

KEEP SKILLS EVALUATION

Junior Advanced Level

Member _____ Club _____

The skill requirements for competition at the Fair are based on the rider. The horse is a “tool” for the member to display the skills they have mastered. All scoring should be on the abilities of the member; i.e. does the member recognize when the horse is on the wrong lead and does the member attempt to correct the lead; how does the member react to what the horse does, etc.

Dismounted Abilities

Leaders: Please date AND initial beside each box verifying the member has learned these skills.

	Demonstrate/describe how to braid or band a mane.
	Using the Henneke Body Conditioning Scoring system, score your horse/pony.
	Demonstrate a 90 degree pull turn (pivot to the left).
	Demonstrate how to safely put on and take off a rain coat/slicker while holding a horse/pony.
	Show how to adjust tack properly including: bridle, throat latch, curb strap/chain (if applicable), girth and stirrups.

Mounted Abilities

- Before mounting rider should perform a safety check of the saddle and bridle to assure girth is tight, stirrups secure, and bit on correctly.
- Rider may use a mounting block to step quietly onto the horse.
- Serpentine should be ridden as ½ circles and then a straight path to next half circle, etc.
- All circles should be round. Trot circles the same size and canter circles larger and the same size.
- Direction changes should include 3-5 straight steps between the circles.
- A “lengthened” stride is a larger step but does not go faster, tempo remains the same.
- Turns on haunches or forehand should have a planted pivot foot and be done softly and smoothly.
- The rider should maintain a classic equitation position with head, shoulder, hip and heel in a vertical line perpendicular to the ground.
- Aids should be given softly, primarily through the seat and leg.

Skills tested

Previous: leading, mounting, back, walk, lengthen walk, trot, canter with simple lead changes on a circle, 90° & 180° turn on forehand or haunches, ground tie.

New: simple lead changes on a straight path, canter departure from halt, sidepass, 360° turn on haunches or forehand, quiet communication between horse and rider.

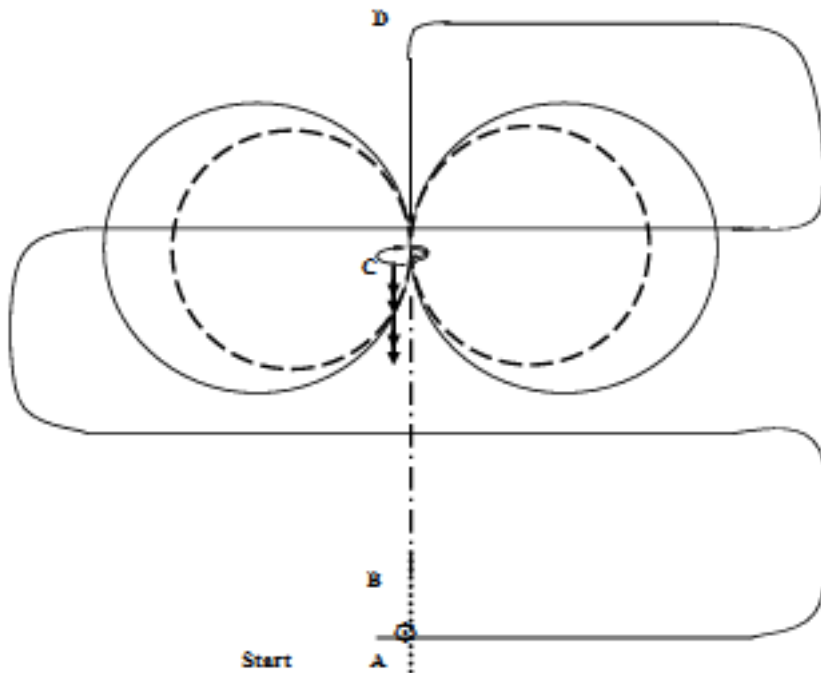
Member’s Signature _____

Parent’s Signature _____

Leader or Evaluator’s Signature _____ Date _____

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Key	
Walk
Trot	--- --
Canter	———
Back	————→
Lengthen Walk	—— . —
Ground Tie	⊙

Movement	Score (1-10)
1. Begin pattern mounted. Walk from cone A to B.	
2. Lengthen walk from B to C.	
3. At C, circle right at a trot/jog. Trot/jog a figure 8.	
4. At C canter/lope a figure 8 with a simple change at C.	
5. Score for simple lead change	
6. At C halt and settle.	
7. Do a 360° turn on haunches (Western) or forehand (English)	
8. Back 4 steps, settle.	
9. Canter/lope right lead to cone D, track right.	
10. Canter/lope a serpentine of 3 loops, right, left, right with simple lead changes on straight aways.	
11. At A halt.	
12. Sidepass to B then back to A.	
13. Dismount. Ground tie and walk around your horse. Remount and walk out on a loose rein.	
14. Rider's position and use of the aids.	
Total Points (140 points possible)	Passing score ≥ 112 points