



Freestyle Working Group
FEI Vaulting Seminar, Saumur, October 2024

2024 Squad & PDD Working Group - Freestyle

- Appointed by the FEI in 2024 after the FEI Seminar 2023 in Salzburg
- **Purpose:**
 - Expand the work of the Artistic Working Group
 - Changes to be considered for guidelines changes in 2026 (now 2027)
- **Members:**
 - Doris Knotter - Chair - FEI L4 Judge
 - Craig Coburn - FEI L4 Judge
 - Stefan Csandl - Prior Artistic Working Group – FEI L2 Judge
 - Anita Flamand - Prior Artistic Working Group - FEI L4 Judge
 - Isabelle Bibbler Parker - National Trainer





Free Test concept 2026?

- Kick of meeting in Lausanne at FEI Headquarter on February 17th, 2024





FREE TEST CONCEPT 2026 - FEI Vaulting Working Group

TIMELINE

Presentation of ideas

- WG - Presentation of the ideas of the Working group to the VTC
- VTC - to prepare objectives and arguments to explain and support the concept for testing groups.

April 15, 2024

6 Weeks
End of May

Concept ready

- Concept includes feedback from internal testing
- Concept ready for Squad 3*
- Overview of the concept for other classes and competitions

8 Weeks
End of July

FEI Seminar

- Presentation of the Concept to the participants of the FEI Vaulting Seminar in Saumur

6 Weeks
Mid September

4 Weeks
Mid October

7 Months
End of June, 2025

Internal testing

- Internal testing conducted by VTC and Working group members on the presented ideas.

External Testing

- Identify what would be approach for external testing. Are we set up testing group?

Proposal for NFs

- FEI rules and Guidelines with the implemented concept for NF review including feedback from Seminar

Agenda

- Working Group Squad/PDD Freestyle – looking back in time!
- The approach we took!
- The proposed concept and deliverables
- The base facts!
- Let's discuss!
- Next Steps





Another Working Group????



2016 First inspiration to change the Artistic score was for Individual Vaulting

Question: „What does a score of 10 mean?“

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Concept: attempt to align with Individual Concept.

C1				Score:					
Structure Groups	Combinations		Space			Roles - 2 per vaulter			
			Positions	Directions	Levels	Supporting Stabilising	Flying	Individual	
1	Single	0.2	Neck	Forward	Low	V1	V1	V1	
2	Double support	0.2	Surcingle	Backward	Medium	V2	V2	V2	
3	V. facing diff. Dir.	0.2	Back	To inside	High	V3	V3	V3	
4	Double combined	0.2	Croup	To outside					
5	Triple support	0.2	Inside	Along					
6	V. facing diff. Dir.	0.2	Outside	Across					
7	Triple semi-comb.	0.2							
8	V. facing diff. Dir.	0.2							
9	Triple combined	0.2							
10	Double/Triple change P/D/L	0.2							
	0.2		- 0.2 for each missing P/D/L						
Max. 8,0	2,0	2,0	2,2						
Number			Missing: -						
Pts									
Complex mounts dismounts	Complex supp/stab position		Aerial Level Creative use of Space						
	Excellent coordination								
	Complex supporting sequence								
	Complex stabilizing sequence								
Max. 2,0	0,5	0,4	0,5						
Pts									

C1		Structure and Use of Space - CVI 3* 30%		Score
Groups	Combinations			
1	Single	Variety in Structure All Groups shown (1-5 by a Base, 6-10 by any Vaulters). Many complex Mounts and Dismounts.	20%	Deduction for Over- or Underuse
2	Double support			
3	V. facing diff. Dir.			
4	Double combined	Variety of Combinations All Combinations shown; Triple and Double with Vaulters facing different Directions. Excellent complexity with high demand on balance/posture of the Base; excellent coordination between Vaulters; excellent supporting and stabilizing sequence with significant change in Posture/Direction/Level.	30%	Deduction for Over- or Underuse
5	Triple support			
6	V. facing diff. Dir.			
7	Triple semi-comb.	Variety of Roles Roles evenly spread among the Vaulters - several Vaulters fulfill 3 Roles out of: Base / Flying / Individual; the others fulfill 2 of those Roles.	30%	Deduction for Over- or Underuse
8	V. facing diff. Dir.			
9	Triple combined			
10 / 10	Double/Triple change P/L/D 90°	Variety in Use of Space All Positions and Directions covered; static and dynamic exercises on all Levels.	20%	Deduction for Over- or Underuse
Complex Mounts	<ul style="list-style-type: none"> Complex supp/stab position Excellent coordination Complex supporting sequence 			
Dismounts	<ul style="list-style-type: none"> 2 simultaneous changes of P / L / D 180° Complex stabilizing sequence 2 simultaneous changes of P / L / D 180° 			



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2021/22 Presenting updated and also new definitions for composition, roles, combinations, use of space and also proposed a different split of scores.

- Table A: Horse Score
- Table B: Technique (DoD & Performance)
- Table C: Artistic (Composition and Music Interpretation)
- Table D: Structure (Variety of Ex., Use of Space, combinations)



C2 - 35 % COMPOSITION	10	Seamless test serving the artistic concept, in harmony with the Horse throughout the routine, excellent connection.	D1 - 50% VARIETY OF EXERCISES	Max. 8.0 pts when all Groups are shown: - 1 point off for each one missing group										0,0
	8	Well-connected test, in harmony with the Horse, and mostly serving the concept.		1	2	3	4	5	6	7	8	9	10	
	6	Test with disruptions between the sequences and/or sometimes with the horse, occasionally		awarded in addition for: Tests, where exercises with a DOD of D/R from different structure Complex mounts and dismounts										
	4	Test with frequent disruption with the Horse.		Max. 8.0 pts when all Positions and the 4 main Directions are shown - 1 point off for each one missing										
	2	Test with major interruption level of the Horse.		Max. 8.0 pts when all Groups shown - 1 point off for each one missing group (0.5 pts each for 10.1 and 10.2)										

C3 - 15% ROLES	Role											D2 - 20% VARIETY OF SPACE	0,0											
	Support																							
	Stabilizing																							
	Freedom																							
	Invitation																							
Each Vault											D3 - 50% VARIETY OF COMBINATIONS	0,0												
Max. 8.0 pts when all Positions and Directions shown - 1 point off for each one missing																								
<table border="1"> <tr> <td>Neck</td><td>Surcingle</td><td>Back</td><td>Croup</td><td>Inside</td><td>Outside</td> </tr> <tr> <td>FW</td><td>BW</td><td>Sidew-In</td><td>Sidew-Out</td><td>Along</td><td>Across</td> </tr> </table>													Neck	Surcingle	Back	Croup	Inside	Outside	FW	BW	Sidew-In	Sidew-Out	Along	Across
Neck	Surcingle	Back	Croup	Inside	Outside																			
FW	BW	Sidew-In	Sidew-Out	Along	Across																			
+ up to 2.0 pts can be awarded in addition for: Freedom of movement; Creative use of space; Complex body orientation, where different parts of the body move and face different directions																								
m different structure																								

D3 - 30% VARIETY OF COMBINATIONS	Max. 8.0 pts when the 4 Combinations below are shown - 1 point off for each missing Combination											0,0
	Single	Double stabilized	Double support (any variation)	Double support facing diff direction	Double combined							
	Triple support	Triple semi-combined	Triple combined	Double or Triple Combined dynamics								
	Complex base, moving base			Double or Triple with change of position/level /direction (min. 90°) of Supporting Base								
	+ up to 2.0 pts can be awarded in addition for: Excellent complexity with high demand on balance/posture of the Base, Excellent supporting and stabilizing sequence with significant change in Posture/Direction/Level, Complex combined dynamics.											



		3* Sen - 2* Young V	
		Ind	PdD / Squad
A - Horse		25%	25%
B - Technique		35%	35%
Degree of Difficulty	40%	14.0%	40%
Performance	60%	21.0%	60%
C - Artistic		25%	25%
Music Interpretation	50%	12.5%	50%
Composition	50%	12.5%	35%
Roles			15%
D- Structure		15%	15%
Variety of Exercises	70%	10.5%	30%
Use of Space	30%	4.5%	20%
Combinations			50%
			7.5%



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2022 Testing Result:

- Splitting of the scores might give less focus on performance leading to have **less in Harmony with the horse**
- concept does not adjust to the different categories. 1* , 2* , 3* do not have the same requirements.
- too many criteria to observe and capture for positions, directions, levels, combinations, **roles**
- No consideration of the quality of the exercises shown. Score based on one tick in a box within 4 minutes.

2023 New Working Group for Squad/PDD appointed and invited for a brainstorming session with the TC to Lausanne.



The Approach

What is the problem we are trying to solve?

- Artistic quality is based on a **large amount of criteria**
 - currently, scoring artistic can feel like checking boxes
 - Challenging for the judge
 - Not enough brain power for one person to focus on other criteria, such as artistry and COH
- Guidelines for Squad and Pas De Deux does not provide enough information.
- Solving these problems within in the current rules is not working. The Artistic Working Group and VTC have tried. We need to take a step back and look at Freestyle as a whole.

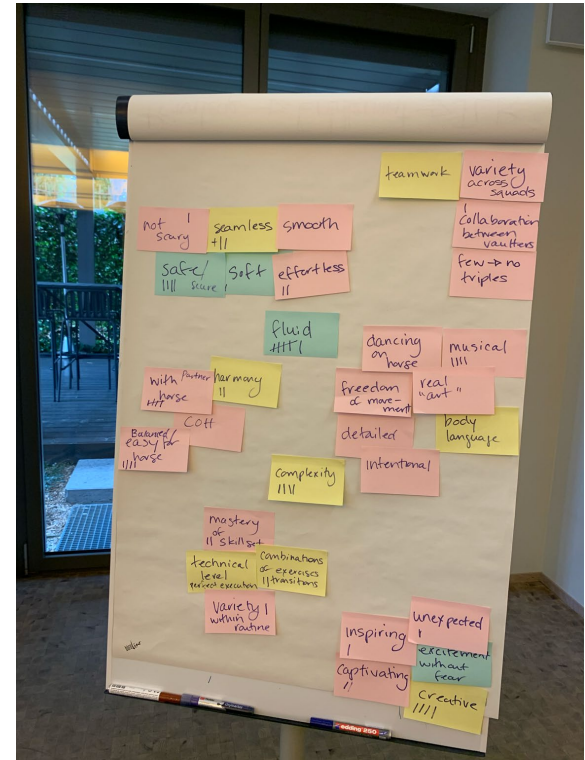


How we approached this work

Freestyle Working Group (FWG), VTC and FEI staff met in Lausanne in February for an extensive strategy and brainstorming session.

Big Questions:

- What are the components of a **great Freestyle**?
- How important is **each aspect** (technique, composition, music...)?



How we approached this work

How do we create a new approach to Freestyle which:

- Leads to consistent scores
- Aligns with our concept of a “great” freestyle
- Can be communicated easily to our community (trainers vaulters, audience)

We decided to work on SQUAD first

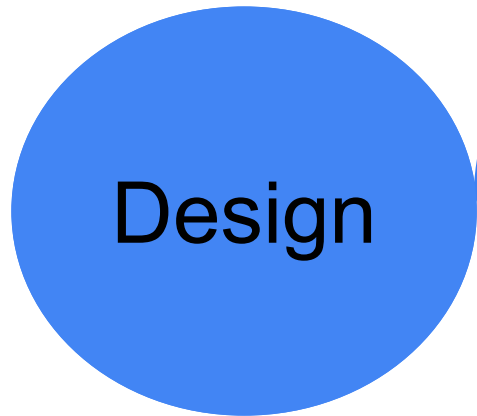


Artistic Score Squad!

A	Horse Score	25%
B	Technical Score	25%
C	Artistic Score	25%
D	Technical Score	25%



		3*	2*	1*
CoH	CoH	20%	20%	20%
Structure	Variety of Exercises	10%	20%	25%
	Variety of Position, Space and roles	10%	10%	20%
Choreography	Unity of composition & complexity	30%	25%	20%
	Music Interpretation, Body Language, Expression	30%	25%	15%



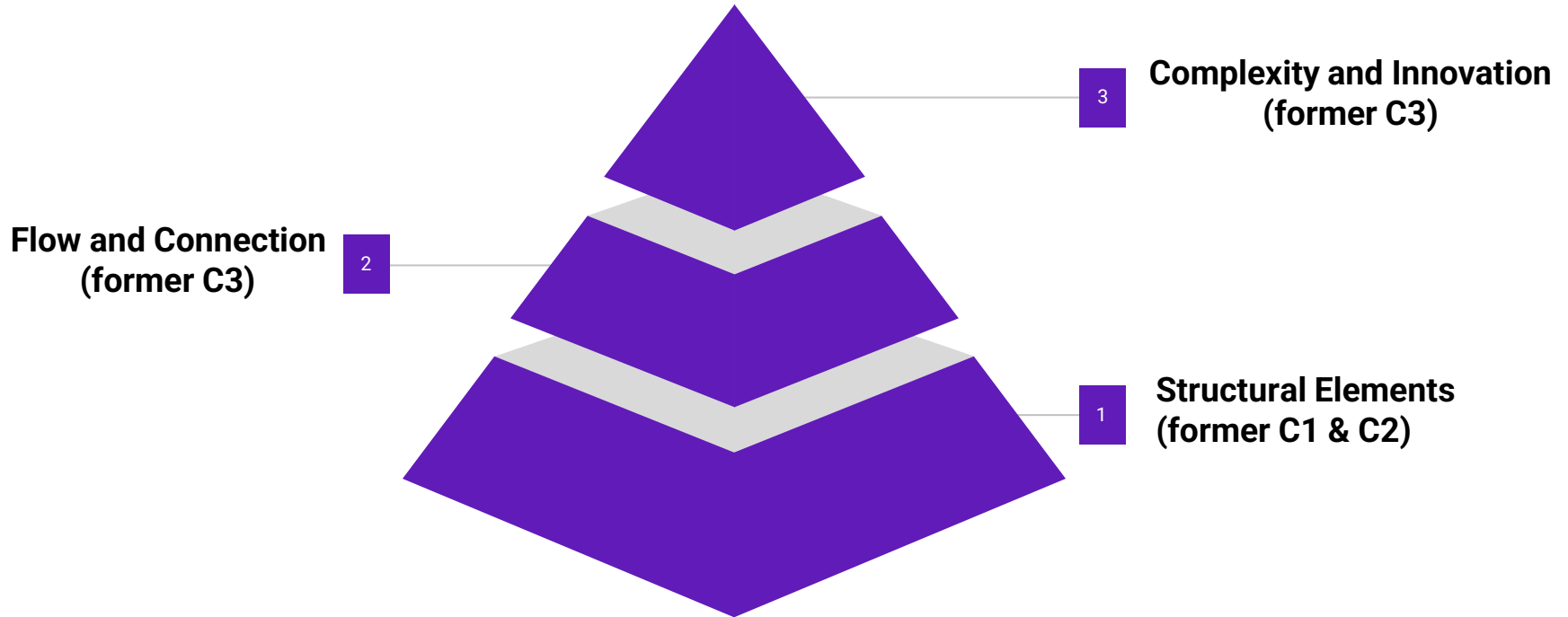
How we approached this work



Process:

1. What is the definition of Design?
2. Looked into how other sports evaluate artistic
Artistic Swimmers,
Ice-skating,
Gymnastic
3. Decided to develop and define Reference-scores

What is Design?



+ CoH and Music Interpretation

Reference Scores and Definitions

- For each of the design scores, we had to first update definitions on which the reference scores are based.
- Our goal was to provide a very clear image of what a great freestyle looks like.
- We tried to clearly separate the meaning of the different scores, so we were not scoring the “same” characteristic of a routine in several places.



Example: Squad Flow and Connection

FLOW AND CONNECTION

The way in which movements are connected is one of the most important features of a choreography. In excellent routines, movements flow naturally from one to the next, with each transition executed smoothly and purposefully. Vaulters present a seamless test where all exercises including mounts and dismounts, transitions, build-ups, build-downs and sequences are part of a constant, continuous flow with purposeful links between all elements. There are no abrupt or laborious connections between elements.

In Squad and Pas de Deux, partnership of the vaulters is an essential factor of the routine. Vaulters are continuously working together and achieving a connected and harmonious freestyle. The connection between vaulters can allow movement to flow from one body to another.

Reference Scores Flow and Connection

10	<ul style="list-style-type: none">● Movements flow seamlessly, smoothly and seemingly effortlessly from one element to the next.● Transitions contribute to the routine creating a cohesive test from beginning to end, enhancing the design of the freestyle.● Vaulters show a meaningful and harmonious connection between each other and significant partnership throughout the
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COMPLEXITY AND INNOVATION

Complexity and Control

- Complex elements are those which surpass the demands of standard movements and require mastery of skills. Examples include unusual contact points between Vaulters or Vaulter(s) and Horse, very small supporting surface, high demand of coordination with other vaulters and/or the horse, additional turns or twists/ changes to directions, two exercises linked together in a way that demands a high level of skill, leaving from or landing in unusual positions etc.
- Complexity is rewarded only when it is in control, secure and intentional, matching the level of the Vaulters' skills and appropriate for the Horse.

Freedom of Movement

- Freedom of movement refers to the vaulters' ability to move around the horse unrestrained and in balance. When showing freedom of movement, the vaulter enhances the composition of the routine by making little or no use of the handles/loops and/or combining several positions, directions and levels in a seemingly effortless way.

Reference Scores Complexity and Innovation

10	Complexity <ul style="list-style-type: none">● Vaulters display several very complex elements and frequently show excellent ways of arranging exercises, combinations, transitions, positions, and directions.● Execution of complex elements is completely in control, secure and intentional.
	Freedom of Movement <ul style="list-style-type: none">● Throughout the routine, the vaulters move around the horse unrestrained and in balance.● Elements are often independent (away) from the handles and loops.
	Innovation <ul style="list-style-type: none">● The routine includes several examples of innovation.

Reference Scores

Criteria	Score of 10
(C2) Flow & Connection	<p>Flow & Connection</p> <p>Movement flows seamlessly, smoothly, and seemingly effortlessly from one element to the next. Transitions contribute to the routine creating a cohesive test from beginning to end enhancing the design of the freestyle. Vaulters show a meaningful and harmonious connection and partnership throughout the freestyle.</p>
(C3) Complexity & Innovation	<p>Complexity</p> <p>Vaulters display mastery of skills by executing several complex elements with outstanding difficulty (e.g. very small supporting surface, unusual contact points between vaulter's or vaulter and horse). Frequent outstanding ways of assembling exercises, combinations, transitions, positions, and directions. Execution of complex elements is completely in control, secure and intentional, matching the vaulter's abilities.</p> <p>Freedom of Movement</p> <p>The Vaulters move unrestrained and repeatedly connect several positions, directions and/or levels in an effortless way with a high demand on balance. All movements are in control. Vaulters often demonstrate movements that are independent from the handles and loops.</p> <p>Creative Use of Space</p> <p>Frequent creative and unique use of space on and around the Horse. Several innovative changes in position/direction/level</p>
(C1) Structural Elements	<p>..... once we reworked all definitions...</p>

Reference Scores

Criteria	Score of 10	
(C1) Structural Elements	<ol style="list-style-type: none">1. Structure Groups2. Directions3. Levels4. Positions5. Participation (former roles)6. Combinations (C3)	<p>Structure Groups & Combinations</p> <p>Excellent variety of structure groups and combinations used throughout the entire freestyle. No signs of overuse of any structure group or combination (single exercises, doubles, triples if shown) Excellent variety of structure groups within sequences of exercises or combinations throughout the whole freestyle.</p> <p>Positions, Directions, Levels</p> <p>Frequent use of complex positions and directions; excellent variety of levels. Excellent quality of changes and a high variety of positions, directions, and levels within a sequence of exercises or combinations. All vaulters show versatility in positions, directions, and levels within their individual contribution to the freestyle.</p> <p>Roles (Participation)</p> <p>All vaulters contribute substantially to the test. All vaulters show more than one role during the freestyle.</p>

+ CoH

+ Music Interpretation

Judge C - Artistic



C1	CoH	CoH
C2	Structural Elements	Structure Groups & Combinations
		Position, Direction, Levels
		Roles (Participation)
C3	Flow & Connection	Flow & Connection
C4	Complexity & Innovation	Complexity
		Freedom of movement
		Creative use of space
C5	Music Interpretation, Body Language, Expression	Music Interpretation

...or so we thought....

Judge C - Artistic



Criteria to judge

1. Consideration of the Horse (CoH)
2. Structure Groups (C1)
3. Combinations (C3)
4. Positions (C2)
5. Directions (C2)
6. Level(C2)
7. Participation (former roles)(C2)
8. Flow (C3) & Connection (C3)
9. Complexity (C3)
10. Control (C3)
11. Freedom of movement
12. Creative use of space
13. Music Interpretation (C4)

C1	CoH	CoH
C2	Structural Elements	Structure Groups & Combinations
		Position, Direction, Levels
		Roles (Participation)
C3	Flow & Connection	Flow & Connection
C4	Complexity & Innovation	Complexity
		Freedom of movement
		Creative use of space
C5	Music Interpretation, Body Language, Expression	Music Interpretation

Proposed Concept

New Design Scores for Squad and PdD

Current Judge C

1. Consideration of the Horse (CoH)
2. Structure Groups (C1)
3. Combinations (C3)
4. Positions (C2)
5. Directions (C2)
6. Level(C2)
7. Participation (former roles)(C2)
8. Flow (C3) & Connection (C3)
9. Complexity (C3)
10. Control (C3)
11. Freedom of movement
12. Creative use of space
13. Music Interpretation (C4)



Proposed Judge B - Structural Elements

1. Consideration of the Horse
 2. Structure Groups & Combinations
 3. Directions, Levels, Positions
- Participation (former Roles) scored as a deduction

Proposed Judge D - Artistic Elements

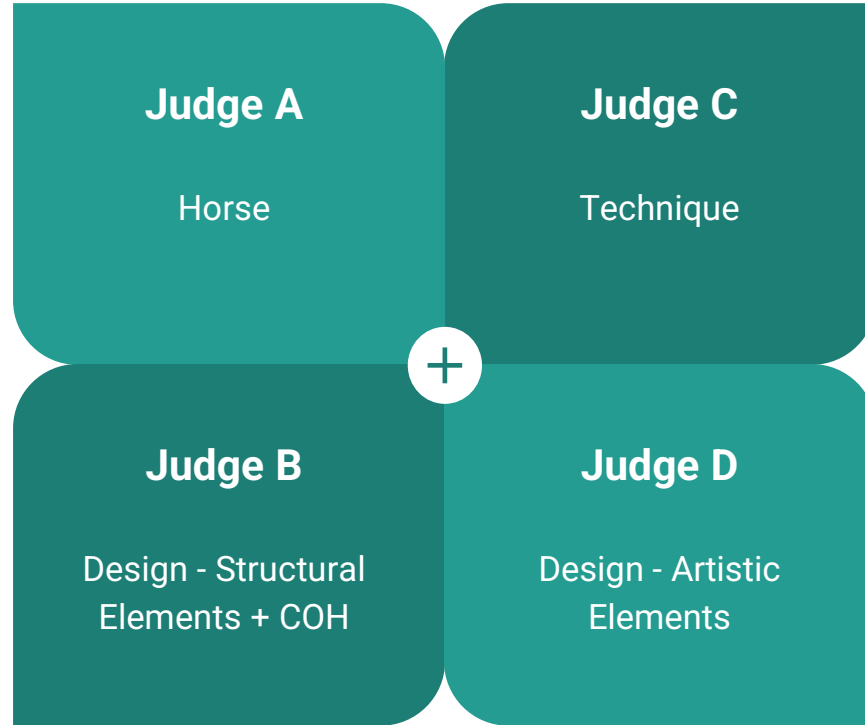
1. Flow and Connection
2. Complexity and Innovation
3. Music Interpretation



Getting answers to...

- How many criteria can one judge evaluate?
- Even if I we have reference scores, referring to a quantity requires checking boxes!
- What is the impact on the overall score if we change the distribution?
We tested many different formulas within each score.
- Do we want each judge to represent 25% of the final score?

Distribution of Scores Proposal



Benefits

- The judges have less criteria to evaluate, which frees up capacity to increase the focus on these criteria.
- More details can be captured/seen and the choice of the reference score is more nuanced (-> better differentiation).
- Grouping quantitative criteria and qualitative criteria supports the capability of the judge to assess what they see.
- More detailed guidance for the judges makes the scoring easier to perform, to learn to teach, and gives the judges confidence.
- By dividing up the scores between two judges, with a detailed description of the partial scores, the objectivity is increased.
- More transparency for the participants, who receive a more detailed assessment.

Ultimately all of this improves the quality of the score.

But what about Performance?

The FWG and VTC discussed performance a lot.

All definitions, criteria and requirements were carefully worded in a way, that makes it impossible to achieve them without an impeccable execution, i.e. :

- “Complexity is **rewarded only when it is in control**, secure and intentional, matching the level of the Vaulters’ skills and appropriate for the Horse.”
- Flow and Connection : “Movements flow from one to the next, with each transition **executed** smoothly and purposefully.” ...
- CoH – Vaulters’ impact on the horse

% Distribution

Now

				total portion	estimates executional portion*	executional portion total			
HORSE	25%	QoC		60%	15.0%	0%	0.0%		
		vault ability		25%	6.3%				
		longing		15%	3.8%				
TECHNIC	50%	Performance		70%	35.0%	100%	35.0%		
		DoD		30%	15.0%	0%	0.0%		
ARTISTIC	25%	CoH		20%	5.0%	30%	1.5%		
		Structure	exercise		10%	2.5%	5.0%	0%	0.0%
			space/roles		10%	2.5%		0%	0.0%
		Choreography	composition / complexity / flow		30%	7.5%	15.0%	25%	1.9%
			expression/music		30%	7.5%		10%	0.8%
Portion of Execution in Total							39.1%		
						% to Now	100.00%		

Working Group "Freetest Concept"

				total portion	estimates executional portion*	executional portion total			
HORSE	25%	QoC		60%	15.0%	0%	0.0%		
		vault ability		25%	6.3%				
		longing		15%	3.8%				
TECHNIC	25%	Performance		70%	17.5% (Now: 35%)	100%	17.5%		
		DoD		30%	7.5% (Now: 15%)	0%	0.0%		
STRUCTURE	25%	CoH		35%	8.75% (Now: 5%)	30%	2.6%		
		Structure	Structures & Combination		35%	8.8%	16.25% (Now: 5%)	0%	0.0%
			Direction, Level		30%	7.5%		0%	0.0%
ARTISTIC	25%	Flow & Connection		35%	8.8%	25% (Now: 15%)	25%	2.2%	
		Complexity & Innovation		25%	6.3%		25%	1.6%	
		interpretation		40%	10.0%		10%	1.0%	
Portion of Execution in Total							24.9%		
						% to Now	63.6%		

Simulation: 3* squad - assumption of a good performance

NOW

JUDGE			% of partial score	% of total Score	Score
A	Horse	25%	25%	25.0%	8
B	Tech	25%	70%	17,50%	8
	DOD		30%	7,50%	7
	TOTAL SCORE B				7,700
D	CoH	25%	20%	5,00%	8
	Variety of Exercises		10%	2,50%	7
	Variety of Positions		10%	2,50%	8
	Unity		30%	7,50%	7,5
	Music		30%	7,50%	6,5
	TOTALSCORE D				7,300
C	Tech	25%	70	17.5%	7,86
	DoD		30	7.5%	8
	TOTALSCORE C				7,902
	Total			100.0%	7,726

PROPOSED

JUDGE			% of partial score	% of total Score	Score
A	Horse	25%	25%	25.0%	8
B	CoH	25%	35%	8,75%	8
	Groups/combination		35%	8,75%	7
	Direction/Position/Level		30%	7,5%	8
	TOTAL SCORE B				7,650
D	Flow & Connection	25%	35%	8,75%	7,5
	Complexity & Innovation		25%	6,25%	7
	Music		40%	10%	6,5
	TOTALSCORE D				6,975
C	Tech	25%	70	17.5%	8
	DoD		30	7.5%	7
	TOTALSCORE C				7,700
	Total			100.0%	7,581

Simulation: 3* with the assumption of a bad performance

NOW

JUDGE			% of partial score	% of total Score	Score
A	Horse	25%	25%	25.0%	6,5
B	Tech	25%	70%	17,50%	4,5
	DOD		30%	7,50%	2
	TOTAL SCORE B				3,750
D	CoH	25%	20%	5,00%	6
	Variety of Exercises		10%	2,50%	5,5
	Variety of Positions		10%	2,50%	6
	Unity		30%	7,50%	5,4
	Music		30%	7,50%	3
	TOTALSCORE D				4,870
C	Tech	25%	70	17.5%	5,5
	DoD		30	7.5%	3,5
	TOTALSCORE C				4,900
	Total			100.0%	5,005

PROPOSED

JUDGE			% of partial score	% of total Score	Score
A	Horse	25%	25%	25.0%	6,5
B	CoH	25%	35%	8,75%	6
	Groups/combination		35%	8.75%	5,5
	Direction/Position/Level		30%	7.5%	6
	TOTAL SCORE B				5,825
D	Flow & Connection	25%	35%	8.75%	5,4
	Complexity & Innovation		25%	6,25%	5
	Music		40%	10%	3
	TOTALSCORE D				4,340
C	Tech	25%	70	17.5%	4,5
	DoD		30	7.5%	2
	TOTALSCORE C				3,750
	Total			100.0%	5,104

Proposal

				total ports	estimat. execution portion	execution portion to		
HORSE	25%	QoC		60%	15.0%	0%	0.0%	
		vault ability		25%	6.3%			
		longing		15%	3.8%			
TECHNIC	25%	Execution		70%	17.5%	100%	17.5%	
		DoD		30%	7.5%	0%	0.0%	
<i>new name is to be found...</i>	25%	CoH (Design)		30%	7.5% (Now: 5%)	0%	0.0%	
		Executorial impact at horse		35%	8.75% (NEW)	100%	8.8%	
		Structure	Groupings/combination & direction/level (depending on comp.)	35%	8.75% (Now: 5%)	0%	0.0%	
ARTISTIC	25%	Flow & Connection		35%	8.8%	25% (Now: 15%)	25%	2.2%
		Complexity & Innovation		25%	6.3%		25%	1.6%
		interpretation		40%	10.0%		10%	1.0%
Portion of Execution in Total						31%		
						% to Now:	79.2%	

Simulation: 3* squad - assumption of a good performance

NOW

JUDGE			% of partial score	% of total Score	Score
A	Horse	25%	25%	25.0%	8
B	Tech	25%	70%	17,50%	8
	DOD		30%	7,50%	7
	TOTAL SCORE B				7,700
D	CoH	25%	20%	5,00%	8
	Variety of Exercises		10%	2,50%	7
	Variety of Positions		10%	2,50%	8
	Unity		30%	7,50%	7,5
	Music		30%	7,50%	6,5
	TOTALSCORE D				7,300
C	Tech	25%	70	17.5%	7,86
	DoD		30	7.5%	8
	TOTALSCORE C				7,902
	Total			100.0%	7,726

PROPOSED

JUDGE			% of partial score	% of total Score	Score
A	Horse	25%	25%	25.0%	8
B	CoH (Design)	25%	30%	7,50%	8
	Execuational impact on the horse		35%	8,75%	7,7
	Groups/combination		35%	8.75%	7,5
	Direction/Position/Level				
	TOTAL SCORE B				7,720
D	Flow & Connection	25%	35%	8.75%	7,5
	Complexity & Innovation		25%	6,25%	7
	Music		40%	10%	6,5
	TOTALSCORE D				6,975
C	Tech	25%	70	17.5%	7,86
	DoD		30	7.5%	8
	TOTALSCORE C				7,902
	Total			100.0%	7,649

Simulation: 3* with the assumption of a bad performance

NOW

PROPOSED

JUDGE			% of partial score	% of total Score	Score	JUDGE			% of partial score	% of total Score	Score
A	Horse	25%	25%	25.0%	6,5	A	Horse	25%	25%	25.0%	6,5
B	Tech	25%	70%	17,50%	4,5	B	CoH (Design)	25%	30%	7,50%	6
	DOD		30%	7,50%	2		Execuational impact on the horse		35%	8,75%	4,9
	TOTAL SCORE B				3,750		Groups/combination		35%	8.75%	5,8
					Direction/Position/Level						
D	CoH	25%	20%	5,00%	6	TOTAL SCORE B					5,545
	Variety of Exercises		10%	2,50%	5,5	D	Flow & Connection	25%	35%	8.75%	5,4
	Variety of Positions		10%	2,50%	6		Complexity & Innovation		25%	6,25%	5
	Unity		30%	7,50%	5,4		Music		40%	10%	3
	Music		30%	7,50%	3	TOTALSCORE D					4,340
TOTALSCORE D					4,870	C	Tech	25%	70	17.5%	4,5
							DoD		30	7.5%	2
C	Tech	25%	70	17.5%	5,5	TOTALSCORE C					3,750
	DoD		30	7.5%	3,5						
TOTALSCORE C					4,900	Total				100.0%	5,034
Total				100.0%	5,005						

3* Level

JUDGE			% of partial score	% of total Score	Score
A	Horse	25%	25%	25.0%	8
B	CoH	25%	35%	8,75%	8
	Groups/combination		35%	8,75%	7
	Direction/Position/Level		30%	7.5%	6,5
	TOTAL SCORE B				7,200
D	Flow & Connection	25%	35%	8,75%	6,5
	Complexity & Innovation		25%	6,25%	5,5
	Music		40%	10%	4
	TOTALSCORE D				5,250
C	Tech	25%	70	17.5%	8
	DoD		30	7.5%	7
	TOTALSCORE C				7,700
	Total			100.0%	7,038

2* Level

2*

JUDGE			% of partial score	% of total Score	Score
A	Horse	25%	25%	25.0%	8
B	CoH	25%	35%	8.75%	8
	Groups/combination		35%	8.75%	7
	Direction/Position/Level		30%	7.5%	6,5
	TOTALSCORE B				7,200
	Flow & Connection		50%	13.75%	6,5
D	Complexity & Innovation	25%	20%	5,00%	5,5
	Music		30%	6.25	4
	TOTAL SCORE D				5,550
	Tech		25%	70	17.5%
DoD	30	7.5%		7	
TOTAL SCORE C				7,700	
	Total			100.0%	7,113

1*

1* Level

JUDGE			% of partial score	% of total Score
A	Horse	25%	25%	25.0%
B	Tech	25%	100%	25,00%
C	CoH	25%	20%	5,00%
	Groups/combination		20%	6,25%
	Direction/Position/Level		15%	5,00%
	Flow & Connection		35%	8,75%
	Music		10%	8,75%
C	Tech	25%	100%	25,00%
	Total			100,00%

What do you think?



Back to the base!



13 Criterias are too many to judge!!

No matter if...

- You use reference scores or
- Check boxes,
- Group them together and give the illusion that it represents only one score
- Be the superhero who can see everything!

Possibilities:

SPLIT or REDUCE the number of criteria!!

1. Consideration of the Horse (CoH)
2. Structure Groups (C1)
3. Combinations (C3)
4. Positions (C2)
5. Directions (C2)
6. Level(C2)
7. Participation (former roles)(C2)
8. Flow (C3) & Connection (C3)
9. Complexity (C3)
10. Control (C3)
11. Freedom of movement
12. Creative use of space
13. Music Interpretation (C4)

Next Steps

- Let's discuss!!!
- Provide the details of reference scores and definitions.
- Refine the proposal
- VTC will arrange for extensive testing during 2025 season
- FWG will lead discussion about testing results at Seminar in 2025.
Participants will review updated rules and guidelines
- FEI will publish proposed rules and guidelines in spring 2026 to go into rule changes for Jan 1, 2027

Thank You!

