

FEI DRESSAGE

The FEI Freestyle System (Degree of Difficulty / DoD)

- a Manual for Riders, Trainers, Judges and Scoring Providers -

This system was first implemented for the 2016/17 FEI Dressage World Cup™ season and is now mandatory for all Western European League FEI Dressage World Cup™ shows, major Senior Championships and Olympic Games and optional for all other shows.

Table of Contents:

1.	Advantages of the FEI Freestyle System	4
2.	The Standardization of Difficulties.....	5
2.1.	What is regarded as difficult?.....	5
2.2.	The Catalogue of Points	5
2.3.	The Catalogues	5
2.3.a)	Catalogue of Difficult Movements	5
2.3.b)	Catalogue of Transitions.....	7
2.3.c)	Catalogue of Combinations	8
2.3.d)	Catalogue of Combinations regarding the numbers of their elements ..	10
2.4.	Repetitions of Movements	10
2.5.	The "Joker"	10
2.6.	Particles.....	11
2.7.	Reins in One Hand or Easy / Spots, Lines that make the Execution of Movements easy / difficult	11
2.8.	Discrepancies from the Planned Floorplan.....	11
2.9.	Calculation of the Final Score.....	12
2.9.a)	Technical Mark.....	13
2.9.b)	Artistic Marks	14
2.10.	Total Difficulties higher than 10.....	14
3.	The Floorplan Creator.....	15
3.1.	How to set up the Floorplan.....	16
3.2.	How to save the Floorplan	18
3.3.	How to assign a Floorplan	21
3.4.	Problems with the System? Who to ask for help?.....	21
4.	How does the System work at the Show?	22
5.	Frequently Asked Questions	23
5.1.	Why is this combination not allowed?.....	23
5.2.	Why is this not counted as a difficulty?	23
5.3.	What happens when a horse is scared and the rider is not able to show a difficulty or a movement?	23
5.4.	A rider wants to have a line where he can do flying changes or extended canter. Is this possible?	23
5.5.	The rider needs to repeat a movement that was not declared at this place. What happens?.....	23

6.	Scoring Provider Guidelines	24
6.1.	Fetch data	24
6.2.	Advice on what to think about when calculating the result	26
6.3.	Requirements for calculating the trend	26
6.4.	Checking if your implementation is correct	27
6.5.	Publication of scoresheets and results	27

1. Advantages of the FEI Freestyle System

This 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.

This also means that there is now a real live trend available that can be shown on TV during freestyles. Because all technical marks are finished with the final halt, the overall result can be announced much quicker than before. The overall result is, on average, available 52 seconds earlier than using the replaced method (based on comparisons of FEI Dressage World Cup™ seasons).

To make it work, the rider has to transform his choreography with the help of an electronic system, the "[The Floorplan 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 Catalogue of Points

Similar to other sports, catalogues of difficulties have been decided. These catalogues have been endorsed by a group of experts (riders, trainers, judges). All difficulties are defined by a Catalogue 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 accounts 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 the variations. The achievable difficulty points of variations of movements (which exceed the level of the given movement in standard tests) are indicated.

Movement	Variation	Catalogue of Points
Flying changes every 2 nd 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 deduction (according to [the Catalogue of Points](#)).
- A difficult movement scored with **7 or 7.5** receives the previously mentioned bonus points.
- An execution of **8 and above** will increase the bonus points by 0.02 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 difficult movement heightens its quality and should be rewarded appropriately. Over-asking 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 a traditionally scored freestyle, judges do 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 appears in the Grand Prix Special and is therefore considered standard and thus 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 select either a tick for acceptance (bonus + 0.05) if the transition was **smoothly** and **promptly** executed. Shows such an option for the difficult transition from halt to passage.

If the transition is incorrect or not fluent, the judge will instead select a cross. This

neither gives the bonus nor brings the rider's degree of difficulty mark further down.

Difficult Transition	Catalogue 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. The FEI Freestyle System allows for each of the combinations to specifically rewarded for correct, prompt and fluent execution.

The rider has the possibility to declare all difficult combinations by adding them (and the number elements included) 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" (parts or fragments of 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 (within a few meters maximum).

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 a given number: for 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.

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 select a tick 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 instead select a cross. This neither gives the bonus nor brings the rider's degree of difficulty mark further down. If an exercise(s) in the combination are/is 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:

10	Half-pass right (collected canter)	4.0			
11	Canter pirouette right 1.5 pirouette and more	7.5	2	0.2	
12	Combination 2 movements	✓	×	0.1	

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

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

Combination	Catalogue 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 (the "R-Indicator" in the Creator). Repetition of paces does not lead to a repetition bonus.

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 tempi, 2 tempi 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.

The Joker, however, can be used as part of a combination.

Example:

Flying changes every stride (min. 9)			<input type="text"/>		R
Canter pirouette left		2	<input type="text"/>		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 has the possibility to modify the final difficulty mark only within the range of 0.2. For instance, 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 or changes on the track or a pirouette on a circle line.

	Artistic Points	Mark	Coefficient		Comment
38	Rhythm, energy and elasticity	7.6	4		
39	Harmony between rider and horse	8.1	4		
40	Choreography. Use of arena. Inventiveness	8.5	4		
41	Degree of difficulty. Calculated risks <input type="radio"/> 8.0 <input type="radio"/> 8.1 <input checked="" type="radio"/> 8.2 <input type="radio"/> 8.3 <input type="radio"/> 8.4	8.2	4	Reset	
42	Music and interpretation of the music	9.0	4		

Illustration 6: Example of how the judge can influence the final Degree of Difficulty mark. Screenshot taken from eScribe 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 lowers the degree of difficulty (less changes than indicated, single pirouette only shown instead of planned double pirouette etc.) the

judge will react by putting a minus (hyphen) after the technical mark (e.g. "7-") 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. The judge will put only a minus (hyphen) in the box and the system will then ignore this exercise. 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 for up to 3 extra movements which will be added by the judge at the bottom of the floorplan.

42	Music and interpretation of the music	9.0	4	
Additional Exercises		Mark	Coefficient	Comment
Extended trot		7.5		×
<input type="button" value="Add additional Exercise"/>				
Total marks for technical execution in %		77.750		
Total marks for artistic execution in %		82.800		
Overall comment		<input type="button" value="Sign me"/>		
Final Score in %		80.275	<input type="button" value="✓"/>	

Illustration 7: Example of an additional movement. Screenshot taken from the eScribe Client

If he wants to add / repeat a movement that has not been scheduled in the floorplan he, again, 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 and the judge should replace the minus with a zero where the movement was scheduled.

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 must 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. Marks with coefficients are rounded first, then marks without coefficients.

Example:

SUMMARY

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

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 Marks

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 can be expressed in decimals.

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.

If the judge needs to give a 5.5 or less (only if a movement is **completely omitted** in the execution of the test), he has an option to “override DoD” and enter a mark of 5.5 or less manually.

10	Half-pass right (collected canter)	4.0				
11	Canter pirouette right 1.5 pirouette and more	7.5	2	0.2		
12	Combination 2 movements	✓	×	0.1		
13	Flying changes every second stride (minimum 5 times consecutively) 5 and more on a circle line	7.0		0.1 5		
14	Flying changes every stride (minimum 9 times consecutively) 15 and more	7.5		0.1		
15	Combination 2 movements	✓	×	0.1		
16	Collected walk (minimum 20 m)	7.5				
17	Extended walk (minimum 20 m)	8.0				good stretch
18	Half-pass left (collected canter)	7.5				
19	Canter pirouette left 1.5 pirouette and more	8.0	2	0.2		
20	Combination 2 movements	✓	×	0.1		too far between movements
21	Flying changes every second stride (minimum 5 times consecutively) 5 and more on a circle line	8.0-		0.1 5	R	not circle line
22	Joker Extended Canter	7.5				more ground cover
	Flying changes every stride (min 9)					
	Flying changes every 2nd stride (min 5)					
23	Combination 2 movements	✓	×	0.1		
24	Extended canter	8.0				better

Illustration 9: Screenshot from eScribe with various special cases (left out difficulty at movement 21, joker).

2.10. Total Difficulties higher than 10

The system automatically caps the maximum score at 10. If the sum of difficulties is above 3.5 (meaning added to 6.5 would lead to a mark of over 10), each not-achieved difficulty (not accepted or the difference to maximum achievable bonus per exercise with a given variation) is deducted from 10. Athletes should be aware that adding more difficulties than necessary for a 10 increases the possibilities to lose points. Therefore, a balanced floorplan with a difficulty of 9.8 or 9.9 might mean a better score than an even more complicated floorplan with a difficulty of 10.

3. The Floorplan 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					
Passage (min. 20m on one track)		2			R
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!

PACE Collected walk (min. 20m)
PACE Extended walk (min. 20m)
MOVEMENT Half-pass right (collected trot)
MOVEMENT Half-pass left (collected trot)
PACE Extended trot
MOVEMENT Half-pass right (collected canter)
MOVEMENT Half-pass left (collected canter)
PACE Extended canter
MOVEMENT Flying changes every 2nd stride (min. 5)
MOVEMENT Flying changes every stride (min. 9)
MOVEMENT Canter pirouette right
MOVEMENT Canter pirouette left
MOVEMENT Passage (min. 20m on one track)
MOVEMENT Piaffe (min. 10 steps straight)
MOVEMENT Transition: Passage - piaffe - passage
MOVEMENT Halt
TRANSITION Difficult transition
PARTICLE Particle
JOKER Joker
COMBINATION Combination of the last movements

Illustration 10: Screenshot from the online Creator.

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

The rider has to visit 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 1st halt being prefilled. The rider drags the next movement or transition from the catalogue and drops it into the 2nd line and so on until he has completely inserted his floorplan.

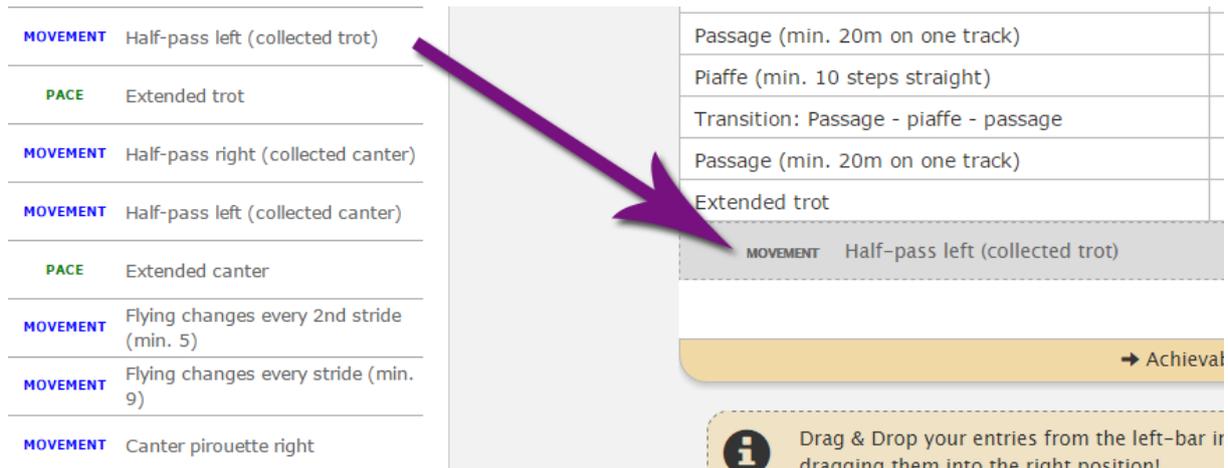


Illustration 11: Drag-and-Drop Example.

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.

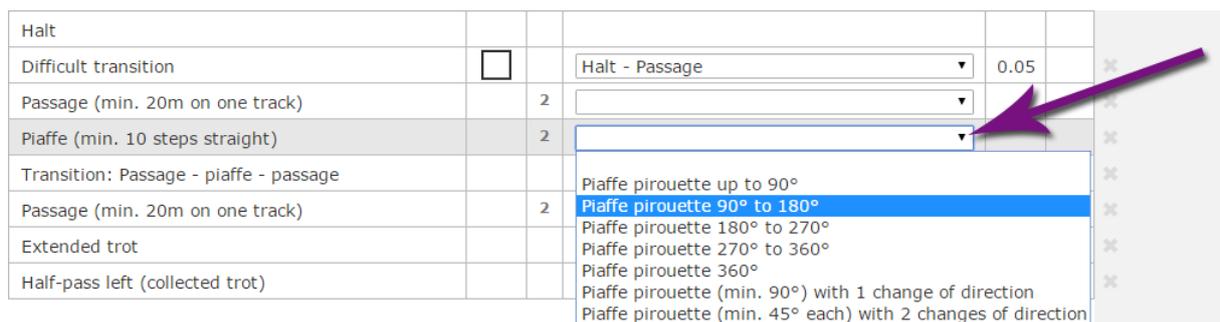


Illustration 12: Choosing a variation.

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



Illustration 15: Removing an element.

The columns "Catalogue of Points" and "Repetition" refer to the system. The "Catalogue 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.

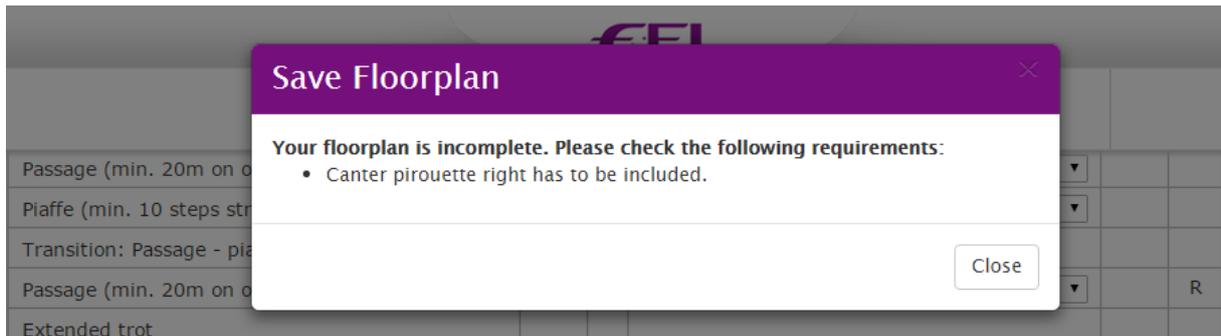


Illustration 17: Missing requirement.

Then he must 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 Van Schuren - Ruby Red Powerhouse (NED / 12)

Degree of Difficulty for all 7: 8.51 (Maximum: 8.93)

Show
CDI Calais
Date
10.08.2020

Judge Name
Position
<input type="text"/>

Test	Mark	Correction	Coefficient	Remarks	Modifier	Repetitions
1. The entrance and halts at the beginning and the end of the test						
2. Difficult Transition Halt - Passage	✓	✗	0		0.05	
3. Passage (minimum 15 m on one track)			2			
4. Piaffe (minimum 10 steps straight)			2			
5. Transitions from passage to piaffe and from piaffe to passage						
6. Passage (minimum 15 m on one track)			2			R
7. Piaffe (minimum 10 steps straight)			2			R
8. Transitions from passage to piaffe and from piaffe to passage						R
9. Passage (minimum 15 m on one track)			2			R
10. Half-pass right (collected canter)						
11. Canter pirouette right 1.5 pirouette and more			2		0.2	
12. Combination 2 movements	✓	✗	0		0.1	
13. Flying changes every second stride (minimum 5 times consecutively) 5 and more on a circle line					0.15	
14. Flying changes every stride (minimum 9 times consecutively) 15 and more					0.1	
15. Combination 2 movements	✓	✗	0		0.1	
16. Collected walk (minimum 20 m)						

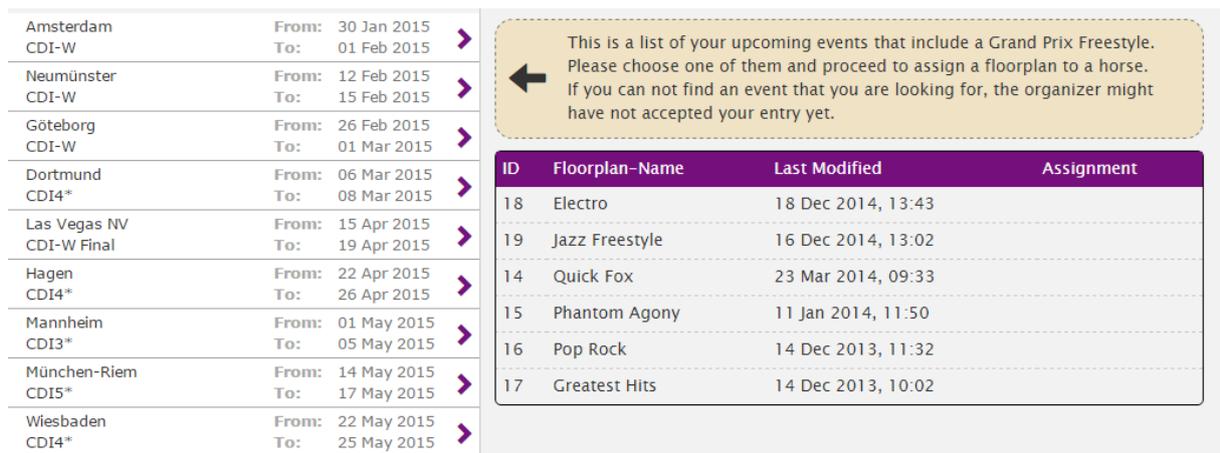
Illustration 18: Example of a printed floorplan.

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.



The screenshot shows a user interface for assigning floorplans to events. On the left, there is a list of events with their dates. In the center, a yellow message box provides instructions. On the right, a table lists available floorplans for the selected event.

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 at the Show?

Organisers can query floorplan data in JSON format from the FEI Freestyle System Server. To display and score them, eDressage™ is recommended. However, a scoring provider is free to implement his own scoring solution if it passes an FEI certification.

Please contact the Black Horse One GmbH or ask your data provider for possibly existing.

Riders are **required to submit and assign their floorplan according the FEI Schedule for 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 Catalogue 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 Catalogue of Points is 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**.

6. Scoring Provider Guidelines

The following section is for IT providers and Organizing Committees only. We recommend using eDressage™ to implement the FEI Freestyle System on a show, however, if you want to implement your own solution, you must follow these steps:

6.1. Fetch data

This section is mainly written for providers with a non-IT background and explains the basics of the FEI Freestyle System API.

Data for each riders' personalized scoresheet is achieved by fetching the data through a GraphQL API. All requests go through protected endpoints. To access the API, a valid bearer token is required.

All providers seeking access must obtain secure login credentials. If you do not have these, please contact us.

The API is accessed via POST with the following GraphQL (application/json) query to <https://liveresults.fei.org>

```
Query Authenticate ($email: String!, $password: String!) {
  authenticate(email: $email, password: $password) {
    jwt
  }
}
```

Your username and password must be passed as the following argument

```
{
  "email": {{username}},
  "password": {{password}}
}
```

Authorised queries will receive a response with a valid JWT which you will need for the following requests. JWT can be refreshed as follows:

```
query RefreshJWT($refreshToken: String!) {
  refreshJWT(refreshToken: $refreshToken) {
    jwt
  }
}
```

With the JWT, the API structure may be examined with any software that can fetch a GraphQL scheme (such as [Insomnia](#)).

The following is a minimal example on how to fetch all floorplans for a given FEI Competition

```
query DressageCompetition($feiCompetitionCode: String!) {
  feiCompetition(feiCompetitionCode: $feiCompetitionCode) {
    competitors {
      ... on DressageCompetitor {
        ... on DressageIndividualCompetitor {
          athlete {
            feiId
          }
          horse {
            feiId
          }
          individualTest {
            dodAll7
            dodAll10
            exercises {
              number
              markType
              exerciseType
              tag
              coefficient
              freestyleModifier
              freestyleExerciseRepetition
              exerciseLines {
                id
                markers
                content
                variation
                lineIndex
              }
            }
          }
        }
      }
    }
  }
}
```

individualTest.exercise.tag contains helpful information (`startCombination`, `midCombination`, `endCombination`) for combinations eliminating the need for you to determine meta information such as start and end of a combination at run.

6.2. Important considerations in calculating the result

This section explains the necessary steps in your implementation. Each personalized scoresheet must be mapped back to the list of mandatory exercises known as the "projection". It is imperative that this is done correctly at all steps to produce the correct result.

1. Make sure you correctly calculate the average per mandatory exercise first.
2. The [joker](#) can be attributed to several different mandatory exercises.
3. [Particles](#) do not contribute towards the total technical score.
4. Additional exercises can be attributed to any mandatory exercise and are not uniform between judges (i.e. it is perfectly allowed for judges to have different numbers of, or inconsistent projection of additional exercises).
5. The projection of technical exercises must be ordered by coefficient first, then by number in the projection. This is critical in the "[fair rounding](#)" step and can lead to serious discrepancies in total scores if not followed.
6. Go through this list and apply the "fair rounding" step. Do not forget that technical marks can be scored in half-marks only.
7. Make sure to correctly apply the "[Total Difficulties higher than 10](#)" section. You must first determine the maximum achievable difficulty (or use `dodA1110`) and deduct any not-achieved difficulty. If e.g. a double pirouette was shown for an 8, the achieved modifier for this exercise is +0.22 but the maximum achievable modifier for this exercise is +0.26 (if the athlete had shown it for a 10). As a result, you need to deduct 0.04 (the difference) from the current difficulty.
8. Make sure that you correctly implemented the [difficulty negation](#) (e.g. "8.0-").
9. Judges must be able to add [additional exercises](#) at any point during or after the test.
10. The judges can adjust the final calculated difficulty by [+-0.2 or +-0.1](#).
11. If not all technical exercises are shown, the judges must be able to unlock the difficulty mark for manual determination (e.g. marked with "-" only). Remember that this is *only* the case when additional exercises do *not* contain this exercise for this judge.
12. The current (live) degree of difficulty score must be clearly visible to the judge at all times. Judges must not be able to see the difficulty trend for the other judges.
13. You must include access to both technical and artistic penalties.
14. Make sure to remember tiebreakers.

6.3. Requirements for calculating the trend

To ensure a "smooth" development and accurate representation of the trend (preventing a significant deviation in the end, when artistic marks are given), the live trend is calculated as follows:

1. The technical trend is calculated by applying the applicable steps from the previous section. Count the sum of (technical) coefficients only where a mark has been given (in the projection). Apply technical penalties.
2. Do the same for the artistic marks. Under normal circumstances, you should have the DoD-mark but no other marks until the rider finished. Count the sum of

artistic coefficients only where a mark has been given.

3. Calculate the technical trend and the artistic trend (round at 3 decimal places - x.xxx5 up - according FEI Dressage Rules).
4. Calculate the proportion of coefficients:

```
technicalProportion := sumTechnicalCoefficients / maxTechnicalCoefficients  
artisticProportion := sumArtisticCoefficients / maxArtisticCoefficients  
proportion := technicalProportion * artisticProportion
```

5. Calculate the overall trend (and apply FEI rounding rules):

```
trend := (technicalScore + artisticScore * proportion) / (1 + proportion)
```

6.4. **Certification of calculation implementation**

Once you implemented your solution, please contact dressagefreestyle@fei.org to schedule a review meeting. A thorough review of you implementation and underlying code will be undertake to ensure your implementation produces the correct results.

6.5. **Publication of scoresheets and results**

The FEI requires that you submit the result via the usual XML in GP FS format as well as each individual mark in the individual test by posting it to `CreateOrUpdateFeiMarks` in real-time as well as to `CreateOrUpdateFeiScoresheet` after the rider finished.