens?**

Please see [Discrepancies from the Planned Floorplan](#).