

**Johnson County Hoofprints Musical Freestyle Entry Form**

Name: \_\_\_\_\_

Horse: \_\_\_\_\_

Song Selected (1 to no longer than 3 ½ minutes) \_\_\_\_\_

Set up time needed? If so, how much? \_\_\_\_\_

Props being used/Any other special requests \_\_\_\_\_

**Skills or Maneuvers - circle those chosen to perform (choose at least 3):**

- Leg Yield   Rein back   Half-pass   Back 5 steps   Sliding stop   Halt from Trot   Halt from canter   Turn on Forehand  
Extended trot   Figure 8   Turn on hind 360°   Circles (5, 10 or 20 meter)   Counter Canter   Spin   Simple Lead Change(s)  
Hand Gallop   Rollback   Flying Lead Change(s)   Halt   Side-pass   Figure 8 w/ diagonal change   Canter from Halt  
Jump   Figure 8 (flying change)   Slide   Extended trot   Figure 8 (Simple Change)   Trot without stirrups  
Serpentine at trot   Pirouette

Exhibitor signature \_\_\_\_\_

Parent Signature \_\_\_\_\_

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## **Hoofprints Musical Freestyle Class Explanation**

This class is a demonstration of a rider's abilities with their horse. Each entry will enter the arena individually and perform a routine they have created to music of their choice.

### **Rules for Musical Freestyle**

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 on a CD and turned in with the entry form. 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. The competitor must perform at least 3 of the following maneuvers:  
Leg Yield   Rein back   Half-pass   Back 5 steps   Sliding stop   Halt from Trot   Halt from canter   Turn on Forehand  
Extended trot   Figure 8   Turn on hind 360°   Circles (5, 10 or 20 meter)   Counter Canter   Spin   Simple Lead Change(s)  
Hand Gallop   Rollback   Flying Lead Change(s)   Halt   Side-pass   Figure 8 w/ diagonal change   Canter from Halt  
Jump   Figure 8 (flying change)   Slide   Extended trot   Figure 8 (Simple Change)   Trot without stirrups  
Serpentine at trot   Pirouette
6. 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
7. 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 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. Any rider must wear the proper helmet.

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. Any rider must wear the proper helmet.