

# KEEP SKILLS EVALUATION

## Senior Division – 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.

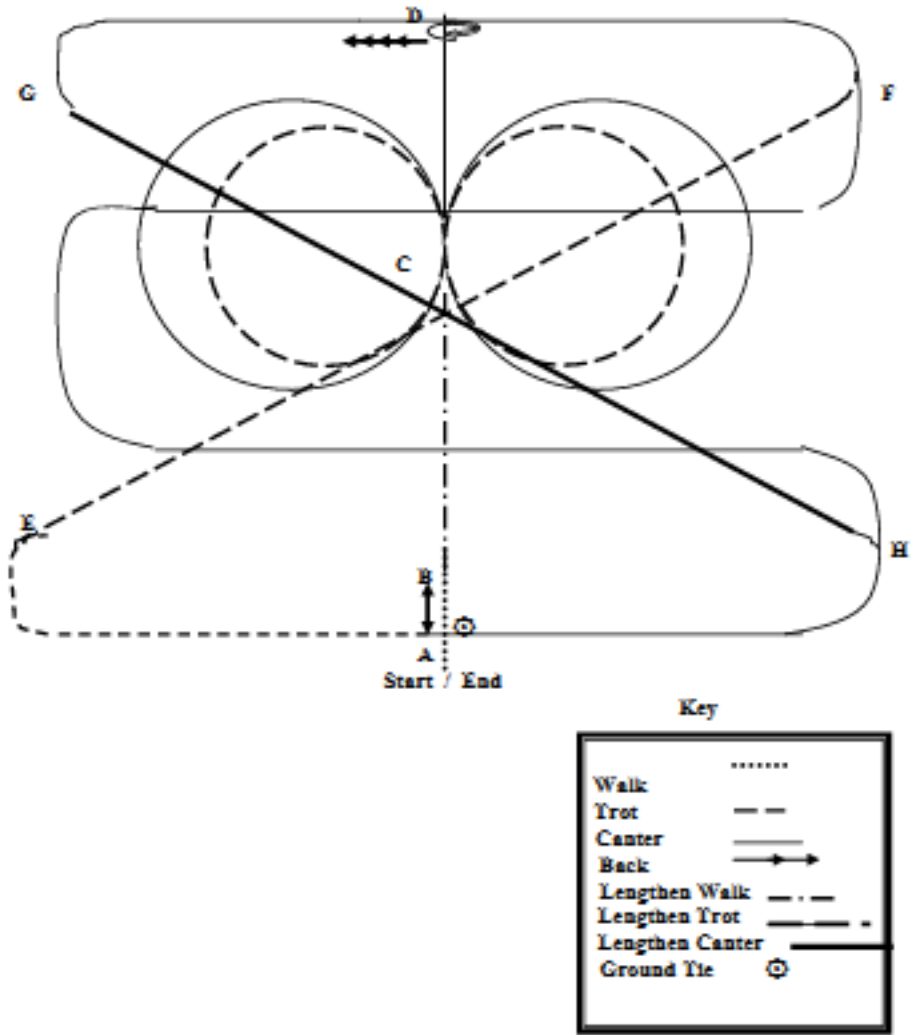
Member’s Signature \_\_\_\_\_

Parent’s Signature \_\_\_\_\_

Leader or Evaluator’s Signature \_\_\_\_\_ Date \_\_\_\_\_

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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 450° 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