

KEEP SKILLS EVALUATION

Novice 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 how to safely clean out a horse/pony's hind feet
	Demonstrate/describe how to safely put a hood/sleazy on a horse/pony
	Demonstrate how to accurately measure a horse or pony for height
	Explain how to tell if hay is unsafe for a horse/pony to eat (moldy, dusty, etc.)
	Demonstrate/describe how to clean and treat a wound using your first-aid kit.
	Demonstrate/describe how to bandage a leg wound.
	Demonstrate how to safely use a lead rope (chain) as a means of control over the nose.
	Demonstrate how to walk and trot a horse/pony through a 3 marker serpentine.
	Demonstrate a pivot at the following circle degrees: 90 and 270.
	Demonstrate how to lunge a horse at the walk and trot.
	Demonstrate how to correctly saddle a horse/pony.
	Take apart a bridle and put it back together again.
	Demonstrate how to use splint boots/protective wraps: front legs

Mounted Abilities

- Horse should be led as in a showmanship class, with the rider walking between the horses head and shoulder.
- 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. Points should be deducted for a rider who plops heavily onto the horses back. The dismount should be a step down, not a leap away that may startle the horse.
- All circles should be round. Trot circles should be the same size, as should canter circles.
- Direction changes should include 3-5 straight steps between the circles.
- Riders should not be penalized for developing canter 1st quarter of circle.
- 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.

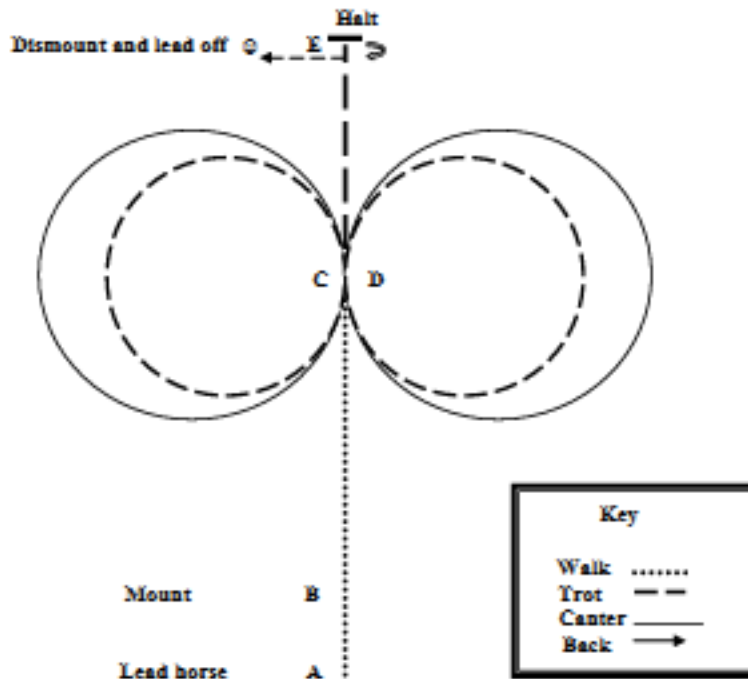
Skills tested

Previous: leading, mounting, walk, trot, backing, canter with correct leads,

New: communication between horse and rider improving, better steering skills including direction changes at a trot and canter, 90° turn on forehand or haunches

KEEP SKILLS EVALUATION

Novice Advanced Level



Movement Score (1-10)	Score (1-10)
1. Lead horse from cone A to B, mount and settle	
2. Walk from cone B to cones C/D	
3. At center circle right at trot/jog.	
4. At center circle left at canter/lope.	
5. At center circle left at trot/jog.	
6. At center circle right at canter/lope.	
7. At center trot/jog straight ahead to cone E.	
8. At E halt and settle 10 seconds	
9. Perform a 90° turn right on haunches (western) or forehand (English).	
10. Back 4 steps	
11. Settle and dismount. Lead off.	
12. Riders position and use of the aids	
Total Points (120 points possible)	
Passing score ≥ 96 points	

Member's Signature _____

Parent's Signature _____

Leader or Evaluator's Signature _____ Date _____