

KEEP SKILLS EVALUATION

Senior Intermediate 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 clip a horse/pony for show
	Demonstrate how to take a horse's temperature
	Demonstrate how to take a horse's heart rate.
	Demonstrate how to safely back a horse/pony through an L shape obstacle.
	Demonstrate how to safely move a horse/pony whole body left and right (side passing).
	Demonstrate how to properly adjust your safety helmet.
	Demonstrate the use of one piece of additional tack (back cinch, breast collar, etc).

Mounted Abilities

- Horse should maintain an even tempo during all lead changes, neither speeding up nor slowing down.
- Flying changes should be scored as follows: 10 pts for a clean change front and back, if horse loses tempo deduct 1 pt, if lead change is only in front or only in back deduct 2 pts, if change involves trot steps deduct 2 points per trot step.
- All circles should be round. Trot circles the same size and canter circles larger and the same size. Loops in serpentine should be even with a straight path between the ½ circles.
- During the side pass the horse's head, neck, and body should remain straight with legs crossing over to go sideways.
- A “lengthened” stride is a larger step but does not go faster, tempo remains the same.
- 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/ flying lead changes on a circle, simple lead changes on a straight path, canter departure from a halt, 90°, 180° and 360° turn on forehand or haunches, ground tie, side pass both ways.

New: Flying lead changes on a figure 8, lengthen stride at trot and canter, 450° turn on forehand or haunches, quiet communication between horse and rider.

Member's Signature _____

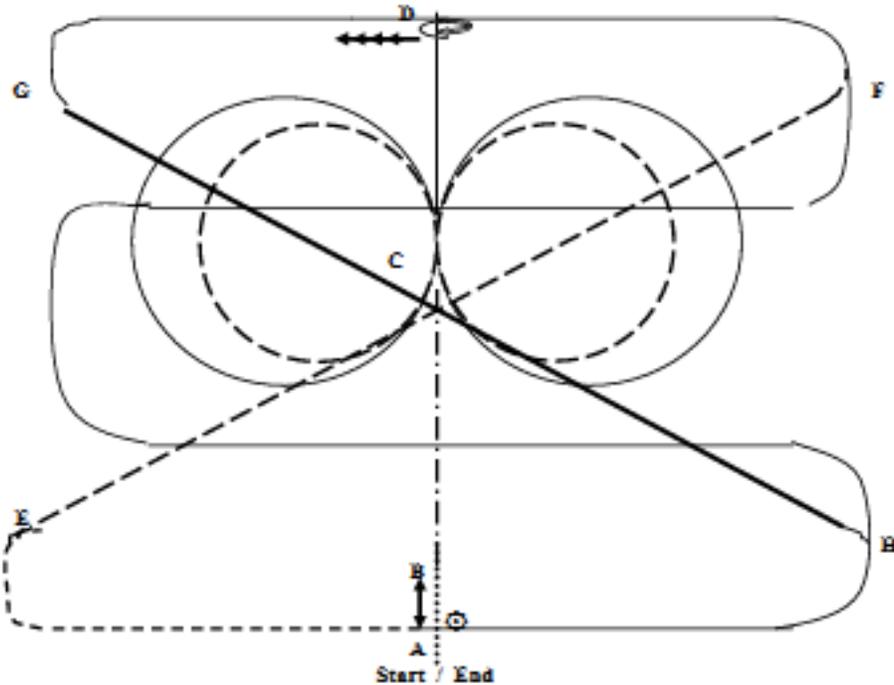
Parent's Signature _____

Leader or Evaluator's Signature _____ Date _____

KEEP SKILLS EVALUATION

Senior Intermediate Level

- Primary Project
 Secondary Project



Key

Walk
Trot	— —
Canter	—————
Back	—————>
Lengthen Walk	— . —
Lengthen Trot	— — — —
Lengthen Canter	—————
Ground Tie	⊙

Movement	Score (1-10)
1. Walk from cone A to B.	
2. Lengthen walk from B to C.	
3. At C, circle right at trot/jog. Trot/jog a figure 8.	
4. At C canter/lope a figure 8 with a flying change at C.	
5. Score flying change at C here	
6. Straight ahead to D. At D halt and settle.	
7. Do a 45° turn (1¼ turn) on haunches (Western) or forehand (English).	
8. Back 4 steps, settle.	
9. Canter/lope a serpentine of 3 loops, right, left, right with simple lead changes on straight-aways.	
10. At A halt. Side pass to B then back to A.	
11. Trot/jog straight ahead. Lengthen trot/jog E to F. Before F, working trot/jog.	
12. At D canter/lope left lead.	
13. Lengthen canter G to H. Before H, working canter. At H trot/jog.	
14. At A halt and dismount.	
15. Ground tie and walk around your horse. Remount and walk out on a loose rein.	
16. Rider's position and use of the aids.	
Total Points (160 points possible) Passing score ≥ 128 points	