

# THE EQUINE CLICKER SHOW RUBRIC

## CLASS 318: FREESTYLE (FIRST PAGE)

**Level 3:** Specialized Riding

**Division 1:** Dressage

**Objective:** To demonstrate quality Level 3, Division 1 behaviors via a creative freestyle performance

**Equipment:** Ridden

**Arena:** Dressage Arena

**Contact:** Full

Behavior	Description	Points	Score	Remarks
Calm Default	The equine remains still and calm, with head forward or turned away from the competitor, as the competitor moves to stand on the left, right, and front, providing a C&T at each position.	10		

# THE EQUINE CLICKER SHOW RUBRIC

## CLASS 318: FREESTYLE (EXTRA PAGE)

**Level 3:** Specialized Riding

**Division 1:** Dressage

**Objective:** To demonstrate quality Level 3, Division 1 behaviors via a creative freestyle performance

**Equipment:** Ridden

**Arena:** Dressage Arena

**Contact:** Full

Behavior	Description	Points	Score	Remarks

# THE EQUINE CLICKER SHOW RUBRIC

## CLASS 318: FREESTYLE (LAST PAGE)

**Level 3:** Specialized Riding

**Division 1:** Dressage

**Objective:** To demonstrate quality Level 3, Division 1 behaviors via a creative freestyle performance

**Equipment:** Ridden

**Arena:** Dressage Arena

**Contact:** Full

Behavior	Description	Points	Score	Remarks
Back	The equine backs two steps away from the handler.	10		
<b>Equine Overall</b> <i>Check if accomplished</i> <i>1 pt each</i>	<input type="checkbox"/> Relaxation <input type="checkbox"/> Willingness <input type="checkbox"/> Precision <input type="checkbox"/> Movement <input type="checkbox"/> Turnout	5		
<b>Competitor Overall</b> <i>Check if accomplished</i> <i>1 pt each</i>	<input type="checkbox"/> Relaxation <input type="checkbox"/> Confidence <input type="checkbox"/> Communication <input type="checkbox"/> Attunement <input type="checkbox"/> Turnout	5		

### Notes

Total Score: \_\_\_\_\_ / \_\_\_\_\_ = \_\_\_\_\_ %

## DRESSAGE ARENA DIAGRAM

**Level 3:** Specialized Riding

**Division 1:** Dressage

Arena Diagram. Arenas must be to scale. Arenas should have clear markers in the corners and at each wall letter. The arena should be flat and clear of obstacles, with safe footing.

