



Quadrille Rules and Guidelines

REVISED 2003

RULES AND GUIDELINES

GENERAL RULES

- ♦ USDF quadrille tests are designed for teams of four horses and riders.
- ♦ Unless otherwise specified, basic USEF dressage rules are to be followed.
 - Fall of rider - the team is to be eliminated.
 - In a legally fenced arena (see USEF dressage rules, Article 1926, 6-1), the team will be eliminated when one horse leaves the arena.
 - If, in the opinion of the judge, the team enters the arena with a lame horse, the team must be eliminated. If, however, a horse appears to become lame during a performance, the judge may or may not eliminate the team depending on the particular circumstances.
- ♦ Compulsory tests may be called.
 - The use of commands of execution is allowed.
 - Whistles may be used either by a caller on the ground or by a mounted rider.
- ♦ Teams are to salute the judge at C at the beginning and end of all tests.
- ♦ Arena size: 20 x 40 meters.
- ♦ Music is optional for compulsory tests.
- ♦ Classes are to be judged by judges recognized by a national federation. At USEF recognized shows, the judges must be from the current Roster of Licensed Officials of USEF.
- ♦ Current score sheets must be used.
- ♦ Teams may ask show management to include a quadrille class if one is not listed in the show premium or omnibus. Show management has the option to agree or not.

ATTIRE AND TACK

- ♦ Attire
 - Riders should be in tasteful, matching outfits. Riding coats are optional.
 - Riders should wear approved protective head gear.
 - Whips and spurs are optional and need not be carried or worn by all members of the team.
- ♦ USEF rules are to be followed with regard to saddlery and equipment, with the following exceptions:
 - Bandages may be used, and if so, should be worn by all horses on the team.
 - Horses should not have any decorations other than matching bandages, saddle pads, and/or browbands.

COMPULSORY TESTS

THE FIVE COMPETITIVE LEVELS

♦ *Introductory Level Objective:*

To introduce the quadrille team to competition. Test is to be performed at walk and trot only, in a calm, obedient manner.

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Quadrille Rules & Guidelines

- ♦ **Novice Level Objective:**
To exhibit movements and transitions at walk, trot, and canter. Horses should move energetically forward at an even tempo and accept the riders' aids.
- ♦ **Preliminary Level Objective:**
To perform with increased quality of impulsion, submission, and performance as a team.
- ♦ **Intermediate Level Objective:**
To exhibit Second Level movements and more complex quadrille formations at the walk, trot, and canter. Horses should be calm, obedient, moving freely and rhythmically forward, and be stretched into the bit. Team should maintain even spacing and perform movements in a uniform manner.
- ♦ **Advanced Level Test 1 Objective:**
To exhibit Third Level movements and more complex quadrille formations with the impulsion and submission necessary for harmony and team cohesion.
- ♦ **Advanced Level Test 2 Objective:**
To exhibit Fourth Level movements and more complex quadrille formations with impulsion and submission necessary for harmony and team cohesion.

JUDGING

- ♦ There is no set spacing that teams must use, and it can change from movement to movement. But whatever it is, the spacing must be maintained by all.
- ♦ Riders may rise or sit the trot, but all should do the same in any given movement.
- ♦ Use of trained quadrille judges is recommended. Quadrille judges are being trained from the pool of licensed dressage judges, through quadrille judges seminars. However, any dressage judge from the current USEF Roster of Licensed Officials may judge quadrille classes.
- ♦ If two judges are used, one may be placed on the side.

COLLECTIVE MARKS

- ♦ Spacing: Consistency in maintaining distance between horses, laterally and longitudinally.
- ♦ Synchrony & Alignment: Uniformity and precision in changing direction or moving from one figure to another, as well as in the execution of all movements and figures.
- ♦ Impulsion: Degree of energy adequate for the level.
- ♦ Submission: Degree of acceptance of the riders' aids, adequate for the level.
- ♦ Performance as a Group: Ability to perform with uniform quality and in a harmonious, cooperative manner.



Freestyle Quadrille Rules & Guidelines

FREESTYLE QUADRILLE

GENERAL RULES

Quadrille freestyle is an artistic program created by the quadrille team of four horses and riders. Quadrille freestyles are creative rides with music using dressage movements from the appropriate compulsory level. Creativity and artistic presentation, as well as technical precision, will be scored.

- ♦ Freestyles may be offered at several levels:
 - All compulsory quadrille levels: Introductory, Novice, Preliminary, Intermediate, Advanced I (Third Level), Advanced II (Fourth Level); level must be stated on entry.
 - All FEI levels must be stated on the entry.
- ♦ Arena size: 20 x 40 meters (same as compulsory)
- ♦ The team does not submit a copy of the program in advance.
- ♦ Freestyles must be ridden from memory.
- ♦ Whistles may be blown, as for compulsory tests.
- ♦ Current USDF quadrille freestyles score sheets must be used.

EQUIPMENT AND TURNOUT

- ♦ Saddlery and tack are the same as for compulsory tests.
- ♦ Riders' outfits may reflect the musical theme but should be conservative and should match, as distinct from a costume class. Horses should not have any decorations other than matching bandages, saddlepads, and/or browbands.
- ♦ Special costume classes may be offered, in which case the horses may also be "decorated."

TIME

- ♦ Freestyle time limits:
 - Introductory - five minutes
 - All other levels - six minutes
- ♦ There is no minimum time.
- ♦ The bell or whistle is not sounded at the time limit.
- ♦ Anything performed after the time limit has elapsed will not be scored. Two (2) points will be deducted from the total points for exceeding the time limit by more than 10 seconds.
- ♦ The program is timed and judged from the move-off of the lead horse or pair, after the initial halt and salute. Timing and judging will cease at the final salute.

MUSIC

- ♦ Music is mandatory.
- ♦ Cassette tapes or CDs may be used. Teams may be asked to bring their own music equipment.
- ♦ Any music may be selected. However, caution is advised in using vocal music, as it can be distracting and/or intrusive.
- ♦ Strict tempo of music in relation to gaits is not required; however, the rhythm of the music should suit the gaits.
- ♦ A cohesive musical theme is more pleasing than a disjointed collection of pieces. The musical editing should be smooth and fluid.

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Freestyle Quadrille Rules & Guidelines

- If the music source fails, the team may (time permitting and at the discretion of management):
 - Restart immediately, or
 - Be rescheduled to perform the freestyle in its entirety at some later time during the competition.

JUDGING

- In order to promote creativity, there are no compulsory movements.
 - Two sets of marks are given: one for technical execution (collective marks) and one for artistic impression. Each set of marks is totalled separately, then added together and converted to the final percentage.
 - In case of a tie, the higher score for artistic impression will break the tie.
 - If there are two (2) judges or more, they all judge both the technical execution and the artistic impression. If freestyle judging protocol changes, quadrille requirements will reflect the same change.
 - Up to three (3) judges may be seated on the short end or one (1) may sit on the long side.
 - Half points may be used on the technical side. Tenths may be used on the artistic side.

CHOREOGRAPHY

- Movement
 - Teams are not required to include each movement, figure, or transition on both hands. This does NOT apply to GAITS. Trot and canter must be shown on both hands. Walk is not required on both hands.
 - Any movement included in the freestyle program must be performed by all members of the team.
 - The beginning and end of the freestyle should be executed facing C by a halt and salute.
 - The letters of the arena serve as markers only. Movements or figures need not be executed at the letters.
 - The design of the ride should be commensurate with the ability of the horses and riders.
- Above the Level
 - Inclusion of dressage movements above the comparable dressage level will incur a penalty of four points from the "total points." This deduction will be taken for each such forbidden movement (but not for each recurrence of the same movement, even if repeated several times).



Freestyle Quadrille Rules & Guidelines

- The following is a list of dressage movements (and some combinations and transitions) specifically permitted and forbidden at each level:

INTRODUCTORY LEVEL (WALK/TROT ONLY)

Clearly Forbidden:

Any lateral work, rein-back, canter, turn-on-haunches, piaffe, passage.

Clearly Allowed:

Anything not clearly forbidden.

NOVICE LEVEL (TRAINING LEVEL)

Clearly Forbidden:

Any lateral work, counter-canter, simple change, flying changes, rein-back, turn-on-haunches or pirouette at walk or canter, piaffe, passage.

Clearly Allowed:

Anything not clearly forbidden.

PRELIMINARY LEVEL (FIRST LEVEL)

Clearly Forbidden:

Rein-back, shoulder-in, travers, half-pass, flying changes, turn-on-haunches or pirouette at walk or canter, piaffe.

Clearly Allowed:

Counter-canter (any configuration), leg-yield (any configuration), lengthen trot or canter on 20-meter circle, canter serpentine, simple change, canter-halt, halt-canter.

INTERMEDIATE LEVEL (SECOND LEVEL)

Clearly Forbidden:

Half-pass, flying changes, pirouette at canter, piaffe, passage.

Clearly Allowed:

Full and double turn-on-haunches, renvers, travers, medium trot and canter on 20-meter circle, medium canter on diagonal.

ADVANCED LEVELS AND FEI LEVELS

Must state level. Follow USEF freestyle guidelines for what is clearly forbidden and clearly allowed (Third and Fourth Levels) and FEI Intermediate I and Grand Prix freestyle score sheets for what is forbidden/allowed.

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Freestyle Quadrille Rules & Guidelines

UNDERSTANDING THE ARTISTIC SCORE SHEET

CHOREOGRAPHY

- ♦ **Design**
The layout and construction of the pattern and combination of patterns.
- ♦ **Balance**
Use of space, the comprehensive use of the entire arena.
- ♦ **Direction**
Suitable balance between left and right.
- ♦ **Creativity** (including degree of difficulty)
The non-test-like nature and ingenuity of the patterns and combinations are a definite plus, when original patterns are used and ridden well.
- ♦ **Difficulty**
The sufficiency and suitability of the degree of difficulty (enough or too much for the present competence level).

MUSICALITY

- ♦ **Rhythm/tempo**
The suitability of the choices of music to the rhythm and tempo of the gaits.

HARMONY OF PRESENTATION

- ♦ **Harmony and fluency of performance**
Absence of resistance/disobedience.

TEAM APPEARANCE

- ♦ Matching attire and tack.

INFORMATION FROM USDF

- ♦ Registered teams may qualify for USDF Quadrille Team Awards at Novice Level and above.
- ♦ Materials on quadrille riding and competition are available from the USDF office.

TIPS FOR COMPETITION ORGANIZERS

- ♦ Quadrilles are teams of four horses and are to be shown in the small (20 x 40 meter) dressage arenas. Quick arena conversion ideas are available from USDF.
- ♦ Most quadrilles will use music with their compulsory tests. Be certain to schedule the quadrille classes in an arena with sound system access. As with freestyle, determine and post sound check times well in advance of the class.
- ♦ Schedule compulsory quadrille tests at eight-minute intervals. Schedule quadrille freestyles at ten-minute intervals.
- ♦ Shows are encouraged to offer incentives to promote quadrille competition.
- ♦ Management must obtain and use USDF score sheets for quadrille competitions. Present the judge with one score sheet of the appropriate level per team.



Freestyle Quadrille Rules & Guidelines

- ♦ Different level quadrilles may be offered as separate classes or combined into one “quadrille class.” When reporting scores, the level and type (freestyle or compulsory) of each ride must be indicated.
- ♦ Quadrilles are crowd-pleasers, so they should be scheduled during peak times.
- ♦ To ease secretarial duties, suggest in the prize list that teams designate one member to collect fees and signed entry forms and releases. Total fees would accompany this one entry, as well as signed releases from all participating individuals.
- ♦ Be aware that quadrille teams require more warm-up area than individual riders.

USDF pas de deux and quadrille classes, like all other dressage classes, are recognized by USEF. USDF pas de deux and quadrille classes are expressly covered by the USEF rule book in Articles 1920.9, 1921.6 and 1929. USEF Article 1929 refers to the *USDF Quadrille and Pas de Deux Guidelines* for specific information regarding attire, saddlery, equipment and judging specifications for compulsory quadrille tests, freestyle quadrilles, special costume freestyle quadrilles and pas de deux. Article 1929 also states that current USDF rules must be followed.

USEF rules apply to all USDF/USEF-recognized competitions. All rules that would apply to dressage classes also apply to USDF pas de deux and quadrille classes, except where these classes are expressly exempted. Competitors should study the USEF rule book before entering USDF/USEF-recognized competitions.