

KEEP SKILLS EVALUATION

Senior Division – 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 take a horse’s respiration.
	Demonstrate how to perform the hydration level-capillary refill method.
	Demonstrate how to perform the hydration level-pinch test.
	Demonstrate/describe intestinal sounds for colic.
	Demonstrate how to safely load your horse/pony into your horse trailer.

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 circle ends.
- During side pass the horse’s head, neck and body should remain straight, with legs crossing over.
- 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, trot, canter, lengthen walk, trot, and canter, flying and simple lead changes, 90°, 180°, 360° and 450° turns on forehand or haunches, ground tie, side pass both ways.

New: Collected walk, trot, and canter, flying lead changes on straight-aways, ease of transitions, quiet communication between horse and rider.

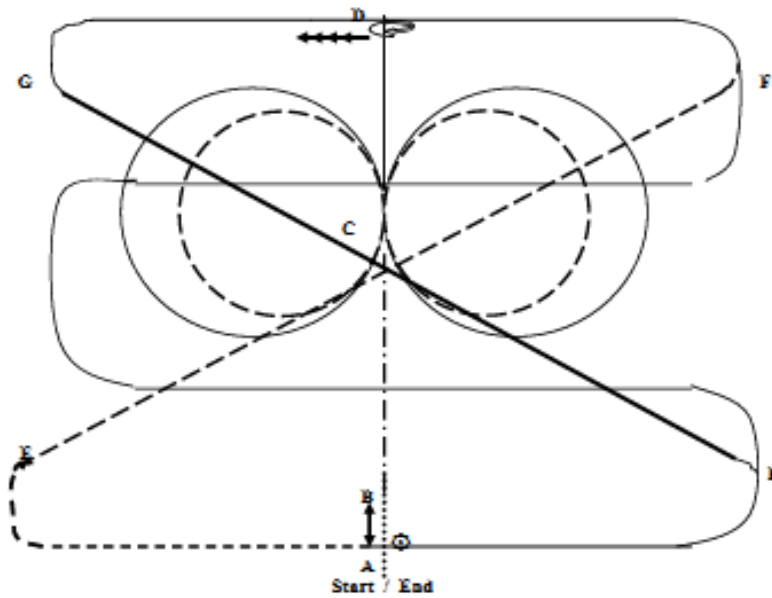
Member’s Signature _____

Parent’s Signature _____

Leader or Evaluator’s Signature _____ Date _____

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Key

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

Movement Score (1-10)	Score (1-10)
1. Collected walk from cone A to B.	
2. Lengthen walk from B to C.	
3. At C, circle right at a trot/jog	
4. At C circle left collected trot/jog	
5. At C circle right at canter/lope	
6. At C flying change of lead	
7. At C circle left at collected canter/lope	
8. Straight ahead to D. At D halt and settle.	
9. Do a 45° turn (1 ¼ turn) on haunches (Western) or forehand (English)	
10. Back 4 steps, settle.	
11. Canter/lope a serpentine of 3 loops, right, left, right with flying lead changes on straight-aways.	
12. At A halt. Side pass to B then back to A.	
13. Trot/jog straight ahead. Lengthen trot/jog E to F. Before F, working trot/jog.	
14. At D canter/lope left lead.	
15. Lengthen canter G to H. Before H, working canter.	
16. At A halt and dismount.	
17. Ground tie and walk around your horse. Remount and walk out on a loose rein.	
18. Rider's position and use of the aids.	
Total Points (180 points possible) Passing score ≥ 144 points	