

Dumb Horse International Gaited and Non Gaited Show - Patterns and Tests

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Class Levels

- Novice - where a pattern is walk/trot, the novice may walk or may try walk/trot. Where a pattern is walk/trot/canter, the novice walk/trots. The judging criteria is softened.
- Elementary - the competitor attempts to stay true to the pattern but is new to this type of class. The judging criteria is moderate.
- Advanced - the competitor stays true to the pattern and is penalized for pattern errors. The judging criteria is strict.

Rider/Handler Presentation

- A hat or helmet must be worn for all classes, ridden and led, no exceptions.
- Hair must be in a pony tail or braid, short hair should be neat and tidy.
- Shirt must have sleeves of some kind - no singlet or tank tops, free of profanity or large brand labels.
- Full length pants must be worn.
- Enclosed shoes with no heel must be worn for all classes, ridden and led, no exceptions.
- Competitors placings must NOT be influenced in any way by visible tattoos, piercings, colored hair, skin color, gender or visible deformities. Judges found to be taking these into consideration will be dismissed.

Horse/Pony Presentation

- No plaiting is required however it may influence placings in Class 49.
- A neat and tidy horse should be presented, being mud and tangle free.
- Saddle should be clean and in good repair. Leather is not required. Any type of saddle is accepted.
- Bridle or halter should be clean and in good repair. Leather is not required.
- Bit, if used, should be humane. Western or english bits are acceptable except for english dressage classes where a snaffle must be used.
- No head restriction aids are to be used, no martingale of any kind is permitted for ridden or led.
- No stacks or chains are to be used.
- No lunge whips are permitted to be used with the only exception being Class 63.
- The horse should be free of open wounds.
- The horse should not be lame or clearly exhausted.
- You may present english or western for any class, a bridle or saddle is NOT required.
- No tail bags, no boots, no bandages.
- The only tack a horse may wear is a type of saddle with saddle blanket, type of bridle or halter, or type of breastplate.

Class Eligibility

- Combinations are welcome to try classes that are not of their usual discipline.
- Category 2 and 3 will be receive placings but do not count towards the main high point awards.
- A competitor may enter into both Category 1, 2 and 3.
- Competitors may not enter Marijuana or any other plant grown for smoking purposes in Category 3, Class 15.
- Combinations in Class 72, 73, 74, 75, 76, 77, 78, and 79 NOT eligible for any other RIDDEN class with the exception of breed ridden, and dressage tests 1/2 of english or western.
- Combinations may only enter ONE breed class category.
- Competitors may enter more than one horse.

- The horse may be entered into a class twice provided it is under a second competitor.
- No horse/pony under 3 may be ridden. No exceptions.
- Two dressage tests are allowed per combination, but they must be correlating tests. 1,2 or 3,4 or 5,6.
- In regards to jumping or hunter classes, a rider may enter two consecutive height rounds only.
- A horse may not enter both 30 and 31, or both 34 and 35. A horse must either be a hack or hunter.
- Pony is considered to be an animal under 14.3hh and a horse is considered to be an animal over 14.3hh.
- Classes are open internationally.
- There is no entry limit.
- Anything marked freestyle is personal choice, limit 7 minutes.
- Rider aids, walkers, or any assistance are permitted in the children, beginners and disabled class.
- Gaited horse may gait the patterns.

Submissions

- Entries must be paid before date of entry closure or a late entry fee may apply.
- Submissions must be made before date of submission closure or a late submission may apply.
- Video submissions must start with the rider/handler announcing the class number, class name, their own name, and horses name, in that order.
- Videos and photo submissions must be sent with the class number, class name, their own name, and their horses name, in that order, in the subject line or they WILL NOT be judged.
- Submissions are expected to be taken in an area safe for the horse and handler, ie, free of debris.
- Submissions should be clear and well visible to the best of the entrants ability.
- Please do your best to stay true to pattern with the space you are given.

Disqualification

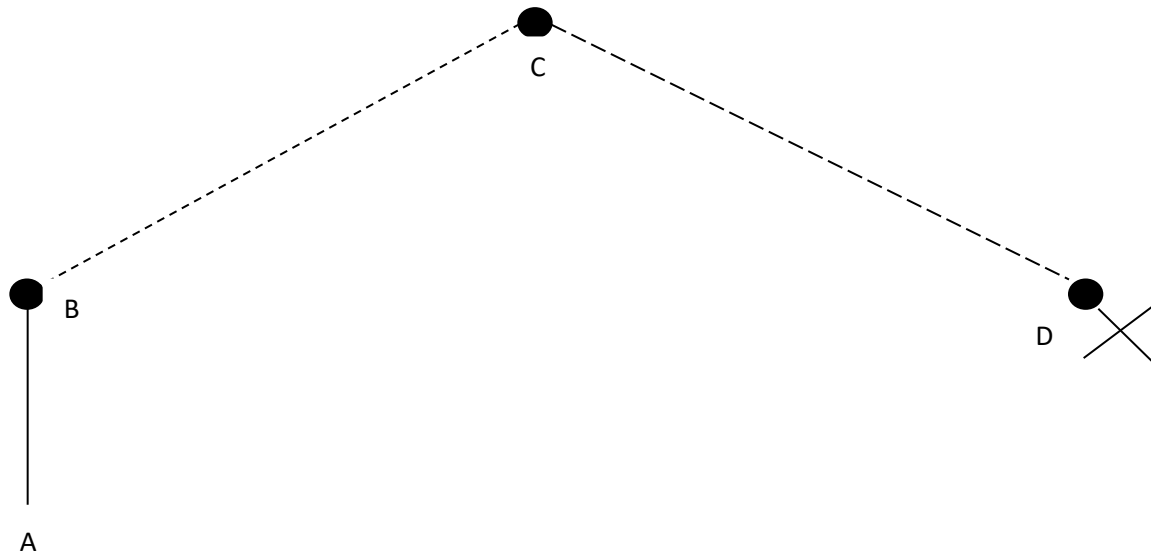
- Riders found to be guilty of poor horsemanship or poor sportsmanship will be disqualified and stripped of their placings.
- Riders found to be presenting a lame or a sick horse will be disqualified and stripped of their placings.
- Riders found to be cheating will be disqualified and stripped of their placings.
- Riders found to be editing and enhancing videos or photos will be disqualified and stripped of their placings.
- Riders found to be breaking any of the above rules will be disqualified and stripped of their placings.
- Riders found to be repeatedly questioning the judges disqualified and stripped of their placings.

Gait of Horse

- Combinations should do their best to ride the gait required by their category.
- Wherein the case of gaited horse breeds, the horse should perform in a gait acceptable by the breed standard, and should do so wherever the pattern calls for trot or canter.
- Dressage may be ridden at the gait.
- Combinations will be judged in each class by rhythm, balance, temperament and clarity of gait.

Breed Classes Category A **Breed In Hand Pattern**

1. Standing at A. 2. Walk to B. 3. Trot to C. 4. Lengthen to D.
5. Halt and set up for inspection.



Breed Classes Category B **Breed Under Saddle**

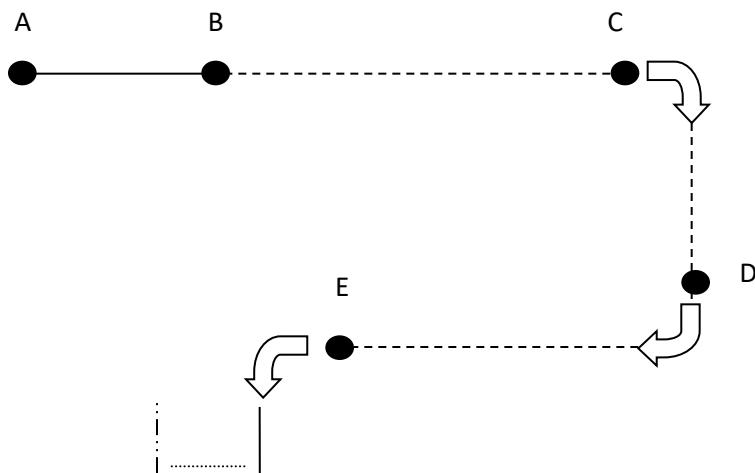
- *Half circle right at the walk.
- *Circle once right 20m in the trot or gait.
- *Circle once right 20m in the canter or gait.
- *Transition down to halt.
- *Reverse (turn around)
- *Half circle left at the walk.
- *Circle once left 20m in the trot or gait.
- *Circle once left 20m in the canter or gait.
- *Transition down to halt.
- *Rein back 5 steps.

Breed Classes Category B for Mini or Shetland **Ridden ONLY for juniors**

- *Half circle right at the walk.
- *Circle once right 20m in the trot or gait.
- *Circle once right 20m in the canter or gait.
- *Transition down to halt.
- *Reverse (turn around)
- *Half circle left at the walk.
- *Circle once left 20m in the trot or gait.
- *Circle once left 20m in the canter or gait.
- *Transition down to halt.
- *Rein back 5 steps.

Breed Classes Category B for Mini, Shetland or Other Equus
Miniature/Shetland/Other Equus In Hand Junior or Adult

- *Starting at A, walk to B.
- *Trot to C.
- *Perform a 90 degree turn on the hind.
- *Trot to D
- *Perform a 90 degree turn on the hind.
- *Trot to E.
- *Perform a 90 degree turn on the fore.
- *Walk forward 4 steps.
- *Side pass 5 steps.
- *Rein back 4 steps and halt.



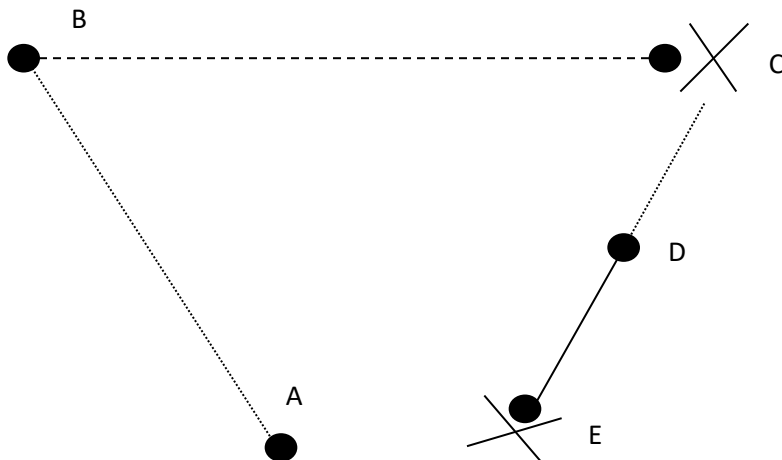
Versatility Led Classes ALL BREED

Class 29 **Lungeline**

*Show the horse at the walk, jog and lope in both directions. Not to exceed 90 seconds. If gaited, show a gait and walk with clear transition.

Class 30/31 **Led Hack/Hunter**

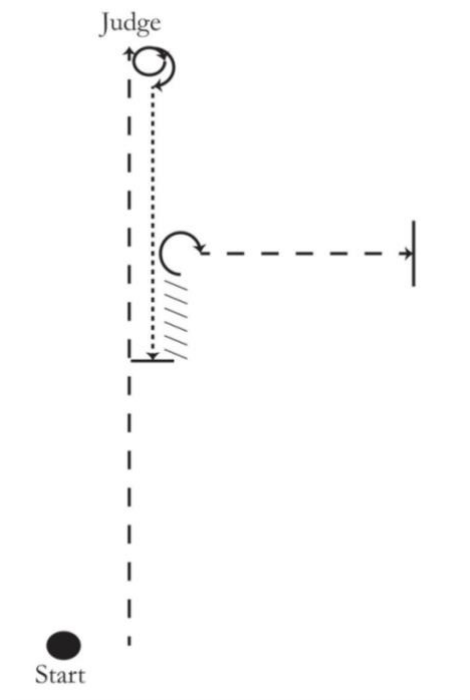
- *Starting at A, trot to B.
- *Lengthen the trot to C.
- *At C, halt and stand square.
- *Trot to D.
- *Walk 5 strides to E.
- *At E halt and stand for inspection.



Class 32 Showmanship

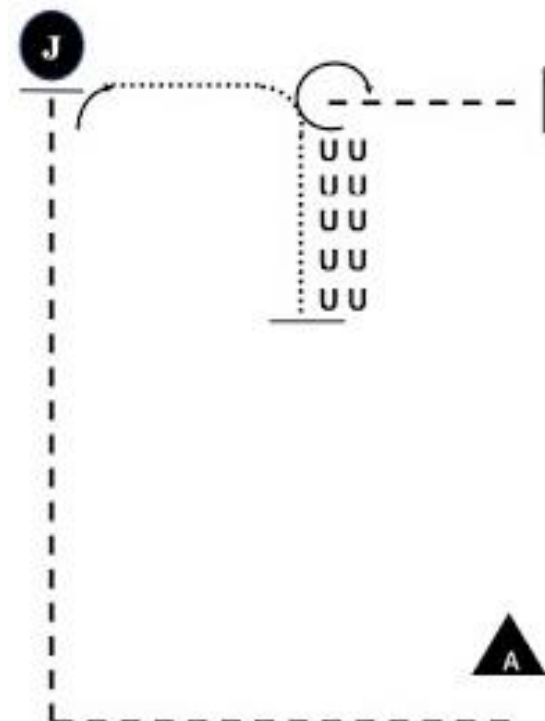
Novice Showmanship

- *Trot to judge.
- *Set up and pretend to stand for inspection.
- *Turn 1 1/2 times.
- *Walk half of the line forward.
- *Stop, back 2 horse lengths.
- *3/4 turn, trot.
- *Halt, set up.



Elementary/Advanced Showmanship

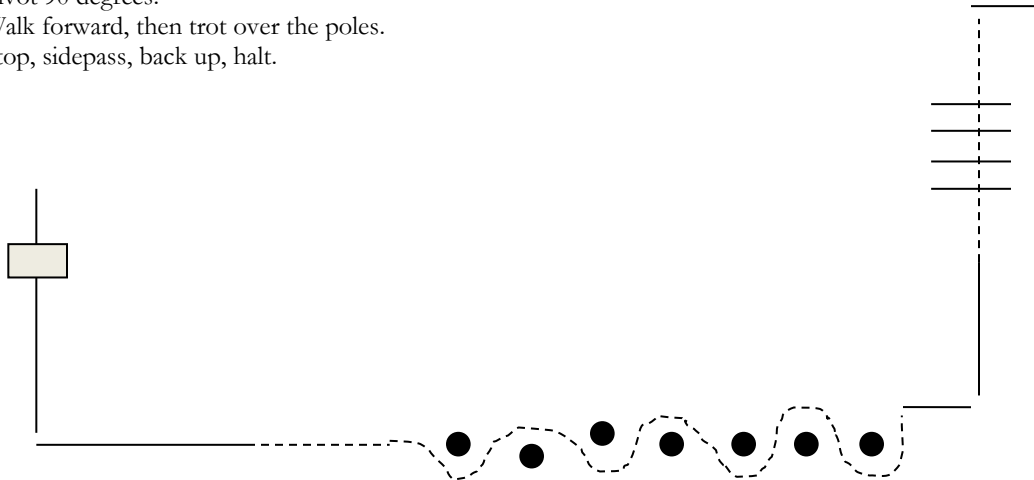
- *Start at A, trot to judge.
- *Stop and pretend to set up for inspection.
- *Pivot 90 degrees, walk as shown.
- *Stop, back.
- *Pivot 270 degrees or 3/4 of a circle.
- *Trot until even with A.



Class 33 **Led Trail**

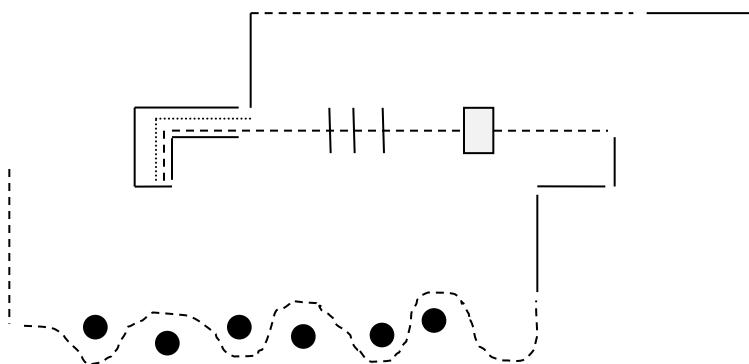
Novice

- * Walk a straight line over the tarp.
- * Pivot 90 degrees.
- * Walk forward, then trot.
- * Trot through the cones.
- * Walk.
- * Pivot 90 degrees.
- * Walk forward, then trot over the poles.
- * Stop, sidepass, back up, halt.



Elementary/Advanced

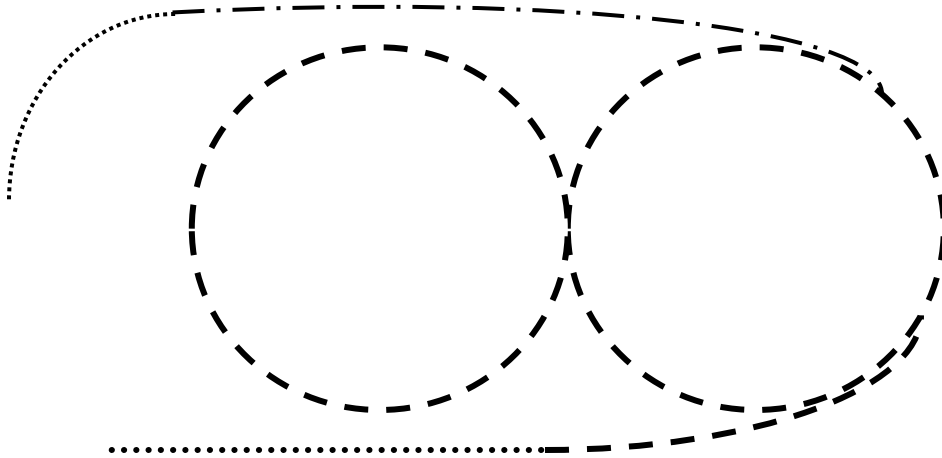
- * Trot a straight line, halt, pivot 90 degrees, trot on through cones.
- * Walk forward, side pass over pole, walk forward.
- * Pivot 90 degrees and trot forward over tarp, over poles.
- * Trot into the chute, then halt and back out of the chute.
- * Pivot 90 degrees and trot on.
- * Stop, spin 360 degrees on the hind, then walk forward.
- * Halt to show the end of the pattern.



Versatility Ridden Classes ALL BREED

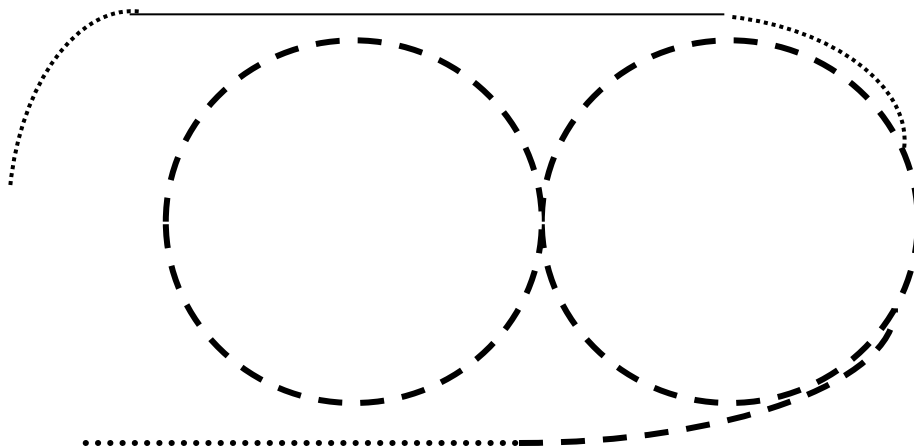
Class 34 **Show Hunter**

- *Trot a straight line.
- *Pick up the canter and perform a figure 8 with a flying or simple change both ways.
- *Continue straight and lengthen the stride.
- *Come back to the trot, then halt.



Class 35 **Show Hack**

- *Trot a straight line.
- *Pick up the canter and perform a figure 8 with a flying or simple change both ways.
- *Transition to trot.
- *Continue straight and lengthen the stride.
- *Collect the trot, then halt.



Class 36

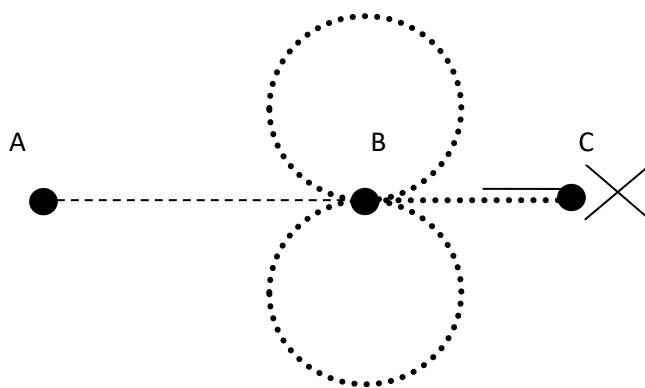
Hunter Under Saddle

- *Half circle right at the walk.
- *Circle once right 20m in the trot or gait.
- *Circle once right 20m in the canter or gait.
- *Transition down to halt.
- *Reverse (turn around)
- *Half circle left at the walk.
- *Circle once left 20m in the trot or gait.
- *Circle once left 20m in the canter or gait.
- *Transition down to halt.
- *Rein back 5 steps.

Class 37

Hunt Seat Equitation

- *Starting at A, walk to B.
- *At B, trot.
- *Circle left 10m, change rein and diagonal, circle right 10m.
- *Over B after completing the figure of 8 in trot, pick up left canter and circle left 10m.
- *Flying or simple change over centre, circle right 10m.
- *Canter to C.
- *At C, halt.
- *Rein back 4 steps. Halt.



Class 38

Western Pleasure

Novice

- *Walk half a circle to the left.
- *Change direction, walk half a circle to the right.
- *Jog 2 circles to the right.
- *Stop, pivot on the hind 180.
- *Jog two circles to the left.
- *Stop, pivot on the hind 180.
- *Walk half a circle to the right, halt.

Elementary/Advanced

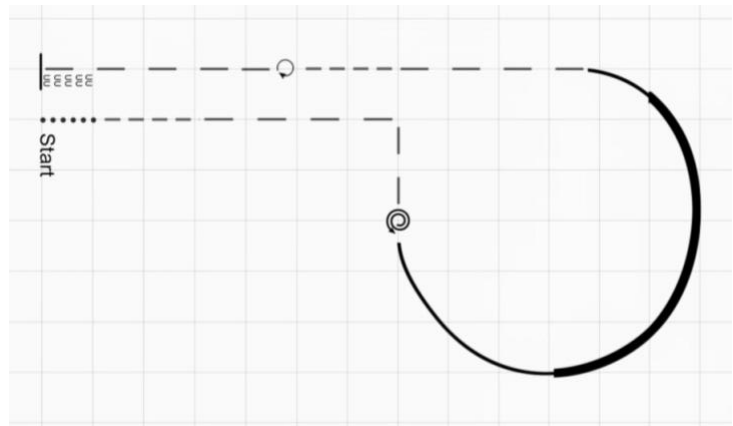
- *Walk half a circle to the left.
- *Pivot on the hind 180.
- *Walk half a circle to the right.
- *Jog 2 circles to the right.
- *Stop, pivot on the hind 180, jog 2 circles to the left.
- *Stop, walk 1 stride, lope 1 circle to the left.
- *Stop, pivot on the hind 180, walk 1 stride and lope 1 circle to the right.
- *Transition down into the extended trot 1 circle to the right.
- *Circle direction and post the trot one circle to the left.
- *Halt.

Class 39

Western Equitation

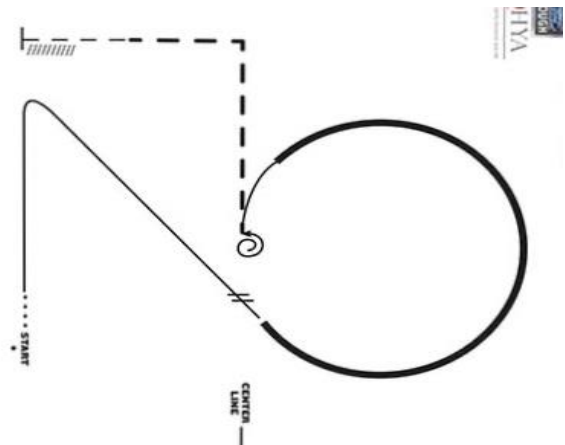
Walk/Jog

- *Walk, then jog.
- *Extended trot, pivot 90 degrees, stop.
- *2 spins to the left.
- *Jog 3/4 of the circle, transition to extended trot.
- *Transition to the jog, then stop.
- *1 spin right.
- *Jog to stop, back.



Elementary/Advanced

- *Walk forward, right lead lope around centre of arena, on the diagonal line.
- *Change leads, simple or flying.
- *Left lead lope circle, collect, stop.
- *1 1/2 spins left.
- *Extended trot, pivot 90 degrees, continue halfway down line.
- *Collect to the jog.
- *Stop and back.



Class 40

Western Horsemanship

Novice

- *Working walk 1 circle to the left.
- *Change direction and walk 1 circle to the right.
- *Jog 2 laps to the right.
- *Stop and pivot 180 degrees on the hind.
- *Extended jog 2 circles to the left.
- *Change direction, extended jog 2 circles to the right.
- *Transition to jog, and jog 2 circles to the right.
- *Halt and walk on to show end of pattern.

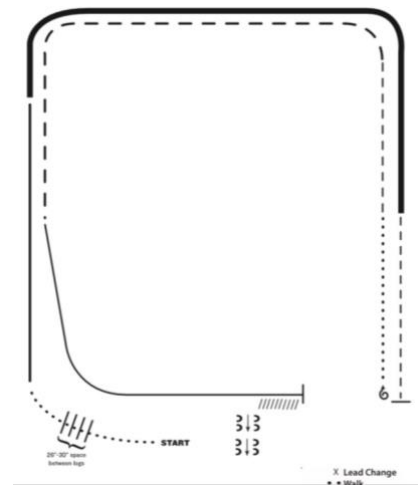
Elementary/Advanced

- *Working walk 1 circle to the left.
- *Change direction and walk 1 circle to the right.
- *Jog 2 circles to the right.
- *Stop and pivot 180 degrees on the hind.
- *Jog 2 laps to the left.
- *Lope 1 lap to the left.
- *Stop, back and pivot 180 degrees on the hind.
- *Extended jog 1 circle to the right.
- *Lope 1 circle to the right.
- *Extended lope 1 circle to the right.
- *Transition to extended jog.
- *Change direction and lope 1 circle to the left.
- *Extended lope 1 circle to the left.
- *Transition slowly down to jog.
- *Walk, and then halt.

Class 41 Ranch Horsemanship

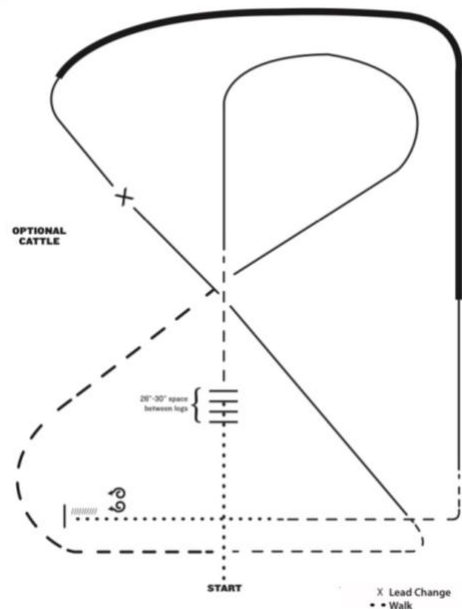
Novice

- *Walk.
- *Walk over logs.
- *Jog.
- *Collect the jog, then extend the jog.
- *Stop, and then 1 1/2 spins to the right.
- *Walk.
- *Jog.
- *Collect the jog, then extend the jog.
- *Stop and back.
- *Side pass.



Elementary/Advanced

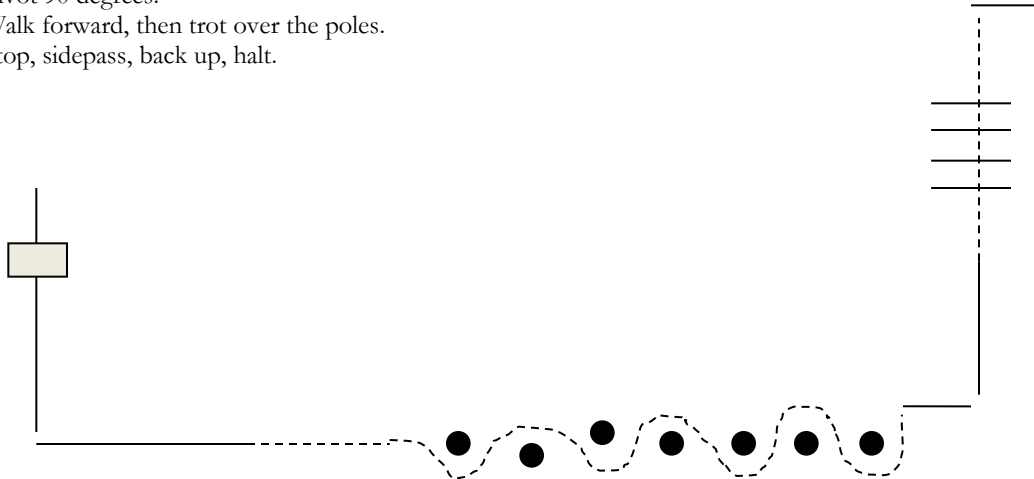
- *Walk
- *Walk over logs.
- *Jog.
- *Lope on the right lead.
- *Extended jog.
- *Jog.
- *Lope left lead.
- *Change leads(simple or flying).
- *Right lead, extend the lope.
- *Collect the lope.
- *Jog.
- *Walk.
- *Stop and back.
- *360 turn each direction, choice of starting direction.



Class 42 Led Trail

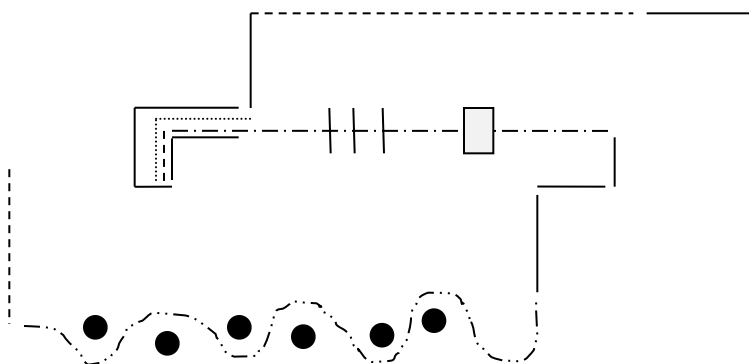
Novice

- * Walk a straight line over the tarp.
- *Pivot 90 degrees.
- *Walk forward, then trot.
- *Trot through the cones.
- *Walk.
- *Pivot 90 degrees.
- *Walk forward, then trot over the poles.
- *Stop, sidepass, back up, halt.



Elementary/Advanced

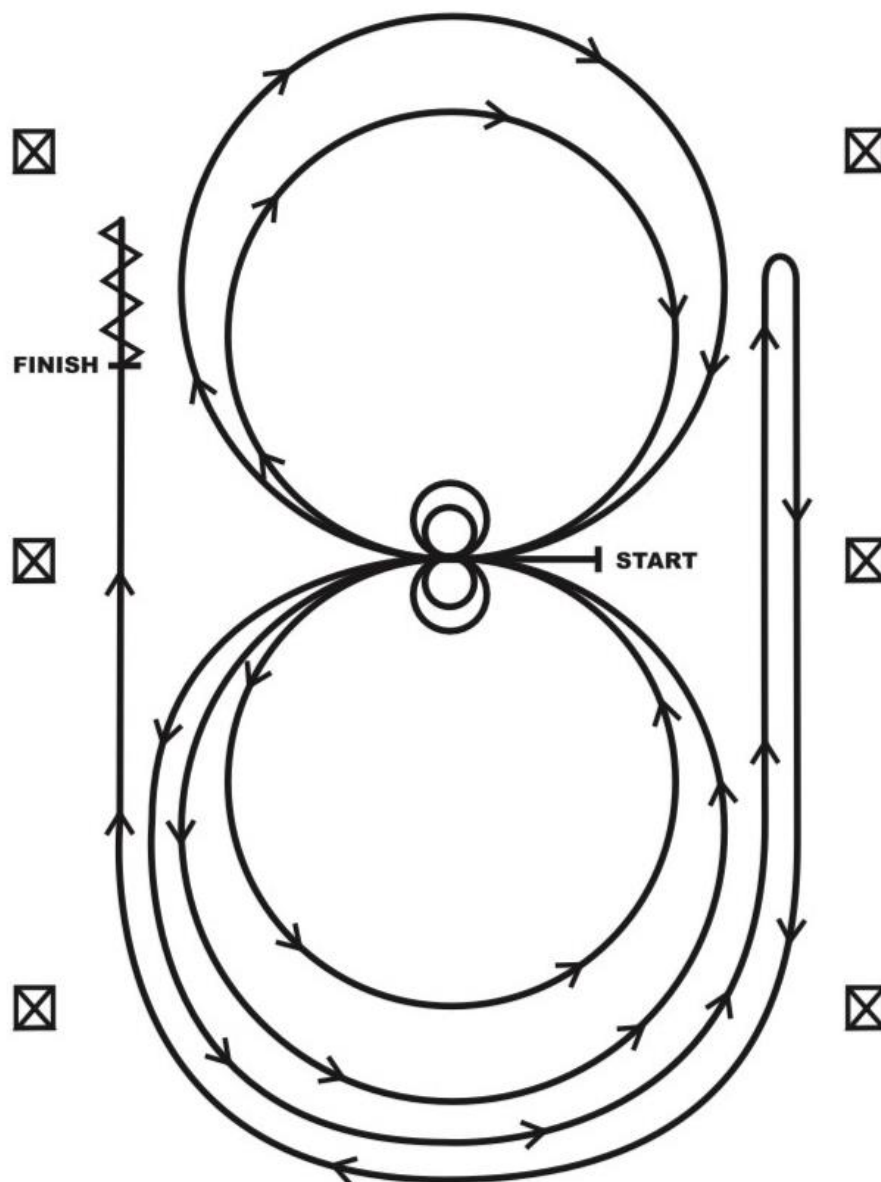
- *Trot a straight line, halt, pivot 90 degrees, lope on through cones.
- *Walk forward, side pass over pole, walk forward.
- *Pivot 90 degrees and lope forward over tarp, over poles.
- *Lope into the chute, then halt and back out of the chute.
- *Pivot 90 degrees and trot on.
- *Stop, spin 360 degrees on the hind, then walk forward.
- *Halt to show the end of the pattern.



Class 43 Reining

Novice

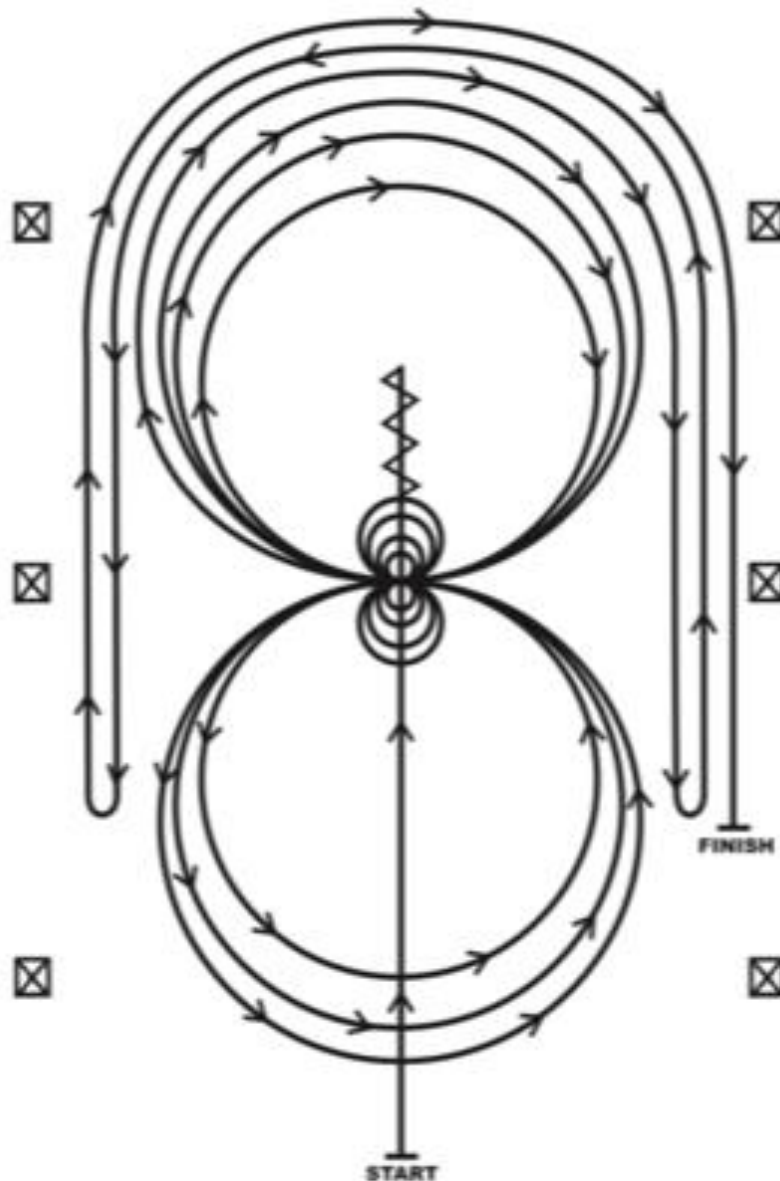
1. Walk or jog to the centre of the circle, come to a full stop facing the left wall or fence.
2. Beginning on the left diagonal, complete two circles to the left. Stop at the centre of the arena. Hesitate.
3. Complete 2 spins to the left, hesitate.
4. Beginning on the right diagonal, complete two circles to the right, stop at the centre of the arena, hesitate.
5. Complete two spins to the right, hesitate.
6. Beginning on the left diagonal, go around the end of the arena, run down the right side of the arena past centre marker, stop and rollback right.
7. Continue around the end of the arena to run down the left side, of the arena, past the centre marker. Stop. Back up, hesitate to show the completion of the pattern.



Amateur

1. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
2. Complete four spins to the right. Hesitate.
3. Complete four and one-quarter spins to the left so that the horse is facing the left wall or fence. Hesitate.
4. Beginning on the right lead, complete three circles to the right: the first two circles large and fast, the third circle small and slow. Change leads at the center of the arena.
5. Complete three circles to the left: the first circle small and slow, the next two circles large and fast. Change leads at the center of the arena.
6. Begin a large circle to the right but do not close this circle. Run down the right side of the arena past the center marker and do a left rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center and do a right rollback at least twenty feet (six meters) from the wall or fence—no hesitation.
8. Continue back around previous circle but do not close this circle. Run down the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from the wall or fence. Hesitate to demonstrate completion of the pattern.

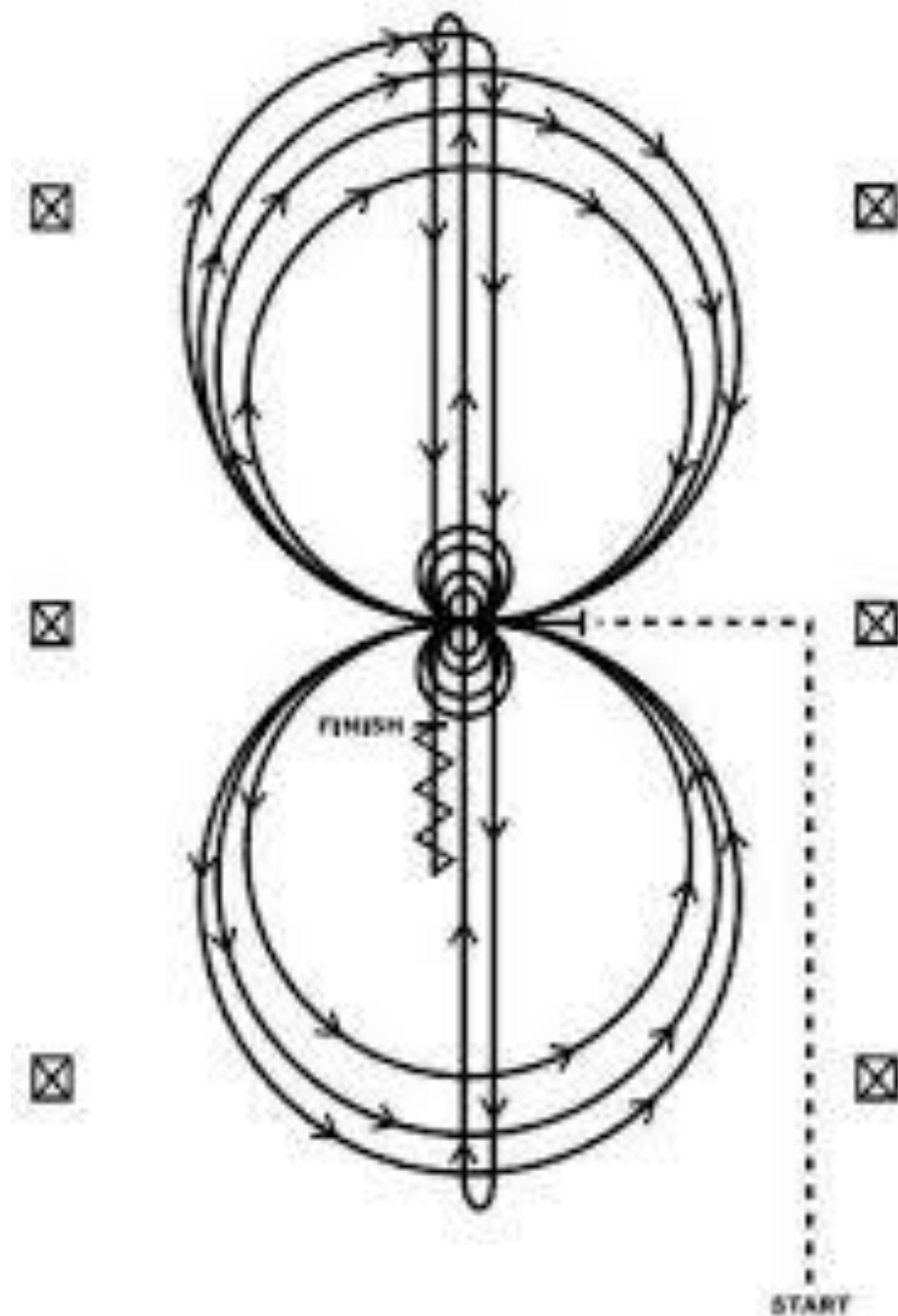
REINING PATTERN 10



Advanced

Horses must jog to the center of the arena. Horses must walk or stop prior to starting the pattern. Beginning at the center of the arena facing the left wall or fence.

1. Complete four spins to the left. Hesitate.
2. Complete four spins to the right. Hesitate.
3. Beginning on the right lead complete three circles to the right; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
4. Complete three circles to the left; the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
5. Begin a large circle to the right, but do not close this circle. Run down the center of the arena past the end marker and do a right rollback—no hesitation.
6. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
7. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate to demonstrate completion of the pattern.



Class 44
Saddleseat

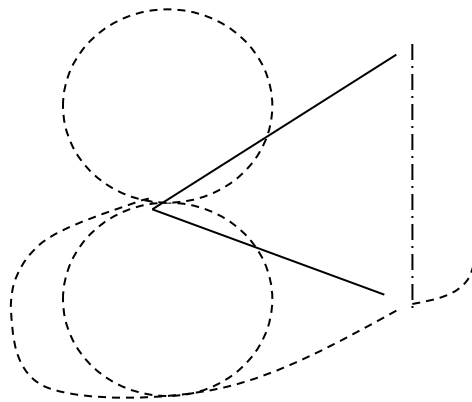
- *Circle right 10m at the walk.
- *Circle right 20m at the trot.
- *Circle right 30m at the canter.
- *Change of lead across the circle, showing a flying or simple change over the centre.
- *Repeat on left rein.
- *Transition down to halt.
- *Halt and rein back 5 steps.

Suitability Classes ALL BREED

Class 45

Suitability For Dressage

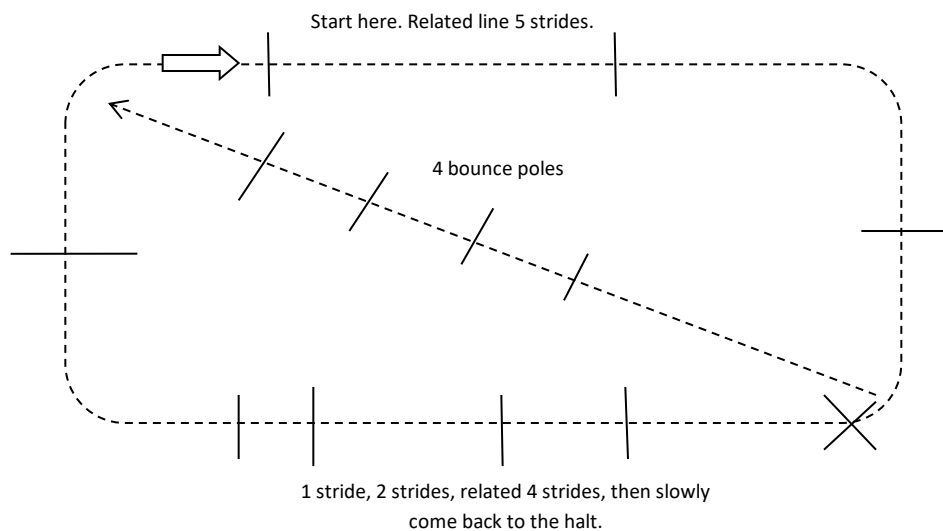
- *Start by circling left 10m at the walk, then pick up the trot and circle 10m, then the canter and circle 10m.
- *Change the rein in the canter by performing a figure 8 showing a simple or flying change, and circle right 10m.
- *Transition down to trot, circle 10m, and then again at the walk.
- *Trotting on again, proceed through the centre and show a leg yield left.
- *On completion of the leg yield, lengthen the trot across the back, proceed back up the centre and leg yield right.
- *Come back to the walk and show a horse on the free rein.



Class 46

Suitability For Jumping

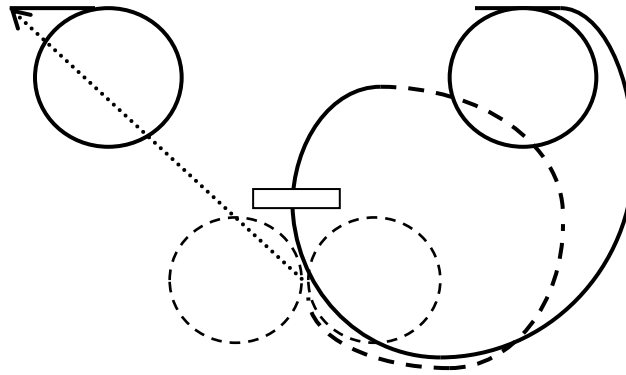
- *Canter or trot a figure 8 pattern over the poles as shown below.



Class 47

Suitability For Eventing

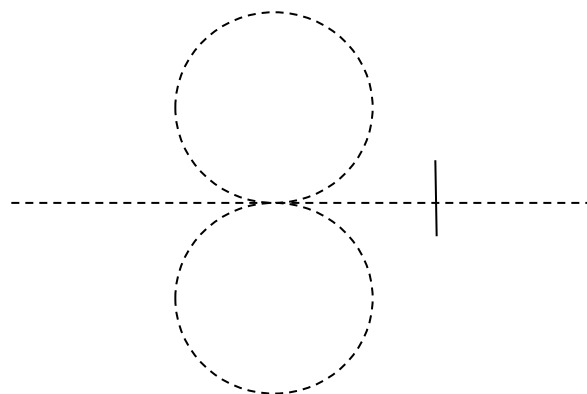
- *Start by circling left 10m in the trot, and then right, in a figure 8.
- *Leg yield left.
- *Transition to the canter, circle 15m.
- *Lengthen the canter, shortening it in time to perform another 15m circle at the canter.
- *Canter around and proceed up the centre of the pattern over a small jump, max 80cm, minimum 10cm.
- *Circle round, return to the trot.
- *Trot up the centerline and halt.



Class 48

Suitability For Hunting

- *Start by circling left 20m at the walk, then pick up the trot and circle 20m, then the canter and circle 20m.
- *Change the rein in the canter by performing a figure 8 showing a simple or flying change, and circle right 20m.
- *Transition down to trot, circle 20m, and then again at the walk.
- *Pick up the canter through the walk or trot again, and proceed in a circle right.
- *Instead of closing the circle, head up the centre, pairing the reins into one hand.
- *Proceed over the fence, in canter, one handed, and then bring the horse back to the trot, and then walk, on the straight line, one handed. Halt one handed.



- *Second video is to show the rider opening a gate from the horses back or holding the horse in hand and leading through.
- *Third video is to show the rider trotting or cantering the horse over a tarp to simulate water or through water if accessible.

Class 49

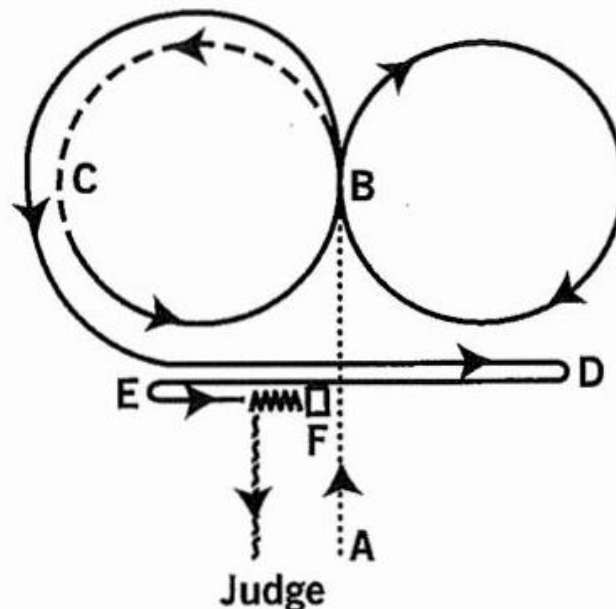
Suitability For Endurance

- * Walk 3 laps around the outside of your ring (40m) in a forward and relaxed medium walk.
- * Transition into a rising working trot and do 2 laps on left rein, and 2 on the right rein.
- * Then a circle at the working trot (20m).
- * Transition into the canter, go large (40m) and show 1 lap to the left, then one lap to the right, then circle 20m in working canter.
- * Come to the centre of the ring in your gait of choice, dismount.
- * Trot in hand in a straight line away from the "judge" (your phone) and then in hand trot one complete circle to the left, and then one complete circle to the right. Trot back to the judge. Halt horse and film around the horse, showing conformation to the best of your ability.
- * Remount, ground mount preferred but block use acceptable.
- * Walk horse on loose rein to show completion of the test.

Class 50

Suitability For Cattle

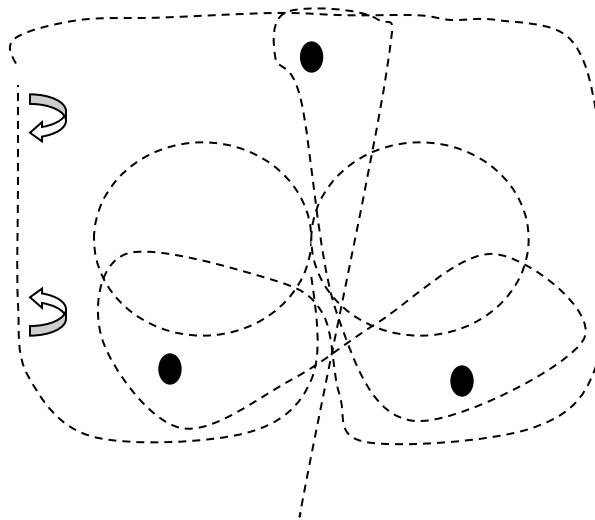
1. Walk from A to B.
2. At B trot left half circle to C.
3. At C canter to B.
4. At B simple change.
5. Canter right circle to B and flying change.
6. Hand gallop left to D.
7. At D Haunch turn right.
8. Hand gallop to E.
9. At E haunch turn left.
10. Canter to F and stop, settle, rein back 4 paces.
11. Walk to judge on loose rein, cracking whip.



Class 51

Suitability For Gymkhana

- *Start by circling left 20m at the walk, then pick up the trot and circle 20m, then the canter and circle 20m.
- *Change the rein in the canter by performing a figure 8 showing a simple or flying change, and circle right 20m.
- *Transition down to trot, circle 20m, and then again at the walk.
- *Pick up the canter again, going large and showing a roll back right.
- *Canter straight for 15m and show a roll back left.
- *Canter around, and show the horse cantering around 3 barrels set in a barrel pattern of any size.



Class 52

Suitability For Roping

- *Trot or canter a straight line, passing a dummy object. As you pass, throw the rope over the dummy, halt as it lands, and back up to pull taunt. Dismount, retrieve the rope, remount. Walk on a loose rein.

Class 53

Suitability For Cattle

- *Using a flag, second rider or otherwise willing participant, show the horse trotting or cantering along a line. Show a rollback left, trot or canter back along the line, and show a rollback right.
- *Complete the pattern by turning the horse off the flagging object, and walking on a loose rein.

Class 54

Suitability For Childs Mount

- *Show the horse at both gaits on both reins, on a loose rein. Flap your arms around at all gaits, and at some point, drop your stirrups and flail your legs. Complete the pattern by screaming, and instead of dismounting, pretend to throw yourself to the ground. Remain on the ground for a moment, before getting up and walking the mount away.

Equitation of Timed Classes ALL BREED

Class 55

Jumping Equitation Poles

*At the walk, trot or canter, show 3 point position into the pole, changing to 2 point over the pole, then circle back around, full seat into the pole, and then 2 point over the pole. Walk to show completion.

Class 56

Jumping Equitation Under 30cm

*At the trot or canter, show 3 point position into the jump, changing to 2 point over the jump, then circle back around, full seat into the jump, and then 2 point over the jump. Walk to show completion.

Class 57

Jumping Equitation Under 60cm

*At the trot or canter, show 3 point position into the jump, changing to 2 point over the jump, then circle back around, full seat into the jump, and then 2 point over the jump. Walk to show completion.

Class 58

Jumping Equitation Under 90cm

*At the canter, show 3 point position into the jump, changing to 2 point over the jump, then circle back around, full seat into the jump, and then 2 point over the jump. Walk to show completion.

Class 59

Jumping Equitation Under 1.20cm

*At the canter, show 3 point position into the jump, changing to 2 point over the jump, then circle back around, full seat into the jump, and then 2 point over the jump. Walk to show completion.

Class 60

Pole Bending Equitation

*At the trot or canter, run the pattern. Walk at the end to show completion.

Class 61

Working Equitation

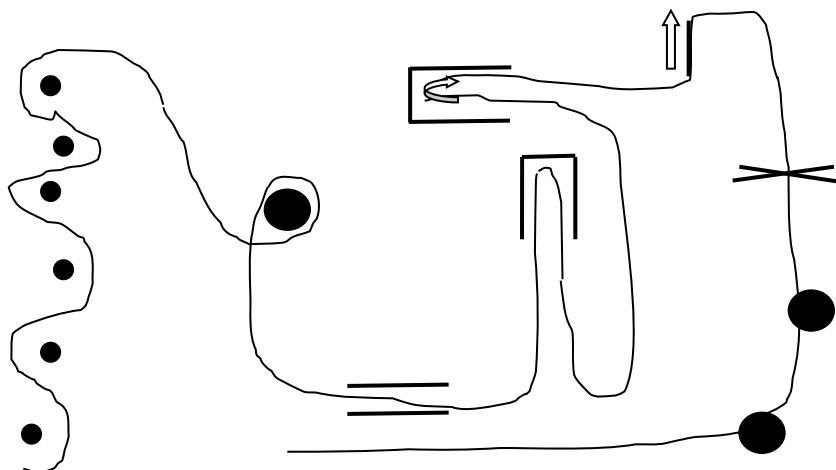
*Run the cones, then turn and go through poles.

*Turn around barrel, then turn and go through chute or over bridge if available.

*Run into chute, back out of chute, then canter around to second chute, perform a spin and canter back out.

*Sidepass over the pole, canter around and over jump, pick up item off or in barrel, place on or in next barrel.

*Canter around onto straight line, halt and back up. Walk on loose rein.



Miscellaneous Led ALL BREED

Class 63

Best Presented

*To be filmed or photographed.

*English or Western

Class 64

Liberty Freestyle

*Turn the horse out in the arena and record it moving at liberty as per Arabian showing style.

Class 65

Liberty Freestyle

*Perform three actions at liberty.

Class 66

Costume/Fancy Dress

*Have fun with this and submit whatever you like.

Class 57

Horsemanship

*The handler should show the horse working on the rope at all gaits with a change of direction. The handler should influence the horse with body language and quiet signals. The louder you are with your aids, the lower your score.

Class 68

Archery

*Walk, trot or canter down a line and fire at 3 targets, alternatively you may circle and fire at one target 3 times.

Class 69

Trick Riding

*Show one trick at the walk, trot or canter.

Class 70

Vaulting Freestyle

*Show one trick at the walk, trot or canter.

Class 71

Talent

*Show one trick or special talent, ridden, led or at liberty.

Fun Ring ALL BREED

- These classes are designed to be encouraging and kind.
- They may be ridden with assistance such as martingales, leg straps, walkers, leaders and lungers.

Class 72

Beginner Rider

- *Walk, then trot, then canter on a circle.
- *Come to a halt, change the direction.
- *Walk, then trot, then canter on a circle.
- *Come to a halt.

Class 73

Disabled Rider

- *Walk, then trot, then canter on a circle.
- *Come to a halt, change the direction.
- *Walk, then trot, then canter on a circle.
- *Come to a halt.

Class 74

Rider Under 14

- *Walk, then trot, then canter on a circle.
- *Come to a halt, change the direction.
- *Walk, then trot, then canter on a circle.
- *Come to a halt.

Class 75

Rider Under 8

- *Walk, then trot, then canter on a circle.
- *Come to a halt, change the direction.
- *Walk, then trot, then canter on a circle.
- *Come to a halt.

Class 76

Handler Under 14

- *Walk a straight line, then trot a straight line, turn around and trot back.
- *Stand the horse up for an inspection.

Class 77

Handler Under 8

- *Walk a straight line, then trot a straight line, turn around and trot back.
- *Stand the horse up for an inspection.

Class 78

Lead Line Under 14

- *Walk a straight line, then trot a straight line, turn around and trot back.

Class 79

Lead Line Under 8

*Walk a straight line, then trot a straight line, turn around and trot back.

Carriage ALL BREED

Class 80

Pony In Harness

*May be done by long lining.

*Show the walk and trot on both reins, and an obstacle of your choice.

Class 81

Horse In Harness

*May be done by long lining.

*Show the walk and trot on both reins, and an obstacle of your choice.

Class 82

Heavy Horse In Harness

*May be done by long lining.

*Show the walk and trot on both reins, and an obstacle of your choice.

English Dressage ALL BREED

- Please find below the judging test sheet for each test.
- Below each test is an instructive diagram to help you memorize the test and understand the movements correctly.
- Tests are to be filmed directly from A or C, no exceptions.
- You are only permitted two test errors of course before you are eliminated.
- You may only ride 2 tests, in corresponding levels, i.e, 1 and 2, 2 and 3, 3 and 4, 4 and 5, 5 and 6.
- Please return a markable test sheet with your test movements recorded and ready to be scored for any freestyle test you submit.

10 Excellent 4 Insufficient
 9 Very Good 3 Fairly Bad
 8 Good 2 Bad
 7 Fairly Good 1 Very Bad
 6 Satisfactory 0 Not Executed
 5 Sufficient

Dumb Horse Shows

83. English Test 1a

Purpose: *To introduce horse or rider to the dressage test. A low pressure test ridden at the walk. The horse should be willing to walk forward into the beginning of a frame. A good strong walk and soft bending without resistance is expected.*

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids.*

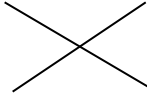
Horse _____

Rider _____

Event _____

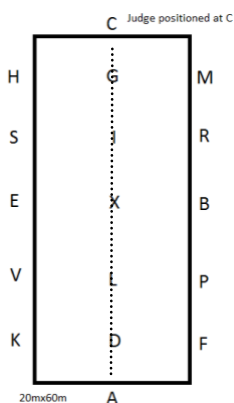
Judge _____

Test			Judges Marks	Comments
1	A X	Enter in medium walk Halt, immobility, salute Proceed in medium walk		
2	C	Track right		
3	M E	Change rein in a free walk allowing the horse to stretch down. Before E retake the reins		
4	E	Circle left 10m		
5	F X M	One loop off the wall.		
6	H B	Change rein in a free walk allowing the horse to stretch down. Before B retake the reins.		
7	B	Circle right 10m.		
8	K X M	Change rein across the diagonal, increasing the tempo of the walk, return to medium walk at M.		
9	H X K	One loop off the wall.		
10	A	Proceed up centerline.		
11	L	Halt and rein back 4 steps, proceed in medium walk.		
12	X	Halt and salute.		

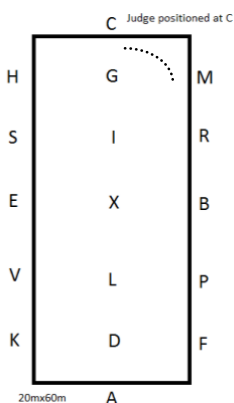
Paces						
Impulsion						
Submission						
Rider						
Total possible marks:		160				
Penalties -2 marks		Reason:			Minus Total Penalties:	
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:		
				Final Mark:		
				Percentage:		

Class 83

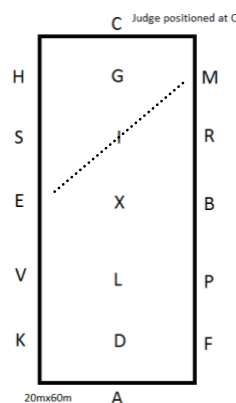
English Dressage Test 1a



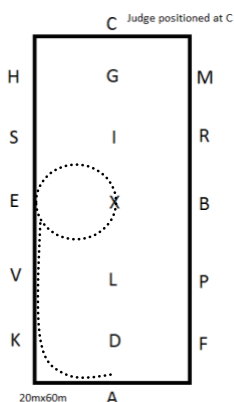
1.
A - Enter in medium walk.
X - Halt and salute.
Proceed in medium walk.



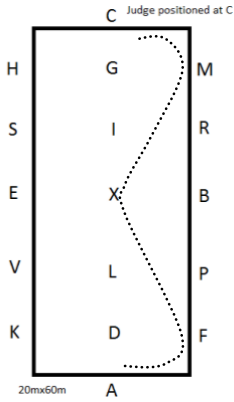
2.
C - Track right.



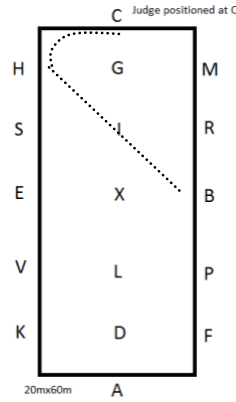
3.
ME - Change rein in a free walk
Before E, retake the reins.



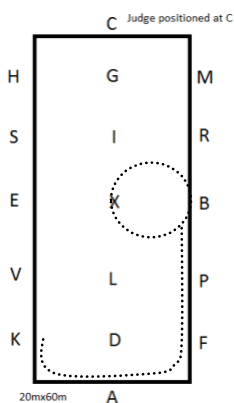
4.
E - Circle left 10m.



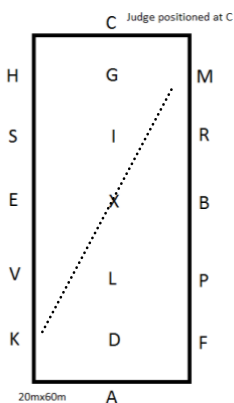
5.
FXM - One loop off the wall.



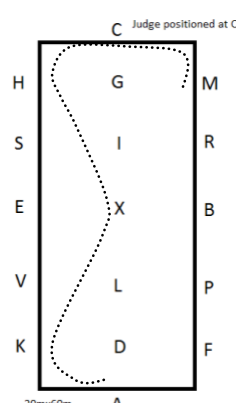
6.
HB - Change rein in a free walk.
Before B, retake the reins.



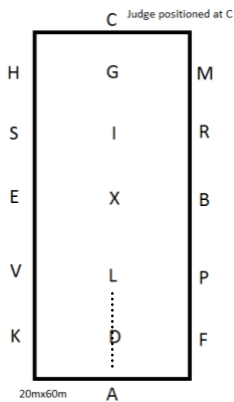
7.
B - Circle right 10m.



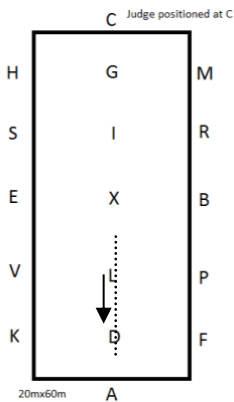
8.
KXM - Change rein across the diagonal in increased tempo.
Medium walk at M.



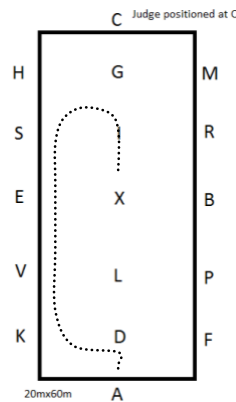
9.
HXX - One loop off the wall.



10.
A - Proceed up centerline.



11.
L - Halt and rein back 4 steps.
Proceed in medium walk.



12.
X - Halt and salute.
Leave arena on loose rein.

10 Excellent
9 Very Good
8 Good
7 Fairly Good
6 Satisfactory
5 Sufficient

4 Insufficient
3 Fairly Bad
2 Bad
1 Very Bad
0 Not Executed

e Roast Our Horses For Being Dumb And Useless

dumbhorsesgroup@outlook.com

Dumb Horse Shows

84. English Test 2a

Summary: *This test introduces the trot and involves many transitions up and down, ideally to show that the horse can go forward and come back to the rider softly. A moderately consistent contact with a rhythmic forward movement is expected.*

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids.*

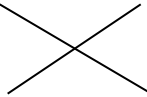
Horse _____

Rider _____

Event _____

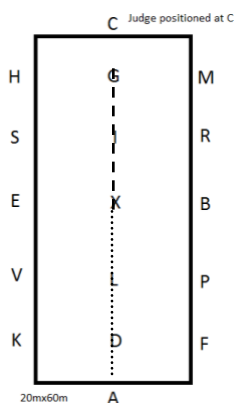
Judge _____

Test			Judges Marks	Comments
1	A X	Enter in medium walk Halt, immobility, salute Proceed in working trot		
2	C	Track left		
3	E	Circle left 20m		
4	F X H	Change rein in working trot, showing 5 to 7 steps of medium walk over X		
5	H	Proceed in working trot		
6	B	Circle right 20m		
7	A	Medium walk.		
8	K X H	One loop off the wall in free walk.		
9	H	Working trot.		
10	C X A	Two loop serpentine showing 5-7 walk steps over X.		
11	A	Proceed up centerline.		
12	X	Halt, immobility, salute.		
Paces				
Impulsion				
Submission				

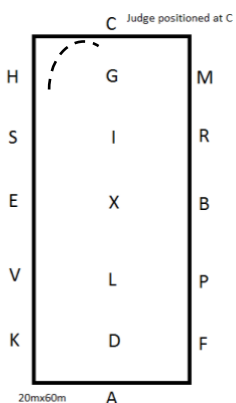
Rider						
Total possible marks:		160				
Penalties -2 marks		Reason:			Minus Total Penalties:	
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:		
				Final Mark:		
				Percentage:		

Class 84

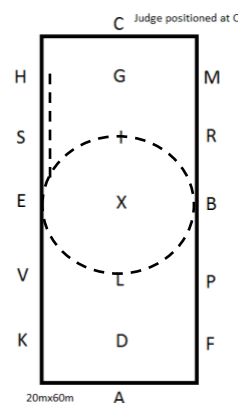
English Dressage Test 2a



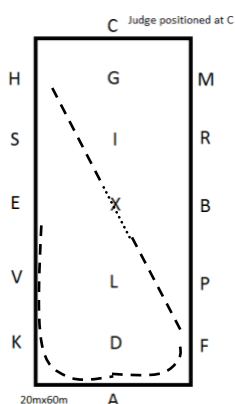
1.
A - Enter in medium walk.
X - Halt and salute.
Proceed in working trot.



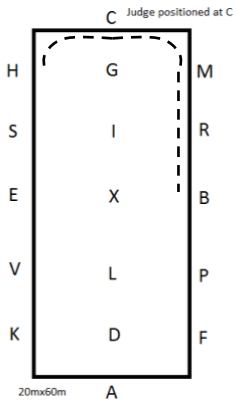
2.
C - Track left.



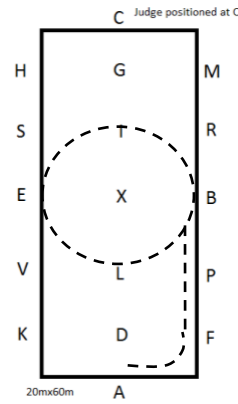
3.
E - Circle left 20m.



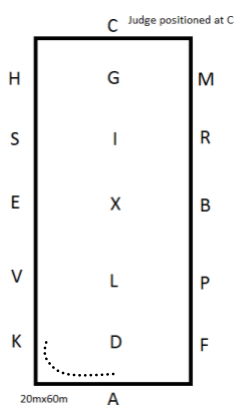
4.
FXH - Change rein in working trot, showing 5-7 strides of medium walk over X.



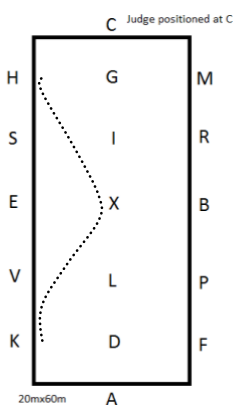
5.
H - Proceed in medium trot.



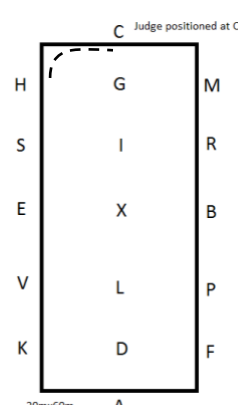
6.
B - Circle right 20m.



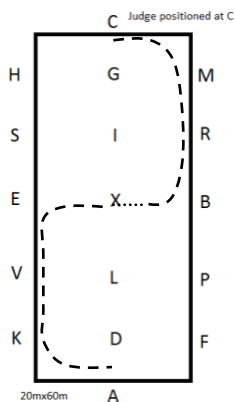
7.
A - Medium walk.



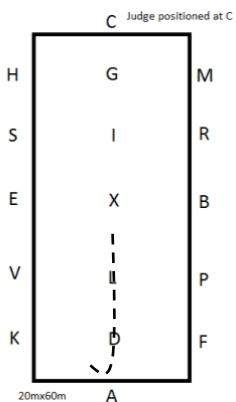
8.
KXH - One loop in free walk. Before H, shorten the rein.



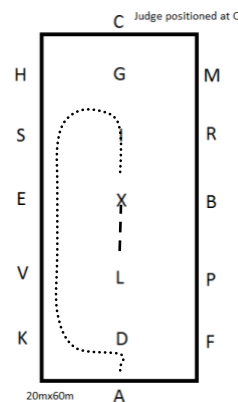
9.
H - Working trot.



10.
CXA - Two loop serpentine showing 5-7 walk steps over X.



11.
A - Proceed up centerline.



12.
X - Halt and salute.
Leave arena on loose rein.

10 Excellent
9 Very Good
8 Good
7 Fairly Good
6 Satisfactory
5 Sufficient

4 Insufficient
3 Fairly Bad
2 Bad
1 Very Bad
0 Not Executed

e Roast Our Horses For Being Dumb And Useless

dumbhorsesgroup@outlook.com

Dumb Horse Shows

English Test 3a

Summary: *This test introduces the canter. The horse should be working in a consistent frame and willingly following the contact. The horse should be seen to be establishing pushing off the hindquarter and be responsive to transitions.*

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids.*

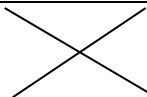
Horse _____

Rider _____

Event _____

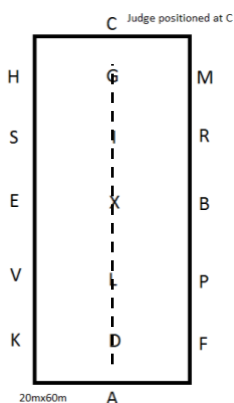
Judge _____

Test			Judges Marks	Comments
1	A X	Enter in working trot. X halt, immobility, salute. Proceed in working trot.		
2	C	Track left		
3	H X K	One loop off the wall.		
4	A	Circle left 20m		
5	A F	Between A and F working canter		
6	B	Circle left 20m		
7	B M	Between B and M working trot.		
8	C X A	Two loop serpentine showing 3-5 steps of walk over X		
9	A K	Between A and K medium walk		
10	K X H	One loop in free walk, allowing the horse to stretch down Before H retake the reins		
11	H C	Between H and C working trot.		
12	C	Circle right 20m		
13	C M	Between C and M working canter.		
14	B	Circle right 20m		

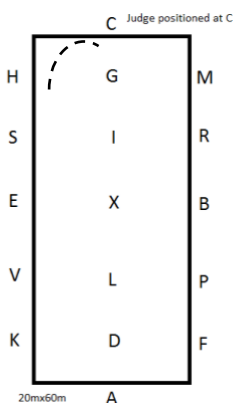
15	B F	Between B and F working trot.		
16	A K	Medium walk.		
17	K X M	Change rein in free walk allowing the horse to stretch down Before M retake the reins. At M proceed in working trot.		
18	E	Circle left 20m allowing the horse to stretch down. Before E retake the reins.		
19	A X	Turn left onto the centerline X halt immobility salute		
Paces				
Impulsion				
Submission				
Rider				
Total possible marks:		230		
Penalties -2 marks		Reason:		Minus Total Penalties:
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:
				Final Mark:
				Percentage:

Class 85

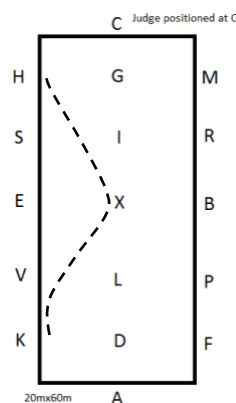
English Dressage Test 3a



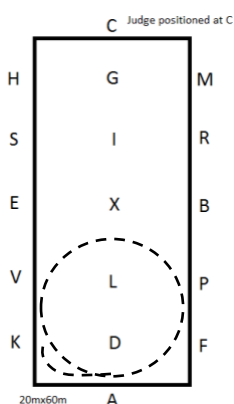
1.
A - Enter in working trot.
X - Halt and salute.
Proceed in working trot.



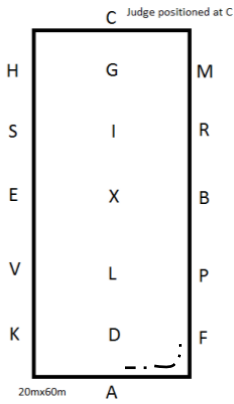
2.
C - Track left.



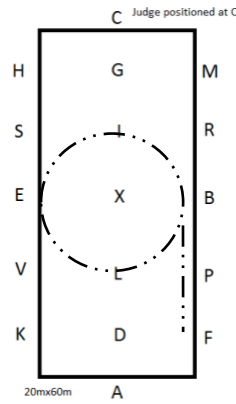
3.
HXK - One loop off the wall.



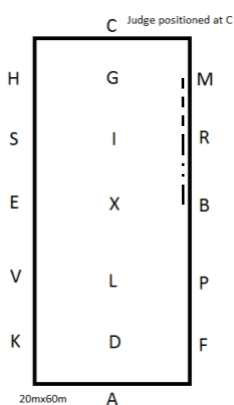
4.
A - Circle left 20m.



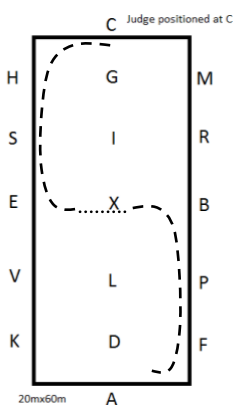
5.
AF - Between A and F, working canter.



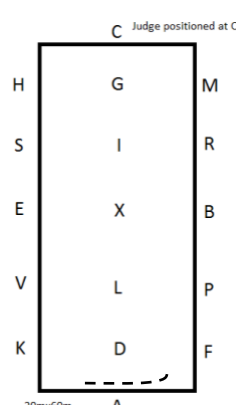
6.
B - Circle left 20m.



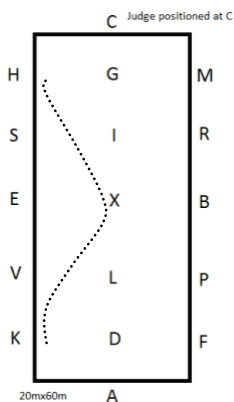
7.
BM - Between B and M, working trot.



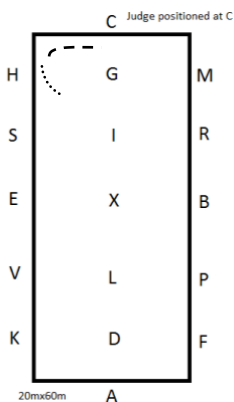
8.
CXA - Two loop serpentine showing 3-5 steps of walk over X.



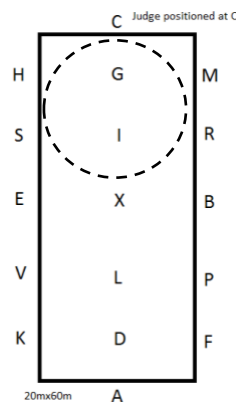
9.
AK - Between A and K, medium walk.



10.
KXH - One loop in free walk. Before H, retake the reins.



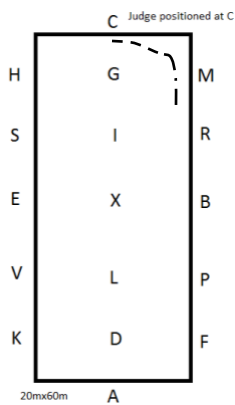
11.
HC - Between H and C, working trot.



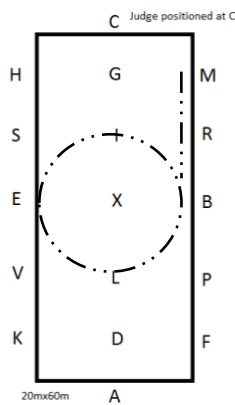
12.
C - Circle right 20m.

Class 85

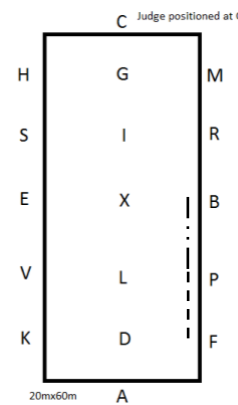
English Dressage Test 3a



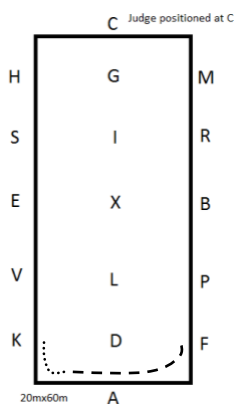
13.
CM - Between
C and M,
working
canter.



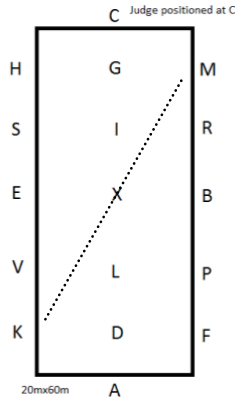
14.
B - Circle right
20m.



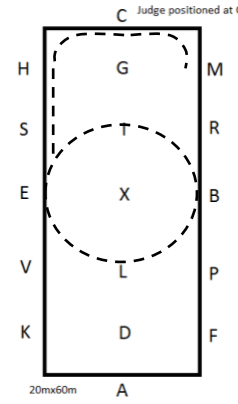
15.
BF - Between B
and F, working
trot.



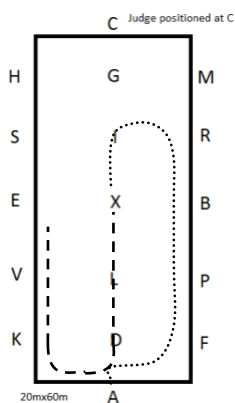
16.
AK - Between
A and K,
medium walk.



17.
KXM - Change
rein in free
walk.
Before M,
retake the
reins.
M - Working
trot.



18.
E - Circle left
20m allowing
the horse to
stretch down.
Before E,
retake the
reins.



19.
A - Proceed
onto
centerline.
X - Halt and
salute.
Leave arena
on a loose
rein.

10 Excellent
9 Very Good
8 Good
7 Fairly Good
6 Satisfactory
5 Sufficient

4 Insufficient
3 Fairly Bad
2 Bad
1 Very Bad
0 Not Executed

e Roast Our Horses For Being Dumb And Useless

dumbhorsesgroup@outlook.com

Dumb Horse Shows

86. English Test 4a

Summary: *This test introduces the lengthen. The rider and horse should be developing harmony. The horse should be beginning to understand creating lift and be willing to be moved forward and brought back.*

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids.*


Horse _____

Rider _____

Event _____

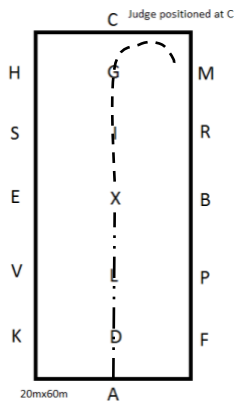
Judge _____

Test			Judges Marks	Comments
1	A X C	Enter in working canter. X halt immobility salute. Proceed in working trot. At C, track right.		
2	M X V	Change rein showing lengthening in the trot. Before V, transition to working trot.		
3	V	Circle left 15m.		
4	K	Working canter.		
5	A	Circle left 20m.		
6	F B M	Lengthen the canter. At M, return to working canter.		
7	C	Working trot.		
8	H X P	Change rein showing lengthening in the trot. Before F transition to working trot.		
9	P	Circle right 15m.		
10	A	Medium walk.		
11	K X H	Free walk allowing the horse to stretch down, before H, retake the reins.		
12	C	Working trot.		
13	F	Medium walk		
14	A	Working canter		

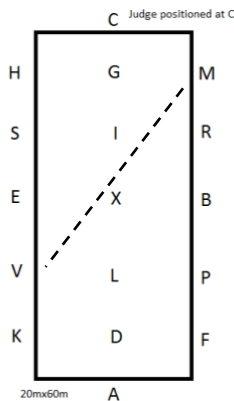
15	K E H	Lengthen the canter. At H, return to working canter.		
16	C	Circle right 20m, lengthen the rein, allowing the horse to stretch down. Before returning to C, retake the rein.		
17	M	Working trot.		
18	R X K	Change rein across the diagonal, lengthen the rein, allowing the horse to stretch down. Before K, retake the rein.		
19	A X	Proceed up the centerline. Halt immobility salute.		
Paces				
Impulsion				
Submission				
Rider				
Total possible marks:		230		
Penalties -2 marks		Reason:		Minus Total Penalties:
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:
				Final Mark:
				Percentage:

Class 86

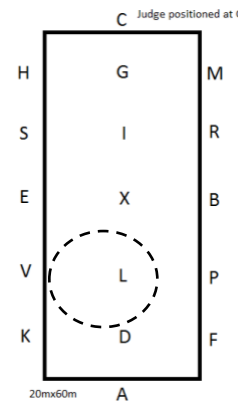
English Dressage Test 4a



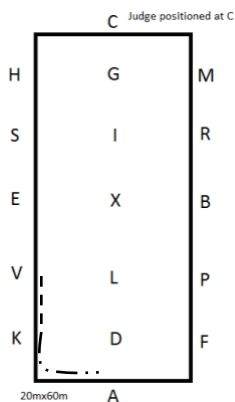
1.
AXC - Enter in
working canter.
At X, halt,
salute, then
proceed in
working trot.
At C, track right.



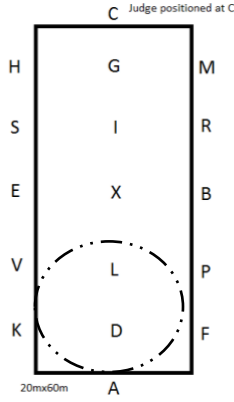
2.
MXV - Change
rein, showing
lengthen trot.
Before V,
transition to
working trot.



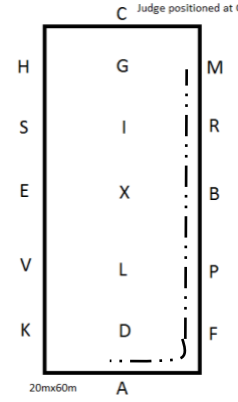
3.
V - Circle left
15m.



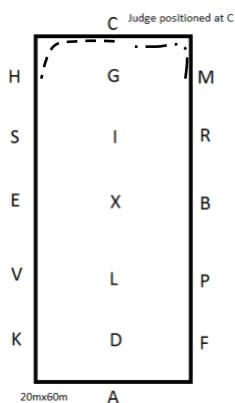
4.
K - Working
canter.



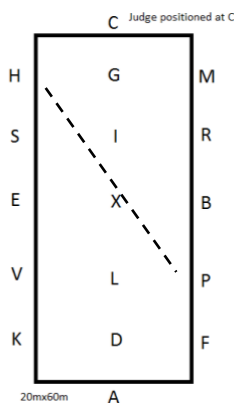
5.
A - Circle left
20m.



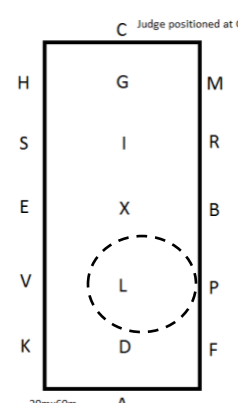
6.
FBM - Lengthen
the canter.
At M, return to
working canter.



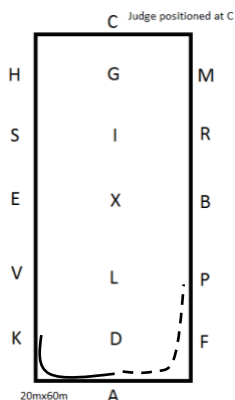
7.
C - Working trot.



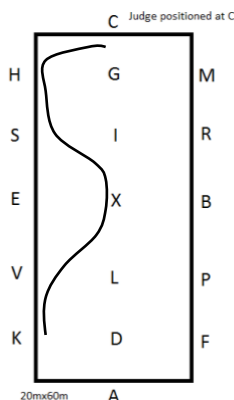
8.
HXP - Change
rein showing
lengthen trot.
Before P,
transition to
working trot.



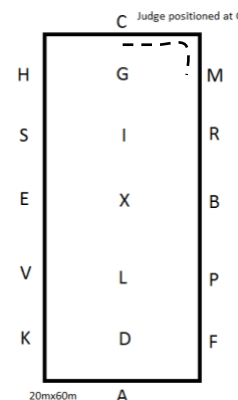
9.
P - Circle right
15m.



10.
A - Medium
walk.



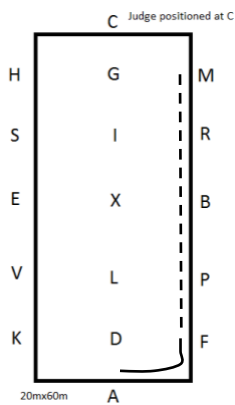
11.
KXH - Free walk
allowing the
horse to stretch
down.
Before H, retake
the rein.



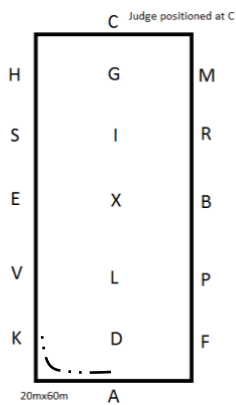
12.
C - Working trot.

Class 86

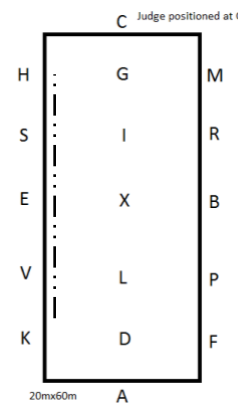
English Dressage Test 4a



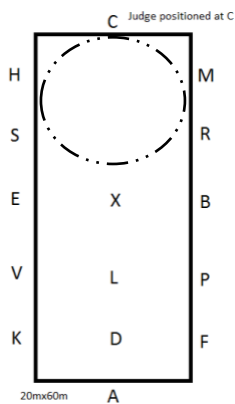
13.
F - Medium
walk.



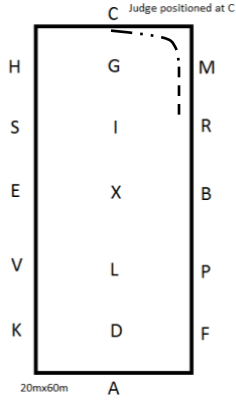
14.
A - Working
canter.



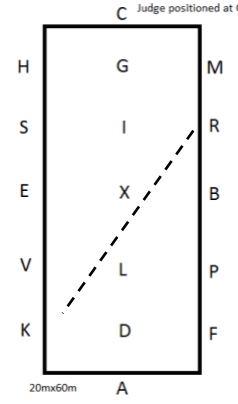
15.
KEH - Lengthen
the canter.
At H, return to
working canter.



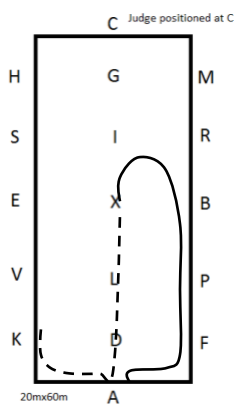
16.
C - Circle right
20m, allowing
the horse to
stretch down.
Before returning
to C, retake the
rein.



17.
M - Working
trot.



18.
RXK - Change
the rein across
the diagonal,
lengthen the
rein, allowing
the horse to
stretch down.
Before K, retake
the rein.



19.
AX - Proceed up
the centerline.
At X, halt,
immobility,
salute.
Leave the arena
on a loose rein.

10 Excellent
9 Very Good
8 Good
7 Fairly Good
6 Satisfactory
5 Sufficient

4 Insufficient
3 Fairly Bad
2 Bad
1 Very Bad
0 Not Executed

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dumbhorsesgroup@outlook.com

Dumb Horse Shows

87. English Test 5a

Summary: *This test introduces the laterals. The rider and horse should be in harmony. The horse should be pushing from behind and willing to make the transitions in and out of the lateral work.*

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids.*

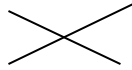
Horse _____

Rider _____

Event _____

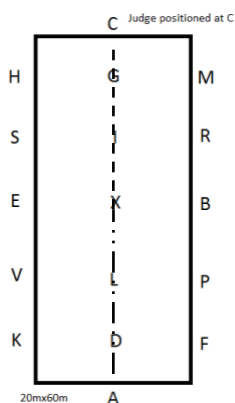
Judge _____

Test			Judges Marks	Comments
1	A X	Enter in working canter. X halt immobility salute Proceed in working trot		
2	C	Track left		
3	H P	Change rein showing lengthening in the trot P working trot		
4	K L	Leg yield right		
5	L X	Working trot		
6	X S	Leg yield left		
7	S	Working trot		
8	C	Working canter		
9	M P	Lengthen canter P working canter		
10	F	Circle right 10m		
11	A	Medium walk		
12	K X M	Change rein in free walk		
13	M C	Medium walk		
14	C	Working canter Circle left 20m		
15	C H	Working canter		
16	H K	Leg yield left onto quarter line, near X,		

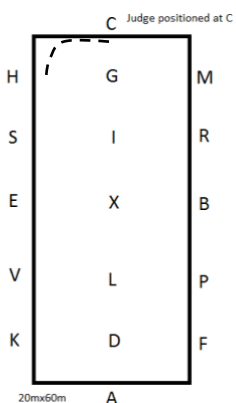
		change the yield, yielding right off the quarter line back to the wall arriving at K				
17	A	Proceed up centreline				
18	L	Working trot				
19	X	Halt immobility salute				
Paces						
Impulsion						
Submission						
Rider						
Total possible marks:		230				
Penalties -2 marks		Reason:			Minus Total Penalties:	
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination		Minus Total Errors:	
					Final Mark:	
					Percentage:	

Class 87

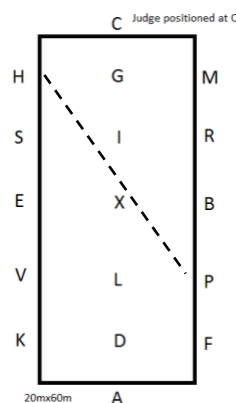
English Dressage Test 5a



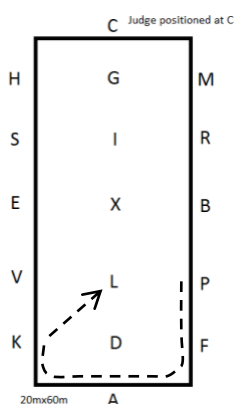
1.
AX - Enter in
working canter.
At X, halt,
immobility,
salute.
Proceed in
working trot.



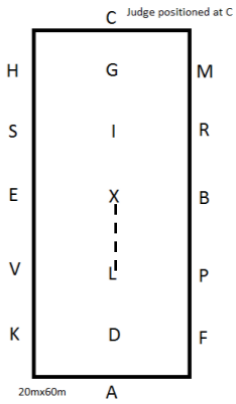
2.
C - Track left.



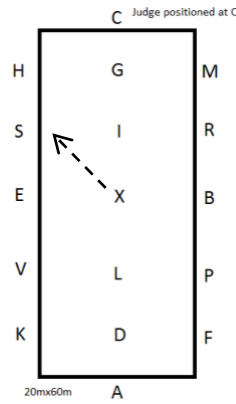
3.
HP - Change rein
showing
lengthening in
the trot.
At P, working
trot.



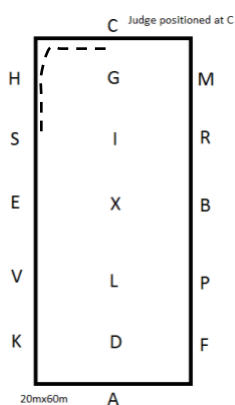
4.
KL - Leg yield
right.



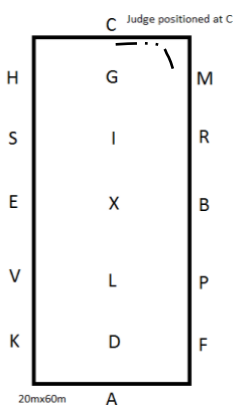
5.
LX - Working
trot.



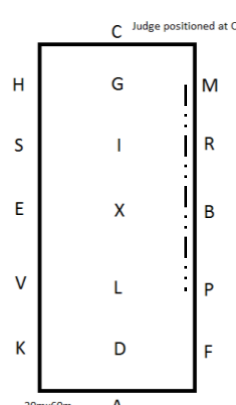
6.
XS - Leg yield
left.



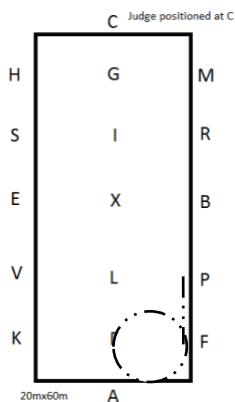
7.
S - Working trot.



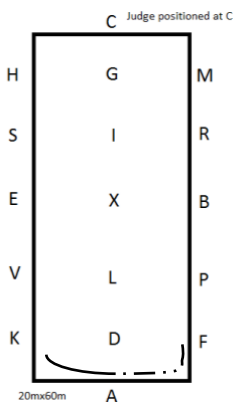
8.
C - Working
canter.



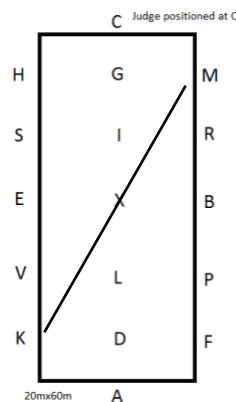
9.
MP - Lengthen
canter.
At P, working
canter.



10.
F - Circle right
10m.



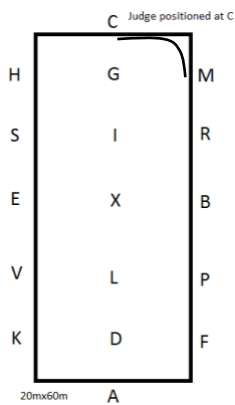
11.
A - Medium
walk.



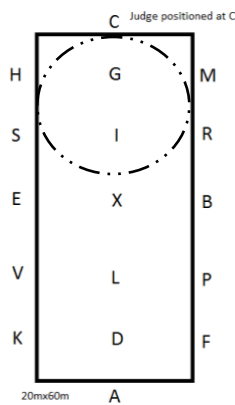
12.
KXM - Change
rein in free walk.

Class 87

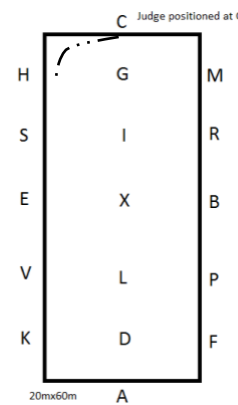
English Dressage Test 5a



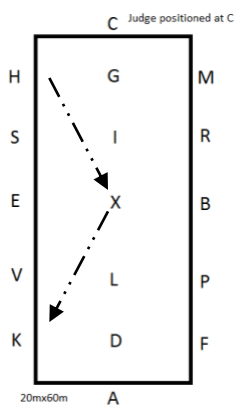
13.
M - Medium
walk.



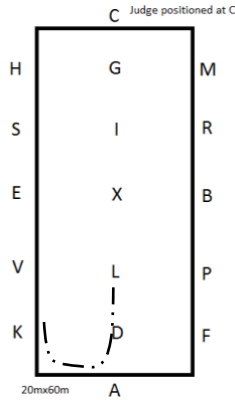
14.
C - Working
canter, and
circle left 20m.



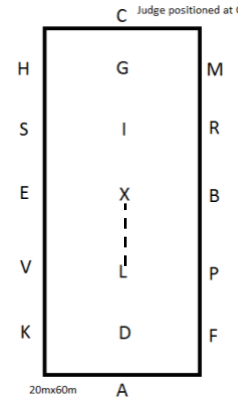
15.
CH - Working
canter.



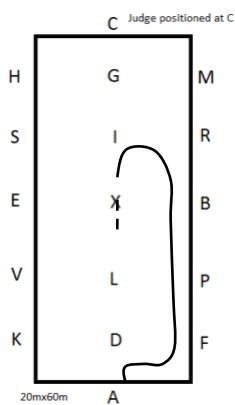
16.
HK - Leg yield
left onto quarter
line, once in line
with X, change
the yield,
yielding right
back to the wall,
arriving at K.



17.
A - Proceed up
centerline.



18.
L - working trot.



19.
X - Halt and
salute.
Leave the arena
on a long rein.

10 Excellent
9 Very Good
8 Good
7 Fairly Good
6 Satisfactory
5 Sufficient

4 Insufficient
3 Fairly Bad
2 Bad
1 Very Bad
0 Not Executed

e Roast Our Horses For Being Dumb And Useless

dumbhorsesgroup@outlook.com

Dumb Horse Shows

88. English Test 6a

Summary: *This test introduces basic changes. The horse and rider are in harmony and the horse is pushing off the hind and developing collection.*

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids.*


Horse _____

Rider _____

Event _____

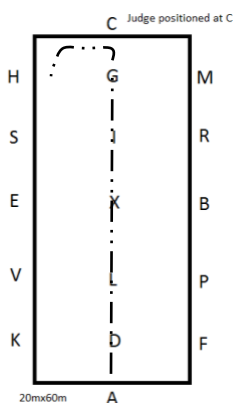
Judge _____

Test			Judges Marks	Comments
1	A X C	Enter in working canter X halt immobility salute Proceed in working canter At C, track left.		
2	H V K	Lengthen canter V working canter At K, circle left 10m		
3	A X C	Two loop serpentine showing a simple change over X		
4	M P F	Lengthen canter P working canter At F, circle right 10m.		
5	A	Working trot		
6	K X M	K medium walk, then change rein across the diagonal in a free walk. At M, medium walk.		
7	C	Working trot		
8	H X K	Leg yield left to X Leg yield right to K		
9	F M	Lengthen trot, at M working trot.		
10	C	Medium walk.		
11	H	Working canter.		
12	K	Half circle left onto centerline.		

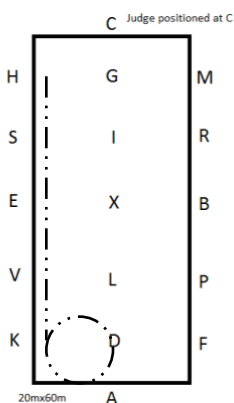
13	DE EG	Leg yield left. Leg yield right.		
14	G	Half circle left to H.		
15	H X F	Change rein in working canter, maintaining the lead.		
16	A	Working trot.		
17	K H M F	Shoulder fore right. Show steps of haunches in.		
18	A X C	Two loop serpentine.		
19	S P	Change rein.		
20	P	Working canter.		
21	A	Proceed up centerline.		
22	L	Halt. Rein back. Proceed working canter.		
23	X	Halt immobility salute		
Paces				
Impulsion				
Submission				
Rider				
Total possible marks:		270		
Penalties -2 marks		Reason:		Minus Total Penalties:
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:
				Final Mark:
				Percentage:

Class 88

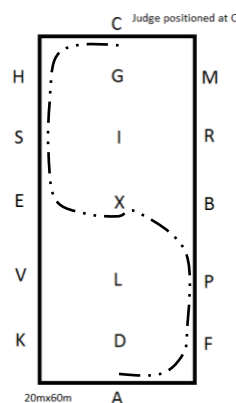
English Dressage Test 6a



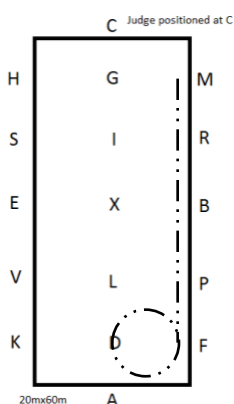
1.
AXC - Enter in
working canter,
X halt and
salute.
Proceed in
working canter.
At C, track left.



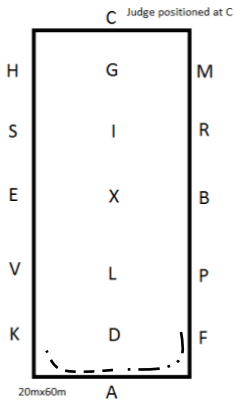
2.
HVK - Lengthen
canter, V
working canter.
At K, circle left
10m.



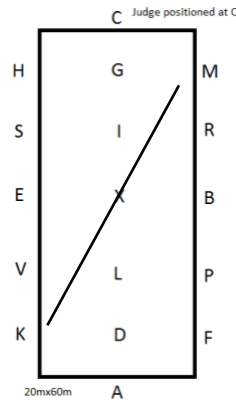
3.
AXC - Two loop
serpentine
showing a
simple change
over X.



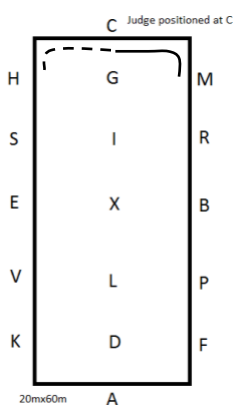
4.
MPF - Lengthen
canter, P
working canter.
At F, circle right
10m.



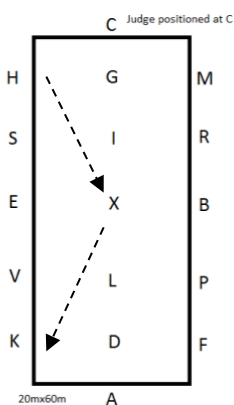
5.
A - Working trot.



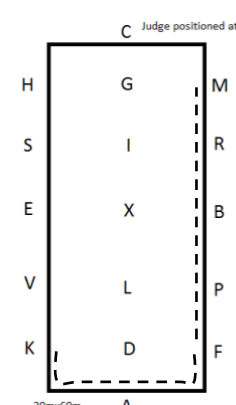
6.
KXM - K
medium walk,
then change
rein across the
diagonal in a
free walk.
At M, medium
walk.



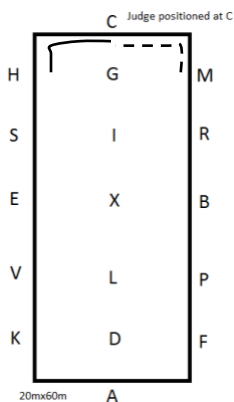
7.
C - Working trot.



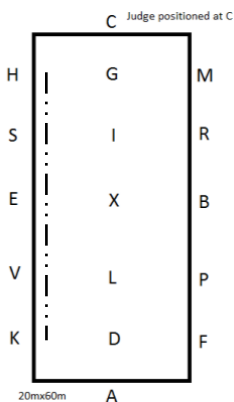
8.
HXK - Leg yield
left to X, then
leg yield right to
K.



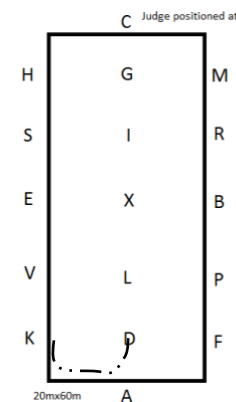
9.
FM - Lengthen
trot, at M,
working trot.



10.
C - Medium
walk.



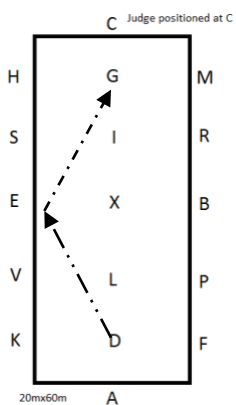
11.
H - Working
canter.



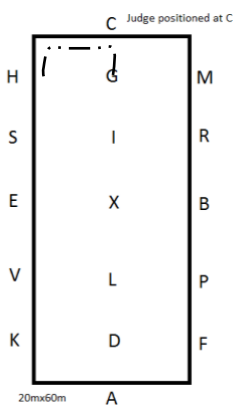
12.
K - Half circle
left onto
centerline.

Class 88

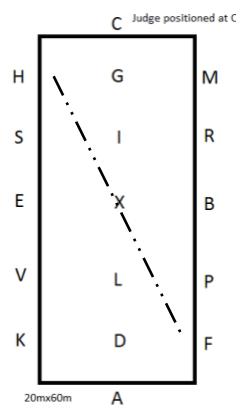
English Dressage Test 6a



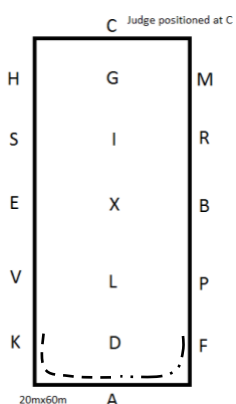
13.
DE - Leg yield
left, then
change the yield
and leg yield
from E to G.



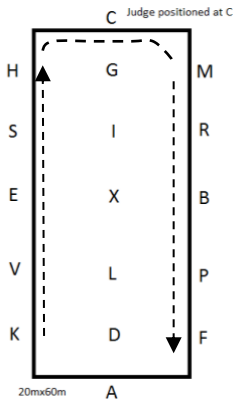
14.
G - Half circle
left to H.



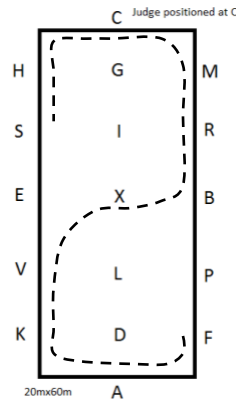
15.
HXF - Change
rein in working
canter,
maintaining the
lead.



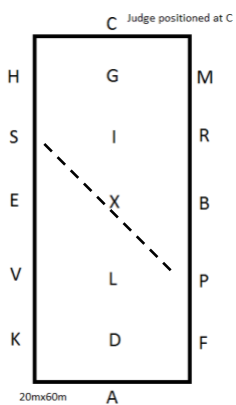
16.
A - Working trot.



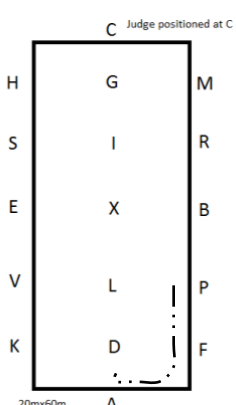
17.
KH - Shoulder
fore right.
MF - Show steps
of haunches in.



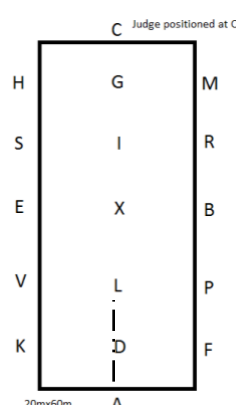
18.
AXC - Two loop
serpentine.



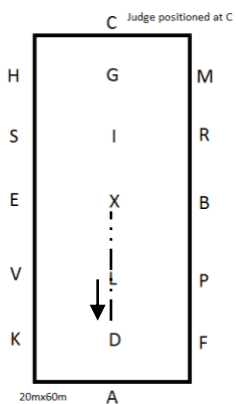
19.
SP - Change rein.



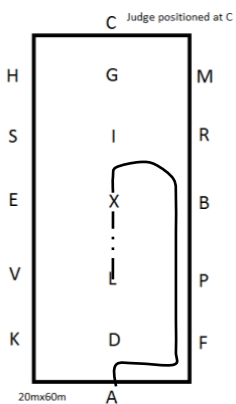
20.
P - Working
canter.



21.
A - Proceed up
the centerline.



22.
L - Halt, rein
back 4 steps.
Proceed in
working canter.



23.
X - At X, halt and
salute.
Leave the arena
on a loose rein.

10 Excellent 4 Insufficient
 9 Very Good 3 Fairly Bad
 8 Good 2 Bad
 7 Fairly Good 1 Very Bad
 6 Satisfactory 0 Not Executed
 5 Sufficient

Dumb Horse Shows

89. English Freestyle Beginner

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids. This is a walk/trot test only. You may show some changes of pace within the gait, and some steps of lateral work. Snaffle bit only, no head restricting gear is to be used at all.*

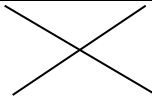
Horse _____

Rider _____

Event _____

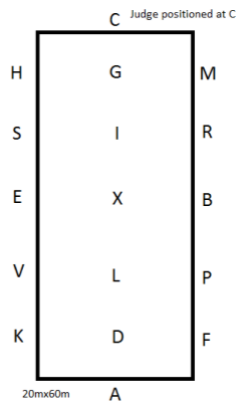
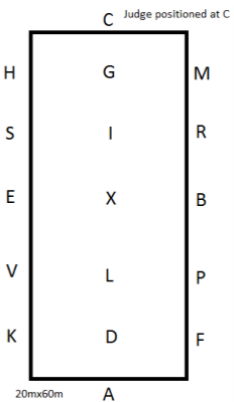
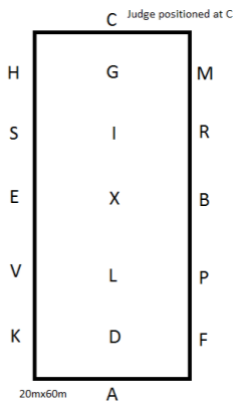
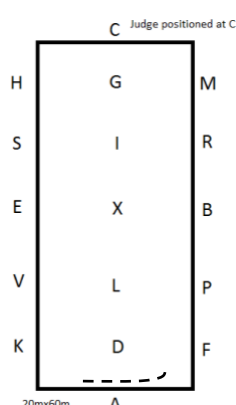
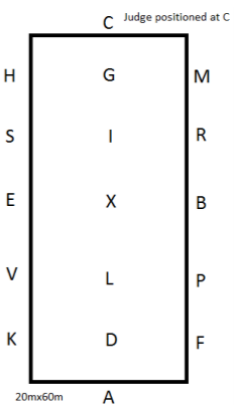
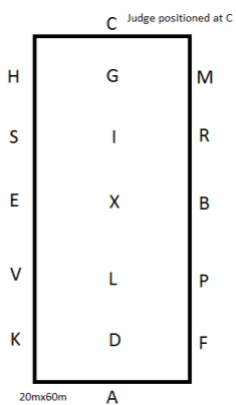
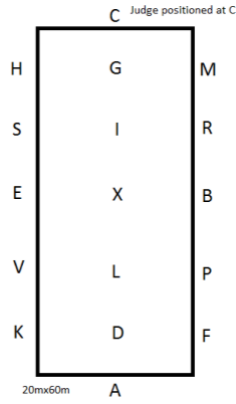
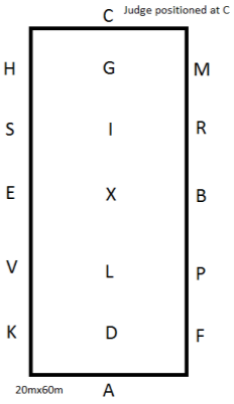
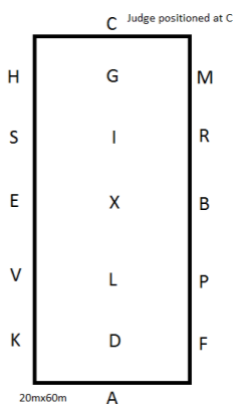
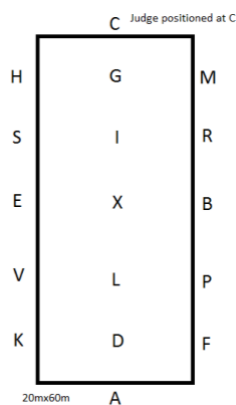
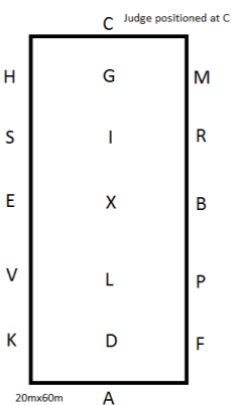
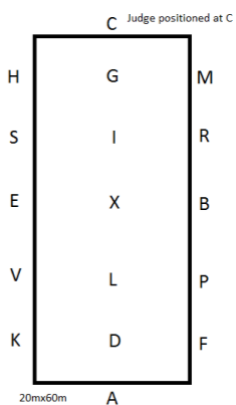
Judge _____

Test			Judges Marks	Comments
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				

12				
13				
14				
15				
Creativity				
Use of Music				
Difficulty				
Paces				
Impulsion				
Submission				
Rider				
Total possible marks:		220		
Penalties -2 marks		Reason:		Minus Total Penalties:
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:
				Final Mark:
				Percentage:

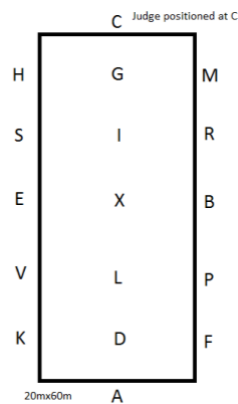
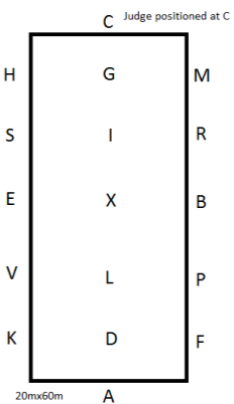
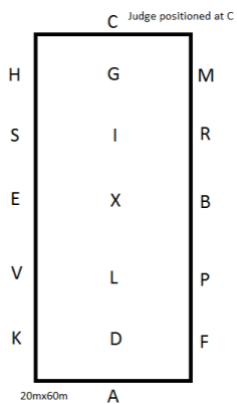
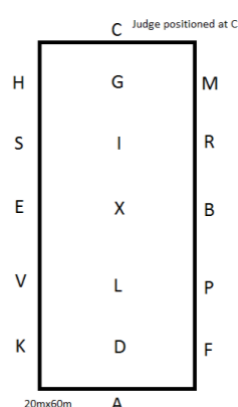
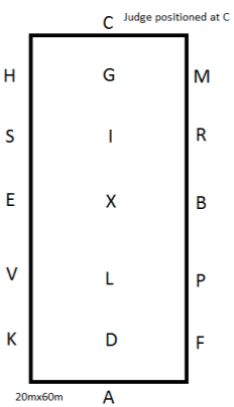
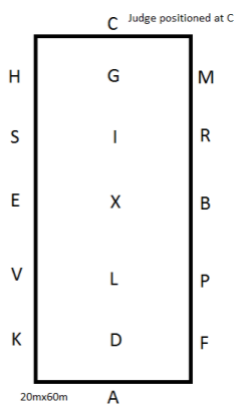
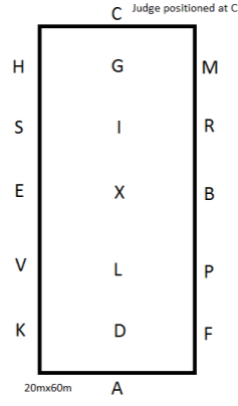
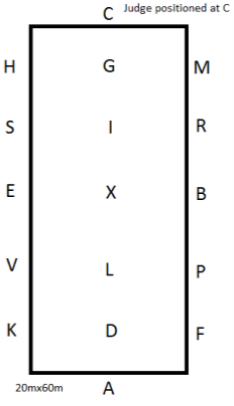
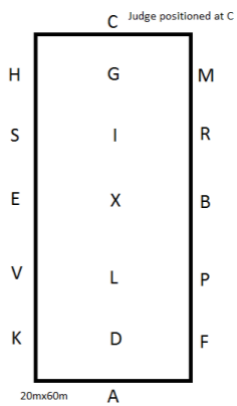
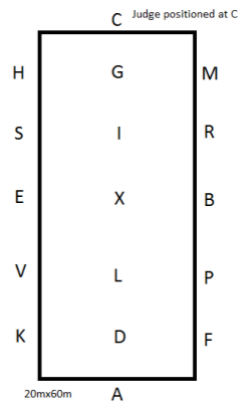
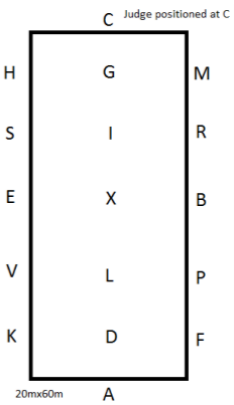
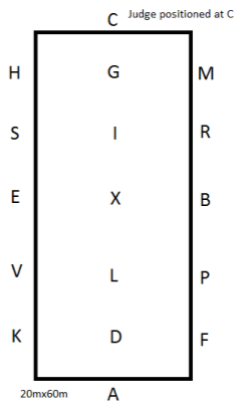
Class 89

English Beginner Freestyle



Class 89

English Beginner Freestyle



10 Excellent 4 Insufficient
 9 Very Good 3 Fairly Bad
 8 Good 2 Bad
 7 Fairly Good 1 Very Bad
 6 Satisfactory 0 Not Executed
 5 Sufficient

Dumb Horse Shows

90. English Freestyle Novice

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids. This is a walk/trot/canter test. You may show changes of pace within the gait, steps of lateral work, and simple changes of lead. Snaffle bit only, no head restricting gear is to be used at all.*

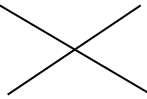
Horse _____

Rider _____

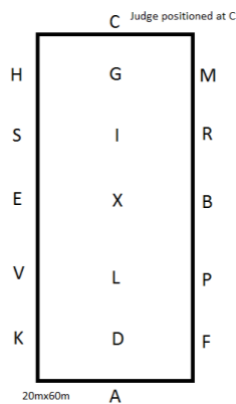
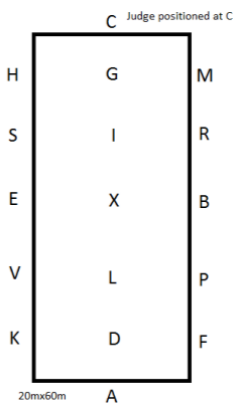
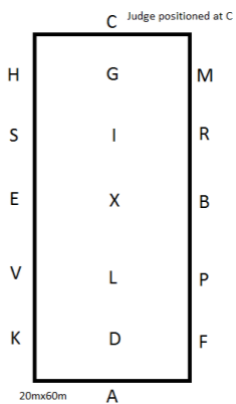
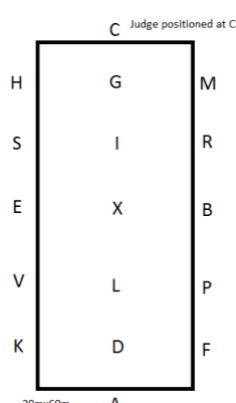
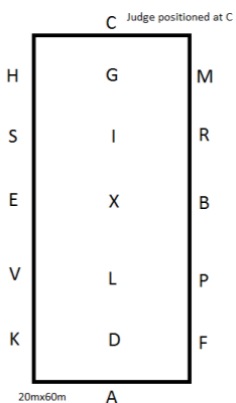
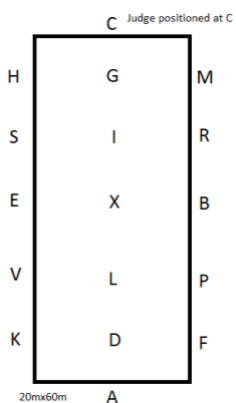
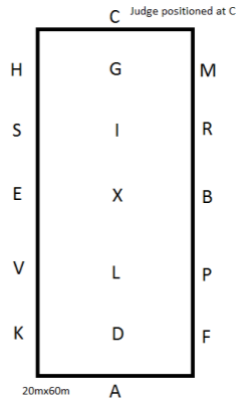
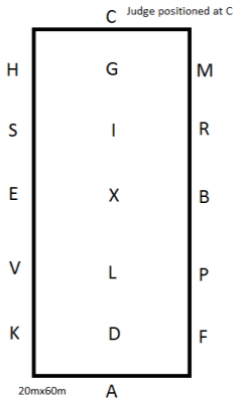
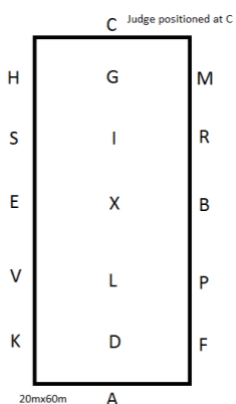
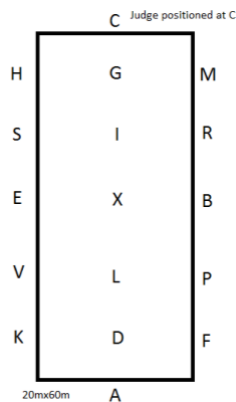
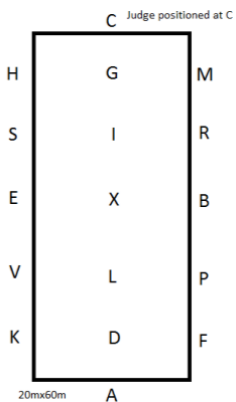
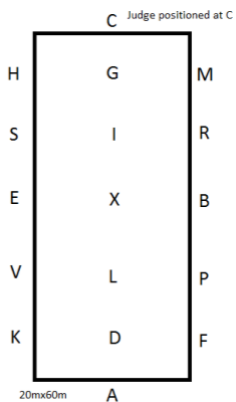
Event _____

Judge _____

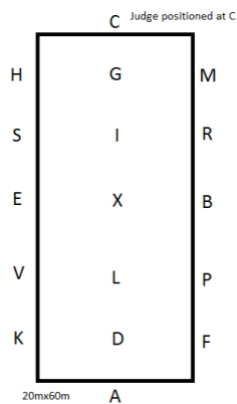
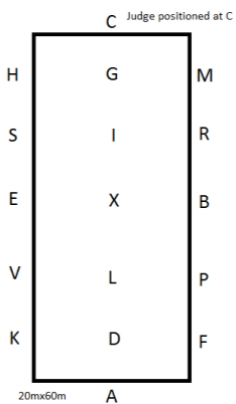
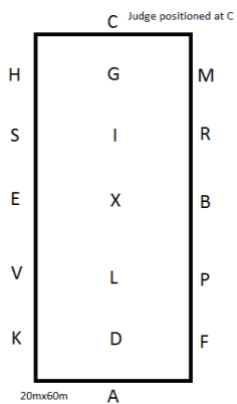
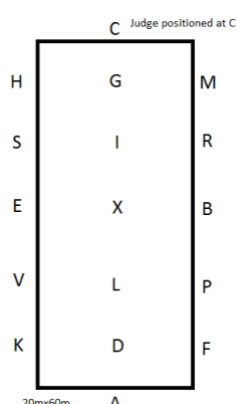
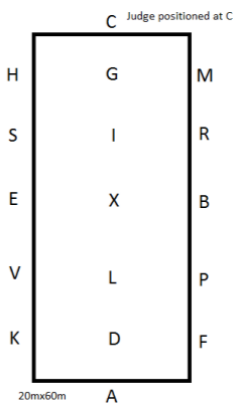
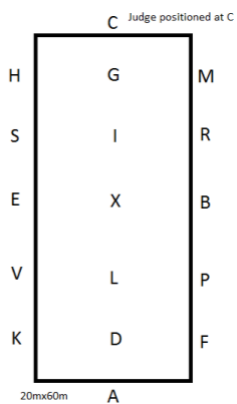
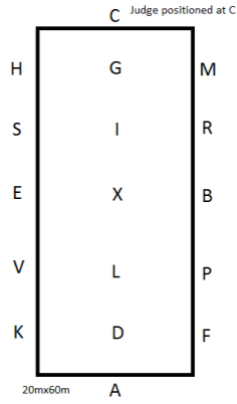
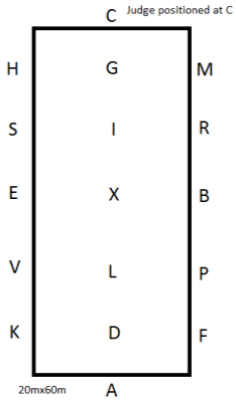
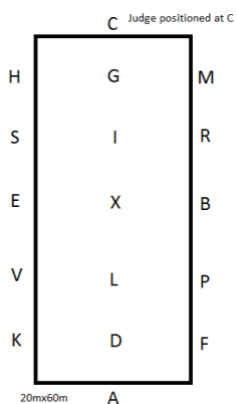
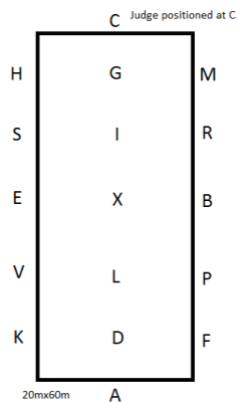
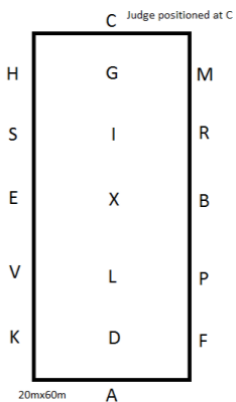
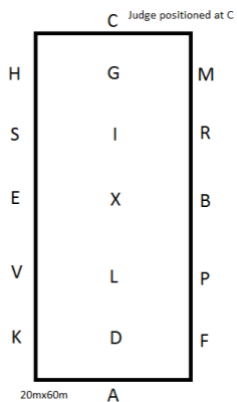
Test			Judges Marks	Comments
1				
2				
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7				
8				
9				
10				
11				

12				
13				
14				
15				
16				
17				
Creativity				
Use of Music				
Difficulty				
Paces				
Impulsion				
Submission				
Rider				
Total possible marks:		240		
Penalties -2 marks		Reason:		Minus Total Penalties:
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:
				Final Mark:

Class 90
Novice Freestyle Dressage Test



Class 90 Novice Freestyle Dressage Test



10 Excellent 4 Insufficient
 9 Very Good 3 Fairly Bad
 8 Good 2 Bad
 7 Fairly Good 1 Very Bad
 6 Satisfactory 0 Not Executed
 5 Sufficient

Dumb Horse Shows

91. English Freestyle Advanced

Instructions: *Horse may not wear martingales, side reins, or any restraining aids. This is a walk/trot/canter test. You may show any FEI dressage movement you are capable of. Snaffle or double bridle, no head restricting gear is to be used at all.*

Horse _____

Rider _____

Event _____

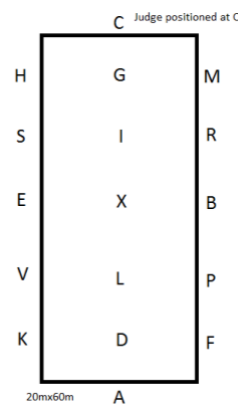
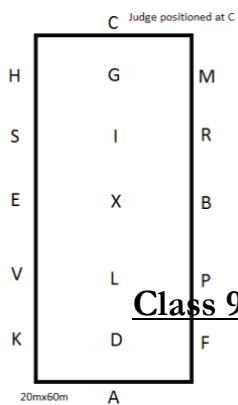
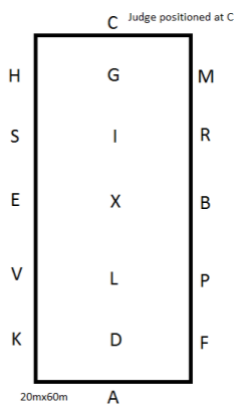
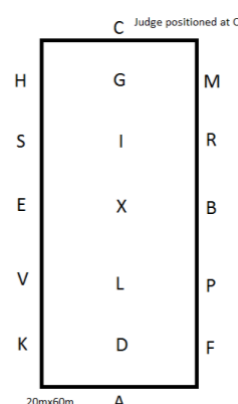
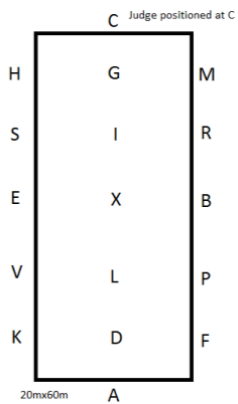
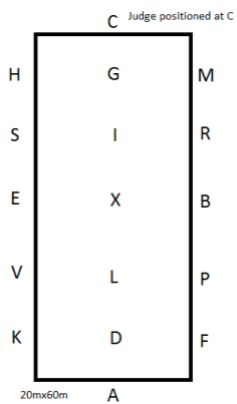
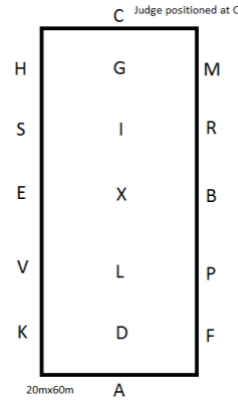
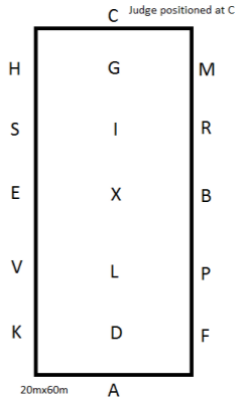
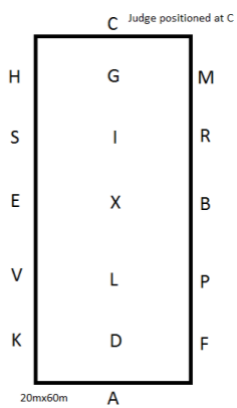
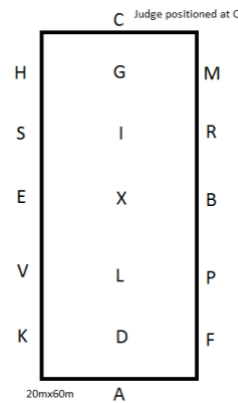
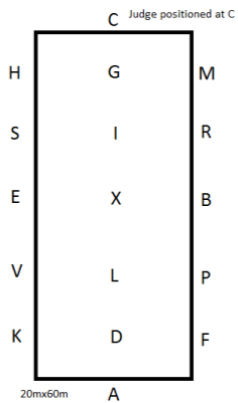
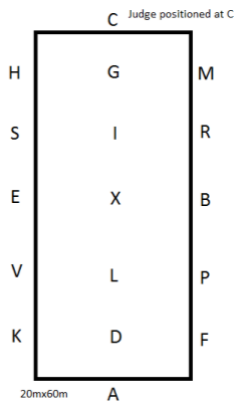
Judge _____

Test			Judges Marks	Comments
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				

12				
13				
14				
15				
16				
17				
18				
19				
20				
Creativity				
Use of Music				
Difficulty				
Paces				
Impulsion				
Submission				
Rider				
Total possible marks:	270	X		
Penalties -2 marks	Reason:		Minus Total Penalties:	

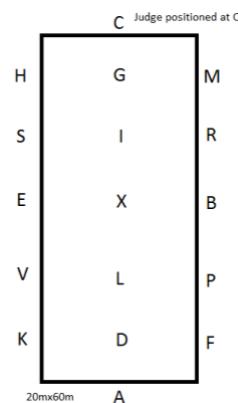
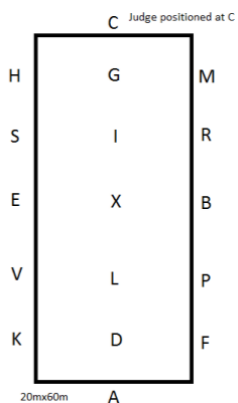
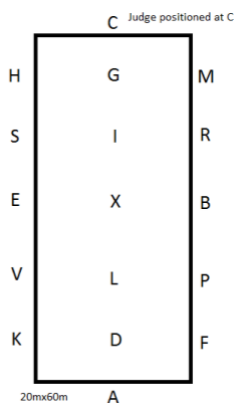
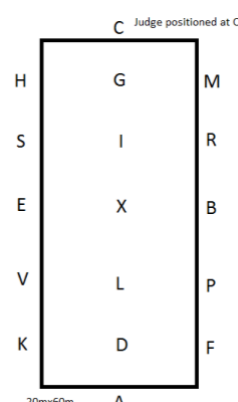
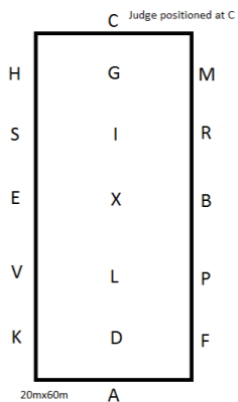
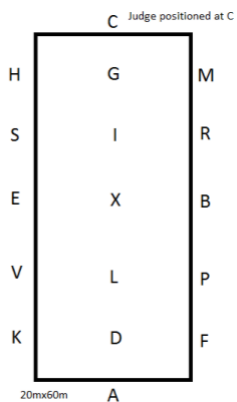
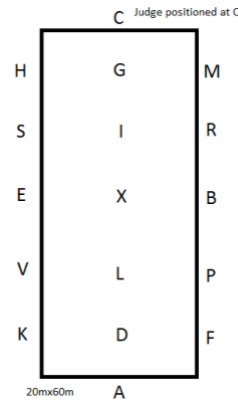
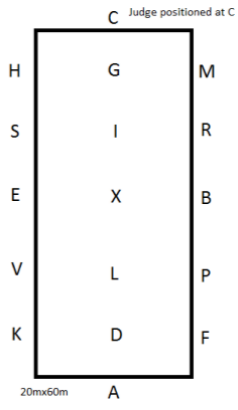
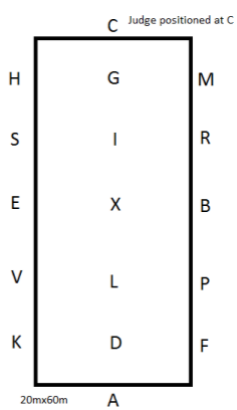
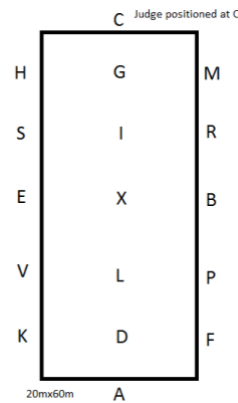
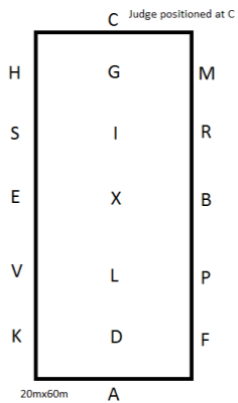
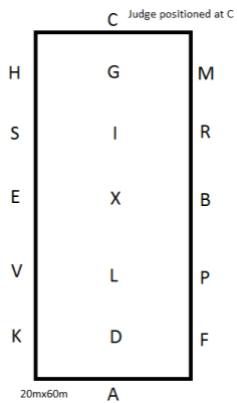
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:	
				Final Mark:	
				Percentage:	

Advanced Freestyle Dressage Test



Class 9

Advanced Freestyle Dressage Test



Western Dressage ALL BREED

- Please find below the judging test sheet for each test.
- Below each test is an instructive diagram to help you memorize the test and understand the movements correctly.
- Tests are to be filmed directly from A or C, no exceptions.
- You are only permitted two test errors of course before you are eliminated.
- You may only ride 2 tests, in corresponding levels, i.e, 1 and 2, 2 and 3, 3 and 4, 4 and 5, 5 and 6.
- Please return a markable test sheet with your test movements recorded and ready to be scored for any freestyle test you submit.

10 Excellent 4 Insufficient
 9 Very Good 3 Fairly Bad
 8 Good 2 Bad
 7 Fairly Good 1 Very Bad
 6 Satisfactory 0 Not Executed
 5 Sufficient

Dumb Horse Shows

92. Western Test 1a

Purpose: *To introduce horse or rider to the dressage test. A low pressure test ridden at the walk. The horse should be willing to walk forward into the beginning of a frame. A good strong walk and soft bending without resistance is expected.*

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids.*

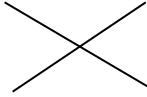
Horse _____

Rider _____

Event _____

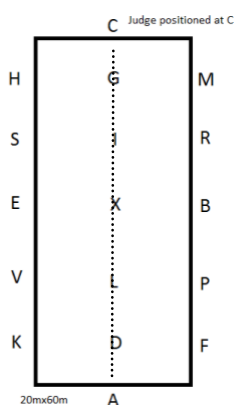
Judge _____

Test			Judges Marks	Comments
1	A X	Enter in working walk Halt, immobility, salute Proceed in working walk		
2	C	Track right		
3	M E	Change rein in a free walk allowing the horse to stretch down. Before E retake the reins		
4	E	Circle left 10m		
5	F X M	One loop off the wall.		
6	H B	Change rein in a free walk allowing the horse to stretch down. Before B retake the reins.		
7	B	Circle right 10m.		
8	K X M	Change rein across the diagonal, increasing the tempo of the walk, return to working walk at M.		
9	H X K	One loop off the wall.		
10	A	Proceed up centerline.		
11	L	Halt and rein back 4 steps, proceed in medium walk.		
12	X	Halt and salute.		

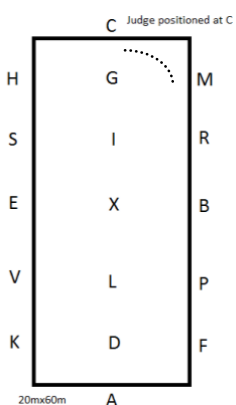
Paces						
Impulsion						
Submission						
Rider						
Total possible marks:		160				
Penalties -2 marks		Reason:			Minus Total Penalties:	
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:		
				Final Mark:		
				Percentage:		

Class 92

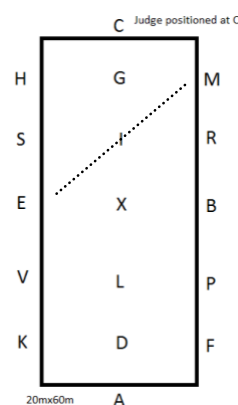
Western Dressage Test 1a



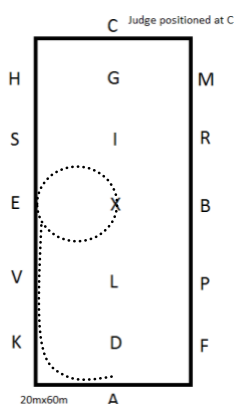
1.
A - Enter in working walk.
X - Halt and salute.
Proceed in working walk.



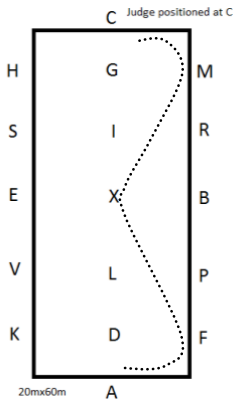
2.
C - Track right.



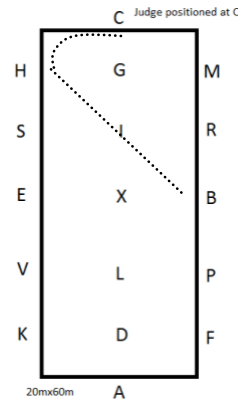
3.
ME - Change rein in a free walk
Before E, retake the reins.



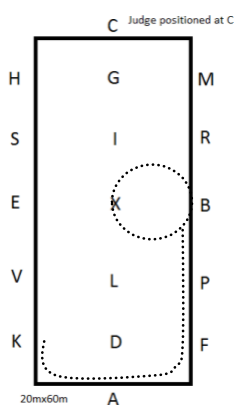
4.
E - Circle left 10m.



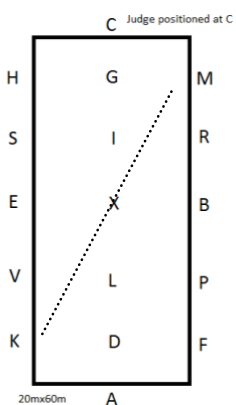
5.
FXM - One loop off the wall.



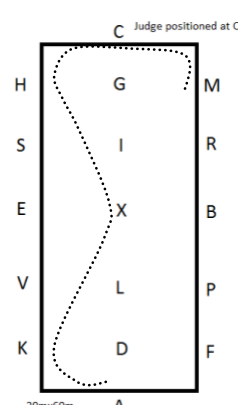
6.
HB - Change rein in a free walk.
Before B, retake the reins.



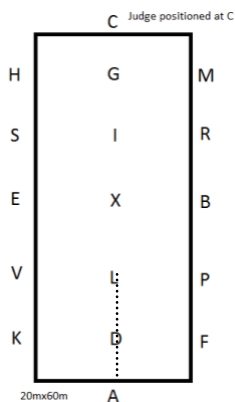
7.
B - Circle right 10m.



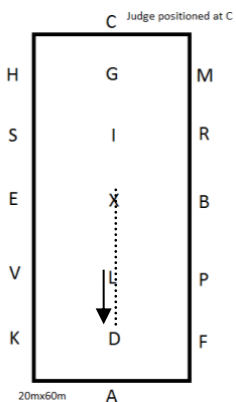
8.
KXM - Change rein across the diagonal in increased tempo.
working walk at M.



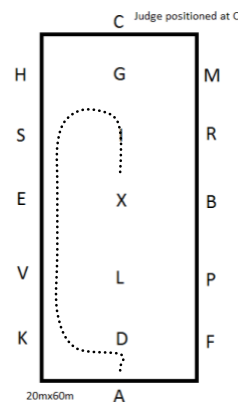
9.
HXX - One loop off the wall.



10.
A - Proceed up centerline.



11.
L - Halt and rein back 4 steps.
Proceed in medium walk.



12.
X - Halt and salute.
Leave arena on loose rein.

10 Excellent
9 Very Good
8 Good
7 Fairly Good
6 Satisfactory
5 Sufficient

4 Insufficient
3 Fairly Bad
2 Bad
1 Very Bad
0 Not Executed

e Roast Our Horses For Being Dumb And Useless

dumbhorsesgroup@outlook.com

Dumb Horse Shows

93. Western Test 2a

Summary: *This test introduces the trot and involves many transitions up and down, ideally to show that the horse can go forward and come back to the rider softly. A moderately consistent contact with a rhythmic forward movement is expected.*

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids.*

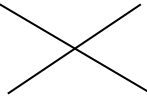
Horse _____

Rider _____

Event _____

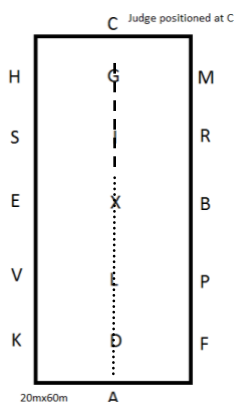
Judge _____

Test			Judges Marks	Comments
1	A X	Enter in working walk. X halt and salute. Step off in working walk, developing the jog within a few strides.		
2	C	Track left		
3	E	Circle left 20m		
4	F X H	Change rein in working jog, showing 5 to 7 steps of working walk over X		
5	H	Proceed in working jog		
6	B	Circle right 20m		
7	A	Working walk.		
8	K X H	One loop off the wall in free walk.		
9	H	Working jog.		
10	C X A	Three loop serpentine.		
11	A	Proceed up centerline.		
12	X	Halt, immobility, salute.		
Paces				
Impulsion				
Submission				

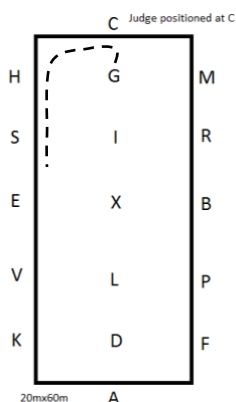
Rider						
Total possible marks:		160				
Penalties -2 marks		Reason:			Minus Total Penalties:	
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:		
				Final Mark:		
				Percentage:		

Class 93

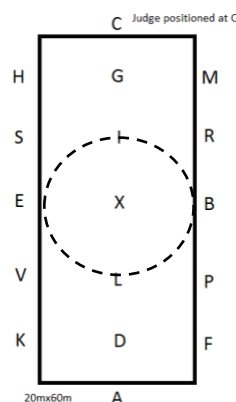
Western Dressage Test 2a



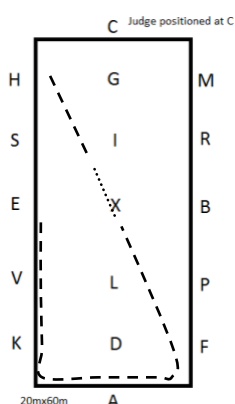
1.
AX - Enter in working walk.
X halt and salute.
Step off in working walk, develop the jog in a few strides.



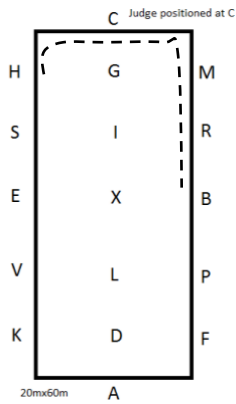
2.
C - track left.



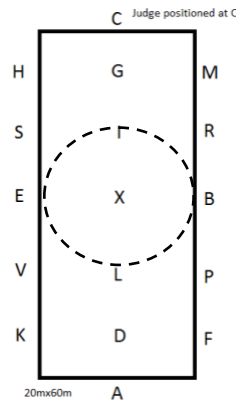
3.
E - Circle left 20m.



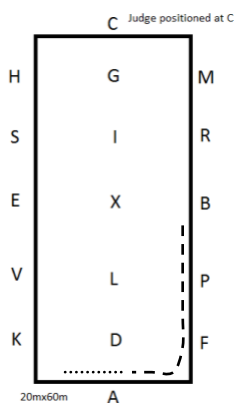
4.
FXH - Change rein in working jog, showing 5 to 7 steps of working walk over X.



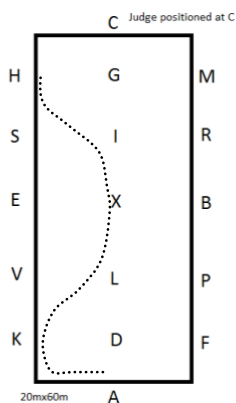
5.
H - Proceed in working jog.



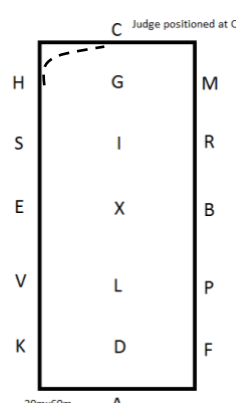
6.
B - Circle right 20m.



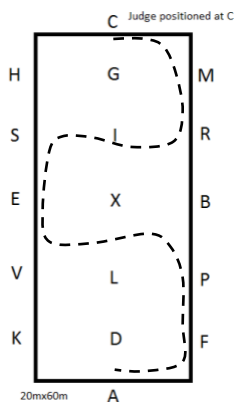
7.
A - Working walk.



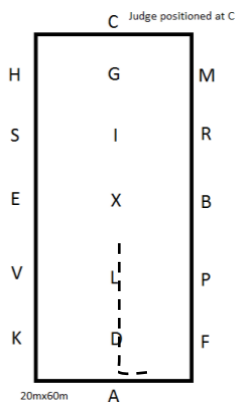
8.
KXH - One loop off the wall in free walk.



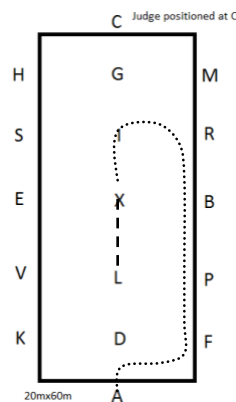
9.
H - Working jog.



10.
CXA - Three loop serpentine.



11.
A - Proceed up centerline.



12.
X - halt and salute.
Leave arena on loose rein.

10 Excellent 4 Insufficient
 9 Very Good 3 Fairly Bad
 8 Good 2 Bad
 7 Fairly Good 1 Very Bad
 6 Satisfactory 0 Not Executed
 5 Sufficient

Dumb Horse Shows

94. Western Dressage Test 3a

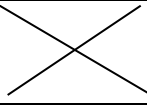
Summary: *This test introduces the lope. The horse should be working in a consistent frame and willingly following the contact. The horse should be seen to be establishing pushing off the hindquarter and be responsive to transitions.*

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids.*

Horse _____ Rider _____

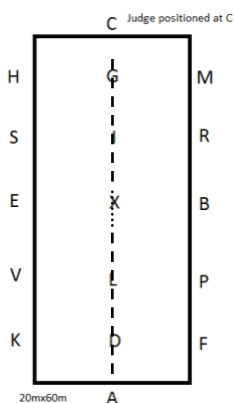
Event _____ Judge _____

Test			Judges Marks	Comments
1	A X	Enter working jog, X halt through the walk. Salute. Proceed in working jog.		
2	C	Track left.		
3	H X K	One loop.		
4	B	Circle left 20m, developing the working lope within the first quarter of the circle.		
5	B M	Between B and M, working jog.		
6	C	Working walk.		
7	H X F	Change rein across the diagonal in free work. Before F, retake the rein.		
8	A	Working jog.		
9	E	Circle right 20m, developing the working lope within the first quarter of the circle.		
10	E H	Between E and H, working jog.		
11	M X F	One loop in a free jog, allowing the horse to stretch down. Before F, retake the rein.		

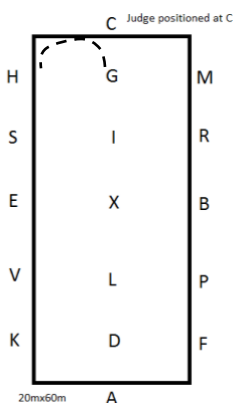
12	A X	Proceed up the centerline. X halt and salute. Leave arena on a loose rein.				
Paces						
Impulsion						
Submission						
Rider						
Total possible marks:		160				
Penalties -2 marks		Reason:				Minus Total Penalties:
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:		
				Final Mark:		
				Percentage:		

Class 94

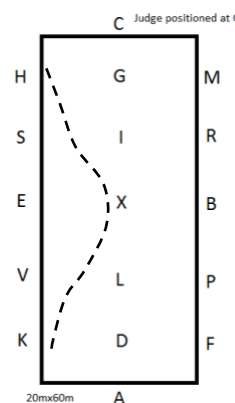
Western Dressage Test 3a



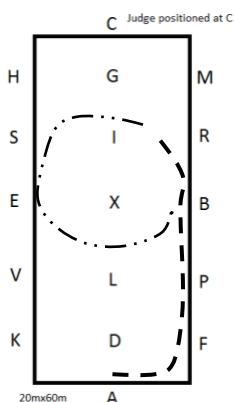
1.
A - Enter working jog. X halt through walk, salute. Proceed in working jog.



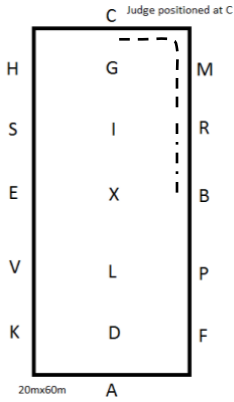
2.
C - track left.



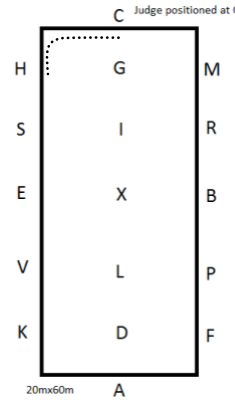
3.
HXK - one loop.



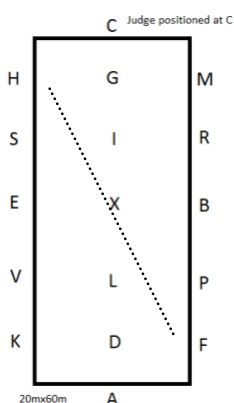
4.
B - Circle left 20m, developing the working lope within the first quarter of the circle.



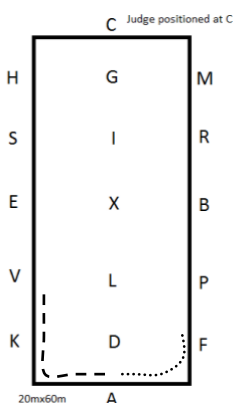
5.
BM - Between B and M, working jog.



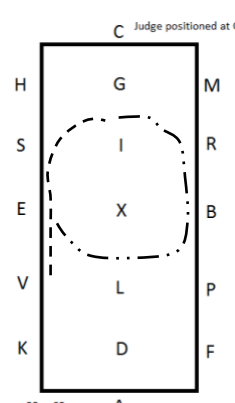
6.
C - Working walk.



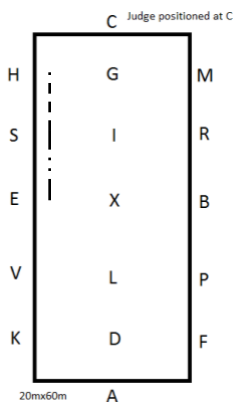
7.
HXF - Change rein across the diagonal in free work. Before F, retake the rein.



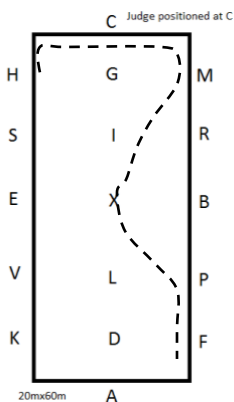
8.
A - Working jog.



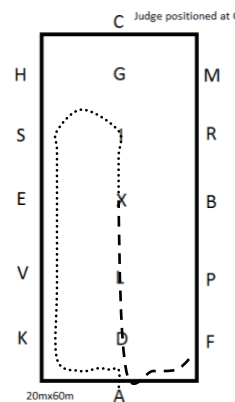
9.
E - Circle right 20m, developing the working lope within the first quarter of the circle.



10.
EH - Between E and H, working jog.



11.
MXF - One loop in a free jog, allowing the horse to stretch down. Before F, retake the rein.



12.
A - Proceed up the centerline. X halt and salute. Leave arena on a loose rein.

10 Excellent 4 Insufficient
 9 Very Good 3 Fairly Bad
 8 Good 2 Bad
 7 Fairly Good 1 Very Bad
 6 Satisfactory 0 Not Executed
 5 Sufficient

Dumb Horse Shows

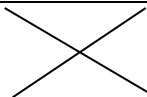
95. Western Test 4a

Summary: *This test establishes the lope. The horse should be working in a consistent frame and willingly following the contact. The horse should be seen to be establishing pushing off the hindquarter and be responsive to transitions.*

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids.*

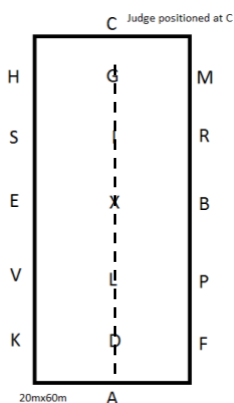
Horse _____ Rider _____
 Event _____ Judge _____

Test			Judges Marks	Comments
1	A X	Enter in working jog. X halt, immobility, salute. Proceed in working jog.		
2	C	Track left		
3	H X K	One loop off the wall.		
4	A	Circle left 20m		
5	A F	Between A and F working lope.		
6	B	Circle left 20m		
7	B M	Between B and M working jog.		
8	C X A	Two loop serpentine showing 3-5 steps of walk over X.		
9	A K	Between A and K medium walk.		
10	K X H	One loop in free walk, allowing the horse to stretch down Before H retake the reins.		
11	H C	Between H and C working jog.		
12	C	Circle right 20m		
13	C M	Between C and M working lope.		
14	B	Circle right 20m		
15	B F	Between B and F working jog.		

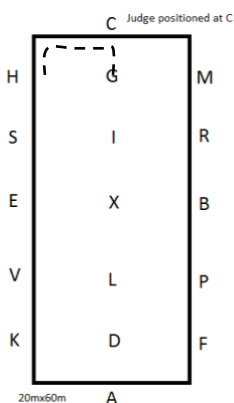
16	A K	Medium walk.		
17	K X M	Change rein in free walk allowing the horse to stretch down Before M retake the reins. At M proceed in working jog.		
18	E	Circle left 20m allowing the horse to stretch down. Before E retake the reins.		
19	A X	Turn left onto the centerline. X halt immobility salute		
Paces				
Impulsion				
Submission				
Rider				
Total possible marks:		230		
Penalties -2 marks		Reason:		Minus Total Penalties:
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:
				Final Mark:
				Percentage:

Class 95

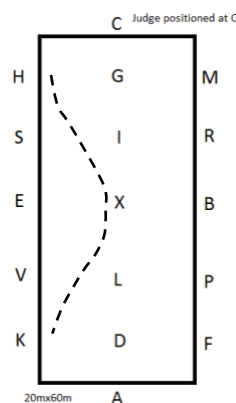
Western Dressage Test 4a



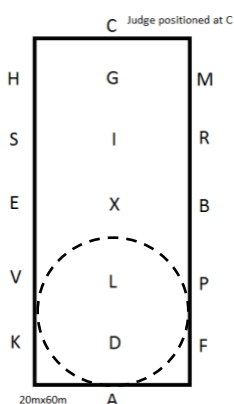
1.
AX - Enter in
working jog.
X halt,
immobility,
salute.
Proceed in
working jog.



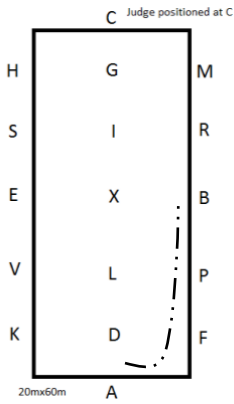
2.
C - Track left.



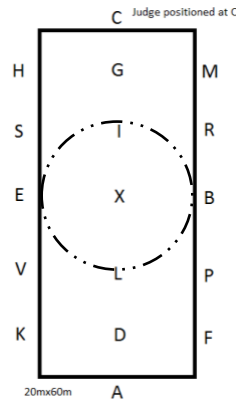
3.
HXK - One loop
off the wall.



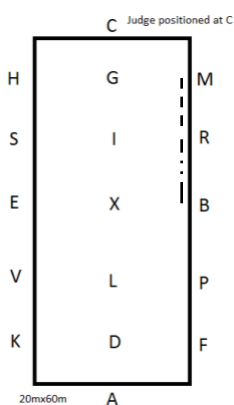
4.
A - Circle left
20m.



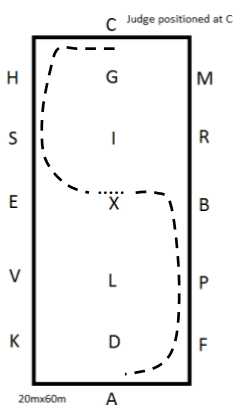
5.
AF - Between A
and F working
lope.



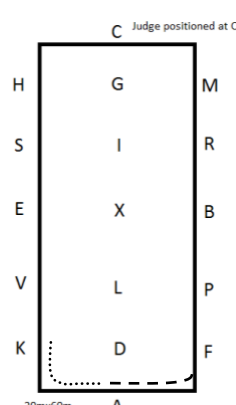
6.
B - Circle left
20m



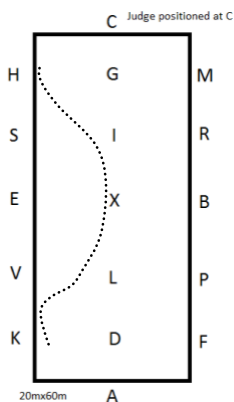
7.
BM - Between B
and M working
jog.



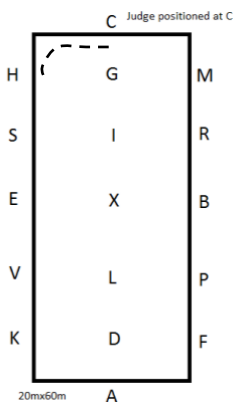
8.
CXA - Two loop
serpentine
showing 3-5
steps of walk
over X.



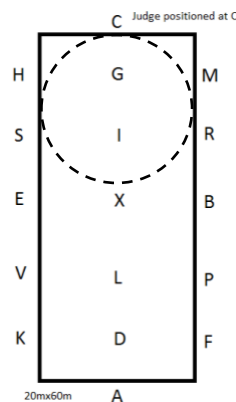
9.
AK - Between A
and K medium
walk.



10.
KXH - One loop
in free walk,
allowing the
horse to stretch
down
Before H retake
the reins.



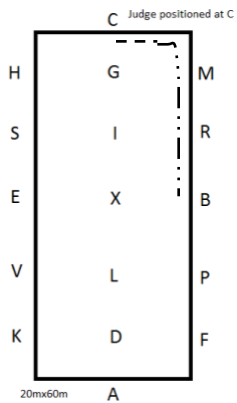
11.
HC - Between H
and C working
jog.



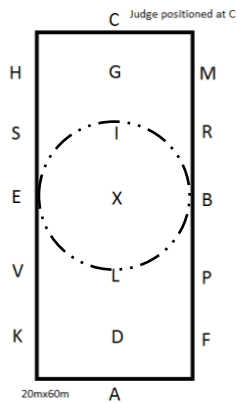
12.
C - Circle right
20m.

Class 95

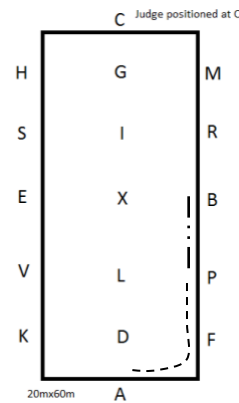
Western Dressage Test 4a



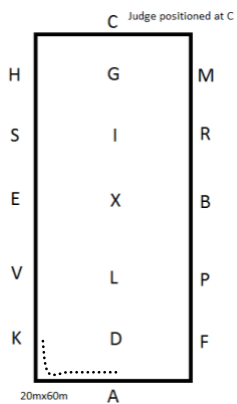
13.
CM - Between C
and M working
lope.



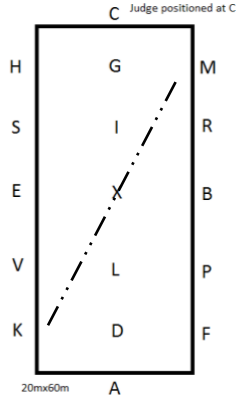
14.
B - Circle right
20m.



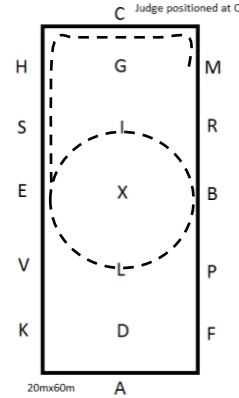
15.
BF - Between B
and F working
jog.



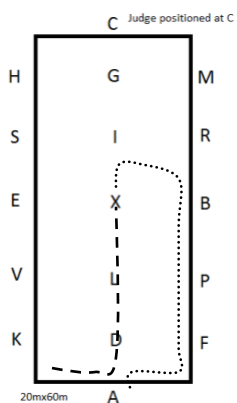
16.
AK - Medium
walk.



17.
KXM - Change
rein in free walk
allowing the
horse to stretch
down, before M
retake the reins.
At M proceed in
working jog.



18.
E - Circle left
20m allowing
the horse to
stretch down.
Before E retake
the reins.



19.
AX - Turn left
onto the
centerline.
X halt
immobility
salute.
Leave arena on
loose rein.

10 Excellent 4 Insufficient
 9 Very Good 3 Fairly Bad
 8 Good 2 Bad
 7 Fairly Good 1 Very Bad
 6 Satisfactory 0 Not Executed
 5 Sufficient

Dumb Horse Shows

96. Western Dressage Test 5a

Summary: *This test introduces basic changes, yields and lengthens. The horse and rider are in harmony and the horse is pushing off the hind and developing collection.*

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids.*

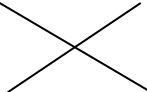
Horse _____

Rider _____

Event _____

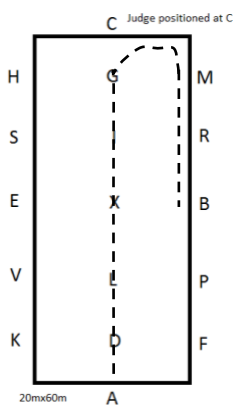
Judge _____

Test			Judges Marks	Comments
1	A X C	Enter in working jog. X halt salute. Proceed working jog. At C track right.		
2	B	Circle right 20m, free jog. Before B, gather reins and proceed in working jog.		
3	K X C	From F leg yield to centerline between X and G. At C, track left.		
4	E	Circle left 20m, free jog. Before E, gather reins and proceed in working jog.		
5	F X C	From F, leg yield to centerline between X and G. At C track right.		
6	M	Working walk.		
7	B F	Free walk. At F, working walk.		
8	A	Halt. Rein back 3-5 steps, proceed working walk.		
9	K	Working jog.		
10	E	Working lope.		
11	C	Circle right 20m, lengthen lope, return to working lope just before C.		
12	M X K	Change rein, change of lead through jog at X.		

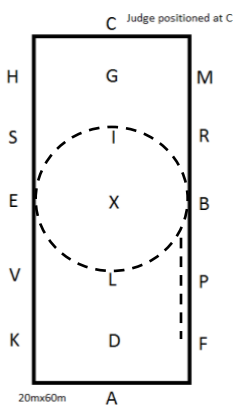
13	A	Circle left 20m, lengthen lope, return to working lope just before A.		
14	F X M	One loop maintaining counter canter.		
15	C	Working jog.		
16	H X F	Extended jog.		
17	A X	Proceed up centerline, X halt and salute. Leave arena on loose rein.		
Paces				
Impulsion				
Submission				
Rider				
Total possible marks:		210		
Penalties -2 marks		Reason:		Minus Total Penalties:
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:
				Final Mark:
				Percentage:

Class 96

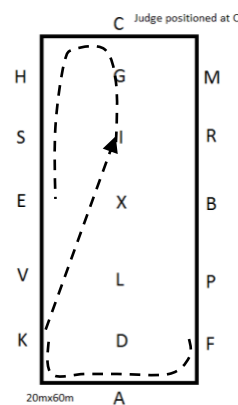
Dressage Test 5a



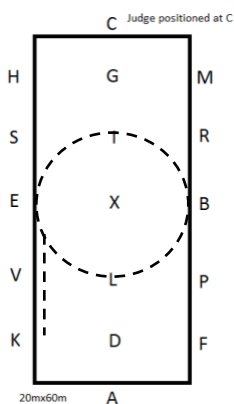
1.
AXC - Enter in
working jog.
X halt salute.
Proceed working
jog.
At C, track right.



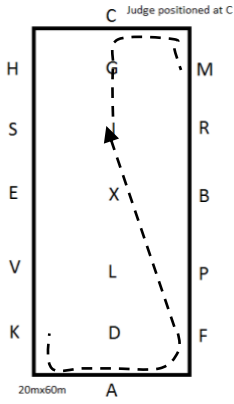
2.
B - Circle right
20m, free jog.
Before B, gather
reins and
proceed in
working jog.



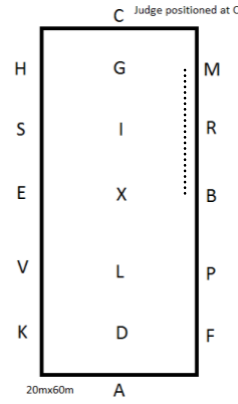
3.
KXC - From F leg
yield to
centerline
between X and
G.
At C, track left.



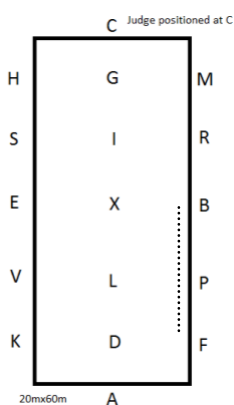
4.
E - Circle left
20m, free jog.
Before E, gather
reins and
proceed in
working jog.



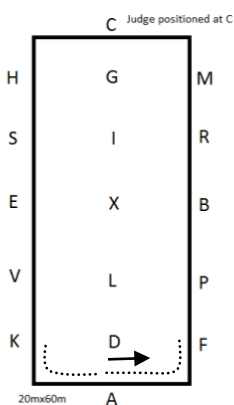
5.
KXC - From K, leg
yield to
centerline
between X and
G.
At C track right.



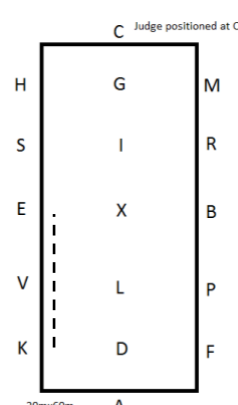
6.
M - Working
walk.



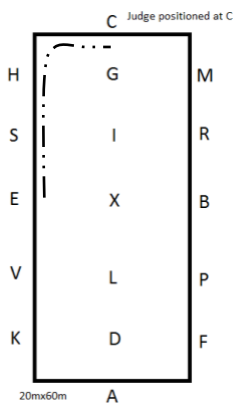
7.
BF - Free walk.
At F, working
walk.



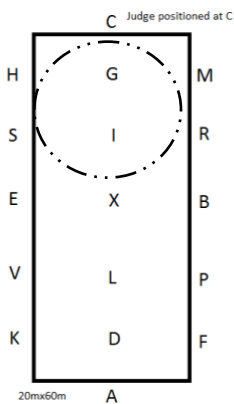
8.
A - Halt. Rein
back 3-5 steps,
proceed working
walk.



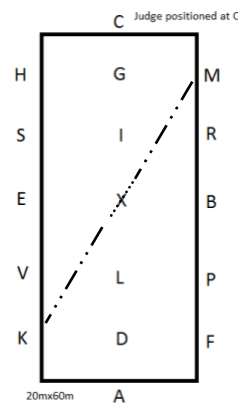
9.
K - Working jog.



10.
E - Working
lope.

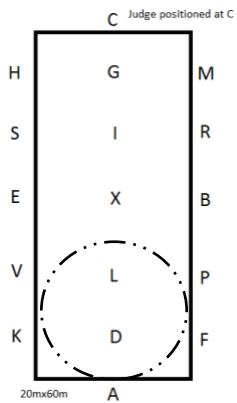


11.
C - Circle right
20m, lengthen
lope, return to
working lope
just before C.

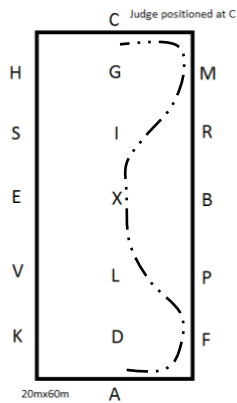


12.
MXK - Change
rein, change of
lead through jog
at X.

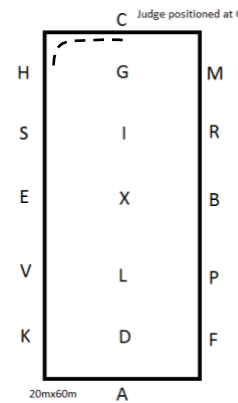
Class 96 Dressage Test 5a



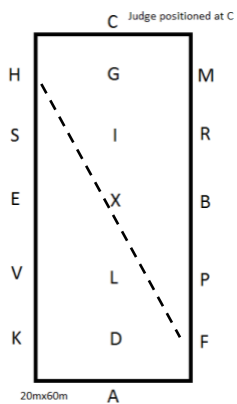
13.
A - Circle left
20m, lengthen
lope, return to
working lope
just before A.



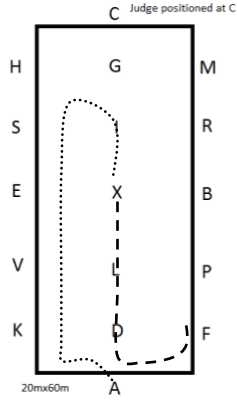
14.
FXM - One loop
maintaining
counter canter.



15.
C - Working jog.



16.
HXF - Extended
jog.



17.
A - Proceed up
centerline, X
halt and salute.
Leave arena on
loose rein.

10 Excellent 4 Insufficient
 9 Very Good 3 Fairly Bad
 8 Good 2 Bad
 7 Fairly Good 1 Very Bad
 6 Satisfactory 0 Not Executed
 5 Sufficient

Dumb Horse Shows

97. Western Dressage Test 6a

Summary: *This test introduces basic turns and increases the difficulty of the before introduced movements. The horse and rider are in harmony and the horse is pushing off the hind and developing collection.*

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids.*

Horse _____

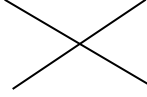
Rider _____

Event _____

Judge _____

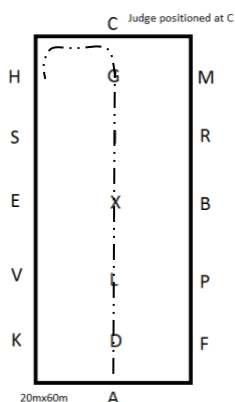
Test			Judges Marks	Comments
1	A X C	Enter working lope. X halt and salute. Proceed in working lope. At C, track right.		
2	H L	Leg yield to centerline at L. Circle left 10m.		
3	L V	Half circle right maintaining the counter lead. Proceed in working lope.		
4	E	Change of lead through the walk. Proceed in working lope.		
5	M L	Leg yield to centerline at L. Circle right 10m.		
6	L P	Half circle left maintaining the counter lead. Proceed in working lope.		
7	B	Working walk.		
8	M	Halt. Turn on the haunches 180 degrees. Proceed in working jog.		
9	V	Working walk.		
10	E	Halt. Turn on the fore 180 degrees. Proceed in working jog.		

11	F X H	Change rein across the diagonal showing lengthen jog. At H, return to working jog. Proceed in working jog.		
12	C	Working lope. Circle right 20m.		
13	M F	At M, lengthen the lope, return to working lope before F. Proceed in working lope.		
14	A	Working walk.		
15	K X H	One loop in free walk.		
16	C	Working jog.		
17	M X K	Change rein across the diagonal in free jog, retake the rein before K. Proceed in working jog.		
18	F M	Shoulder in. At M proceed in working jog.		
19	H K	Haunches in. At K, proceed in working jog.		
20	A X C	Proceeding in working lope, perform a three loop serpentine maintaining the counter lead.		
21	C X A	Proceeding in working lope, perform a three loop serpentine showing a change of lead through the walk at I and L.		
22	A	Working jog.		
23	B E	Half circle left 20m. Proceed in working jog.		

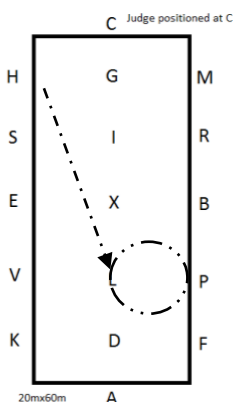
24	A	Proceed up centerline, X halt and salute. Leave arena on loose rein.				
Paces						
Impulsion						
Submission						
Rider						
Total possible marks:		280				
Penalties -2 marks		Reason:			Minus Total Penalties:	
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:		
				Final Mark:		
				Percentage:		

Class 97

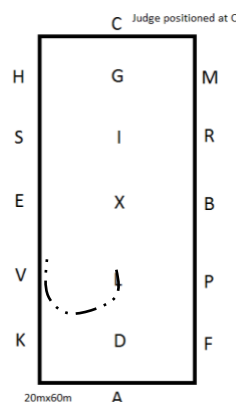
Western Dressage Test 6a



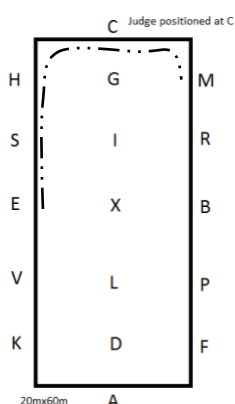
1.
A - Enter working lope.
X halt and salute.
Proceed in working lope.
At C, track right.



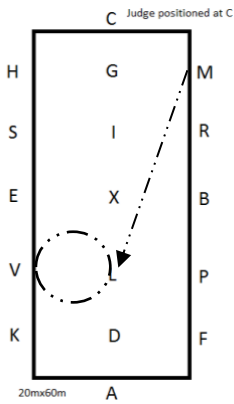
2.
HL - Leg yield to centerline at L.
Circle left 10m.



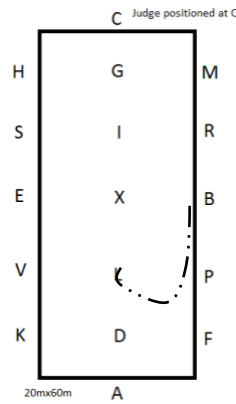
3.
LV - Half circle right maintaining the counter lead.



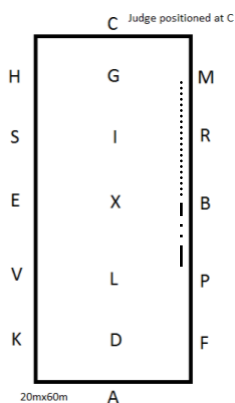
4.
E - Change of lead through the walk.
Proceed in working lope.



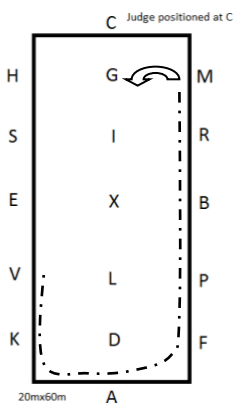
5.
ML - Leg yield to centerline at L.
Circle right 10m.



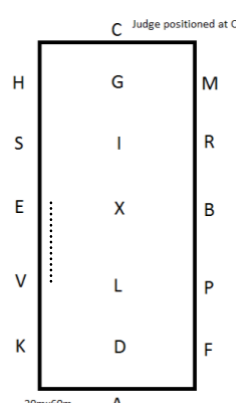
6.
LP - Half circle left maintaining the counter lead.
Proceed in working lope.



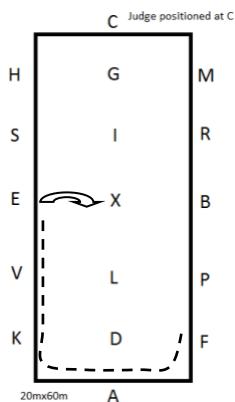
7.
B - Working walk.



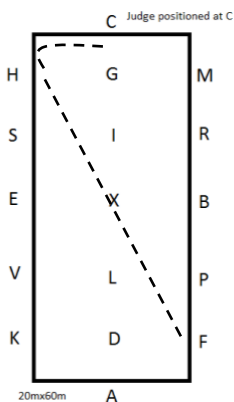
8.
M - Halt. Turn on the haunches 180 degrees.
Proceed in working jog.



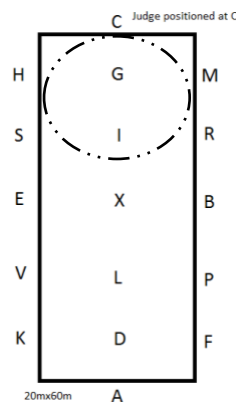
9.
V - working walk.



10.
E - Halt. Turn on the fore 180 degrees.
Proceed in working jog.

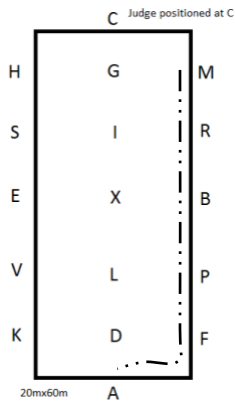


11.
FXH - Change rein across the diagonal showing lengthen jog.
At H, return to working jog.
Proceed in working jog.

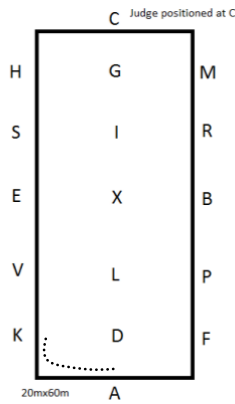


12.
C - Working lope.
Circle right 20m.

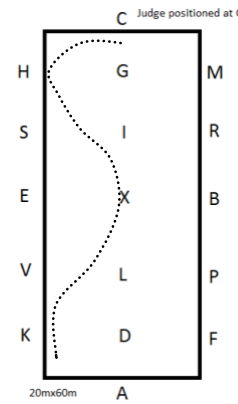
Class 97 Western Dressage Test 6a



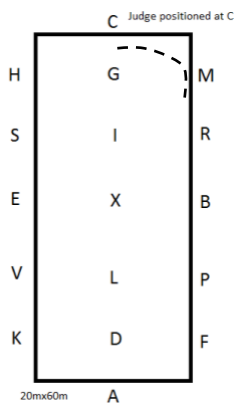
13.
MF - At M, lengthen the lope, return to working lope before F. Proceed in working lope.



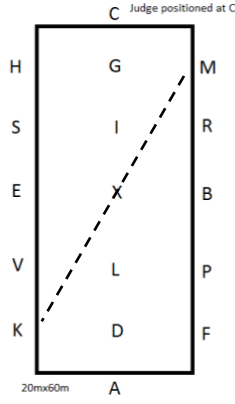
14.
A - Working walk.



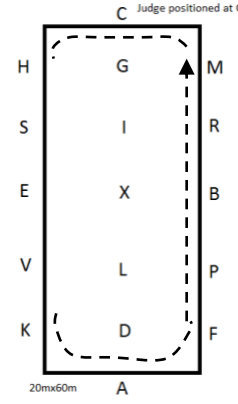
15.
KXH - One loop in free walk.



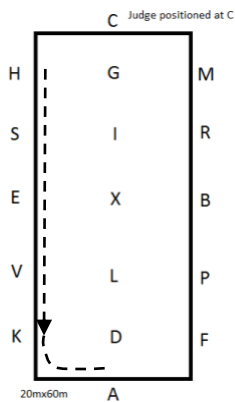
16.
C - Working jog.



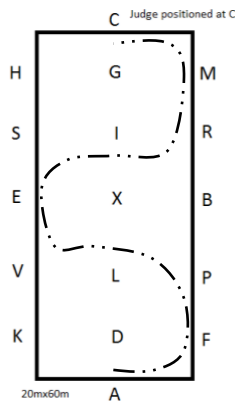
17.
MXK - Change rein across the diagonal in free jog, retake the rein before K. Proceed in working jog.



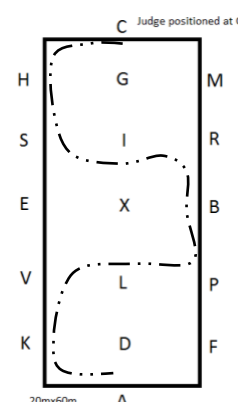
18.
FM - Shoulder in. At M proceed in working jog.



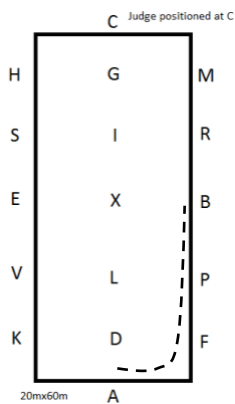
19.
HK - Haunches in. At K, proceed in working jog.



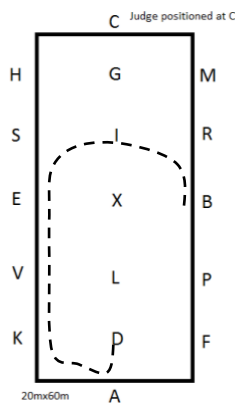
20.
A - Proceeding in working lope, perform a three loop serpentine maintaining the counter lead.



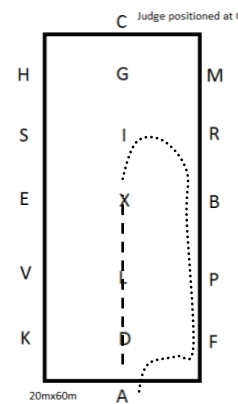
21.
C - Proceeding in working lope, perform a three loop serpentine showing a change of lead through the walk at I and L.



22.
A - Working jog.



23.
BE - Half circle left 20m. Proceed in working jog.



24.
A - Proceed up centerline, X halt and salute. Leave arena on loose rein.

10 Excellent 4 Insufficient
 9 Very Good 3 Fairly Bad
 8 Good 2 Bad
 7 Fairly Good 1 Very Bad
 6 Satisfactory 0 Not Executed
 5 Sufficient

Dumb Horse Shows

98. Western Freestyle Beginner

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids. This is a walk/jog test only. You may show some changes of pace within the gait, and some steps of lateral work. Snaffle bit only, no head restricting gear is to be used at all.*

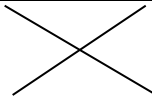
Horse _____

Rider _____

Event _____

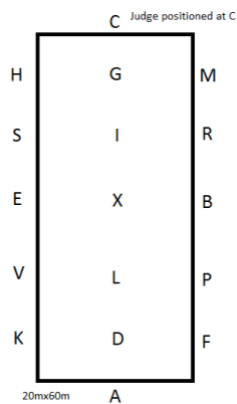
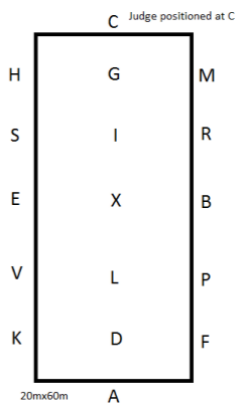
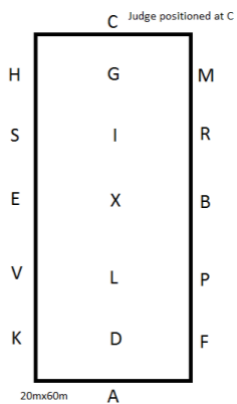
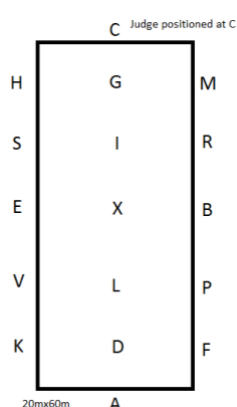
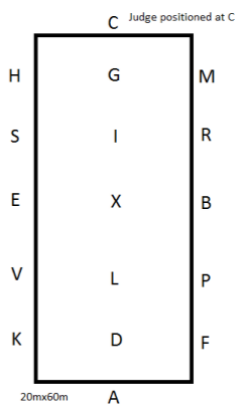
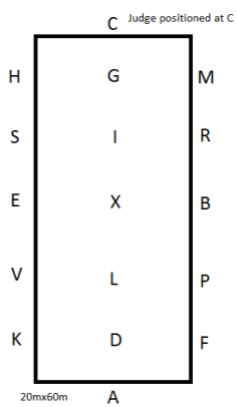
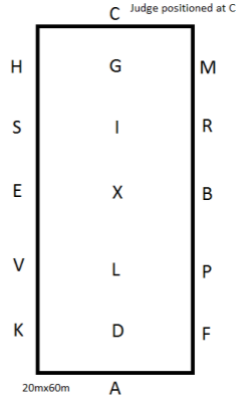
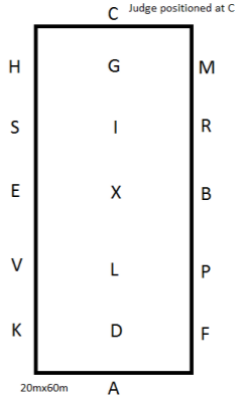
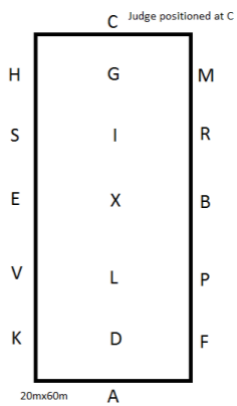
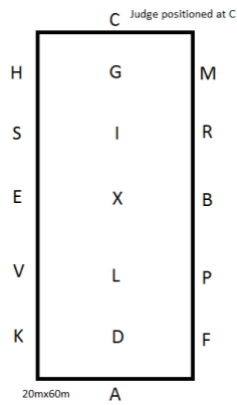
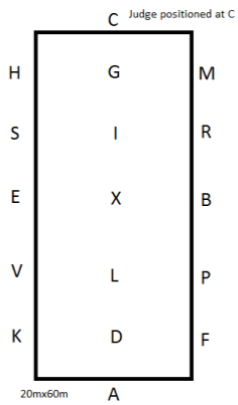
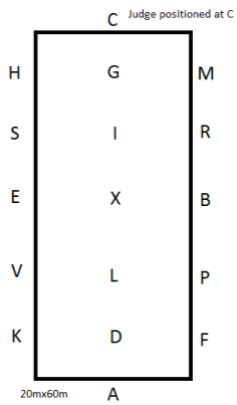
Judge _____

Test			Judges Marks	Comments
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				

12				
13				
14				
15				
Creativity				
Use of Music				
Difficulty				
Paces				
Impulsion				
Submission				
Rider				
Total possible marks:		220		
Penalties -2 marks		Reason:		Minus Total Penalties:
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:
				Final Mark:
				Percentage:

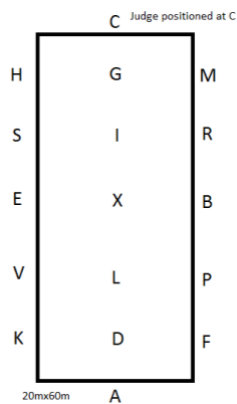
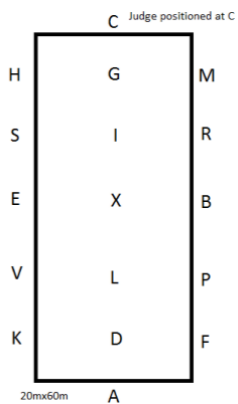
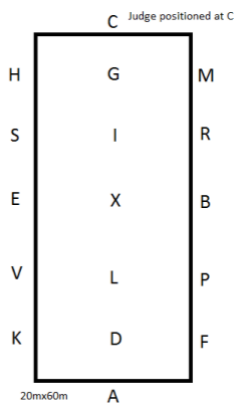
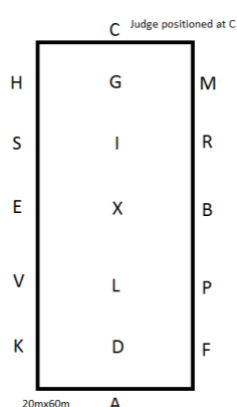
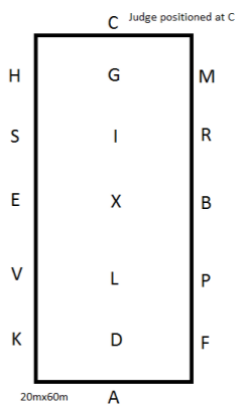
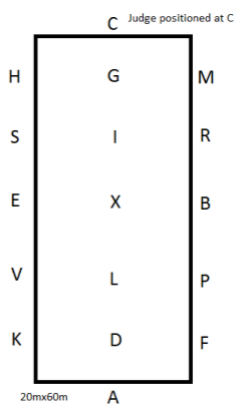
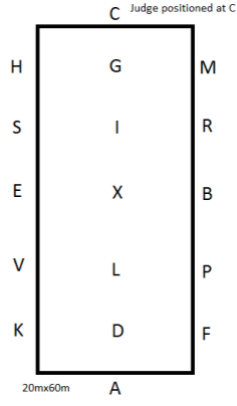
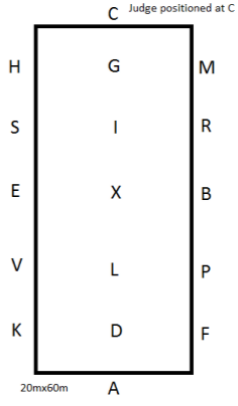
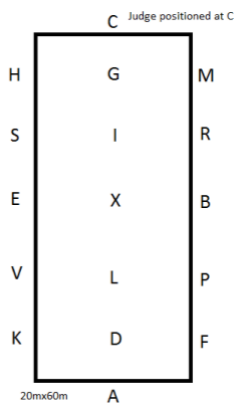
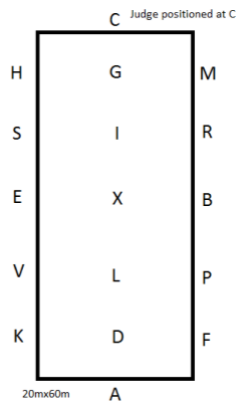
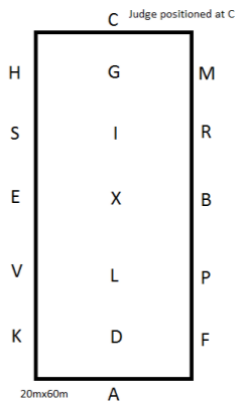
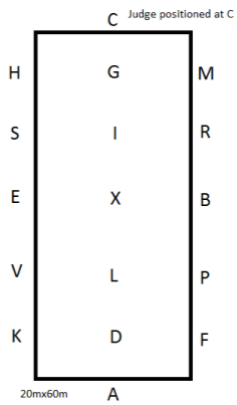
Class 98

Western Dressage Test Beginner Freestyle



Class 98

Western Dressage Test Beginner Freestyle



10 Excellent 4 Insufficient
 9 Very Good 3 Fairly Bad
 8 Good 2 Bad
 7 Fairly Good 1 Very Bad
 6 Satisfactory 0 Not Executed
 5 Sufficient

Dumb Horse Shows

99. Western Freestyle Novice

Instructions: *To be ridden in a snaffle or less. Horse may not wear martingales, side reins, or any restraining aids. This is a walk/trot/canter test. You may show changes of pace within the gait, steps of lateral work, and simple changes of lead. Snaffle bit only, no head restricting gear is to be used at all.*

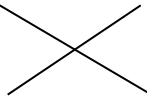
Horse _____

Rider _____

Event _____

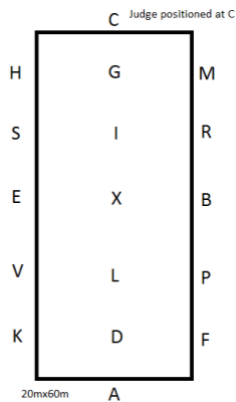
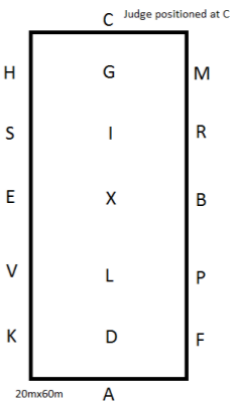
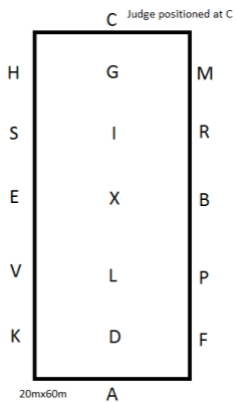
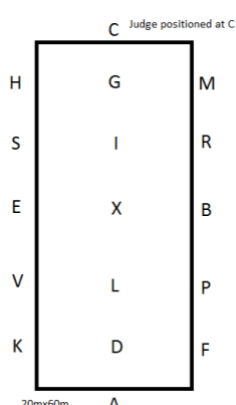
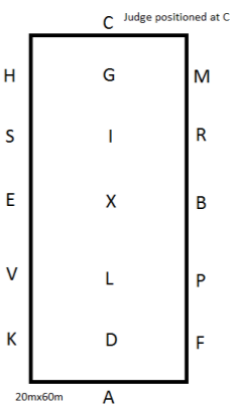
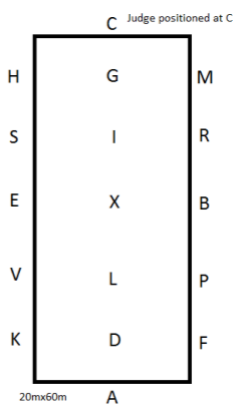
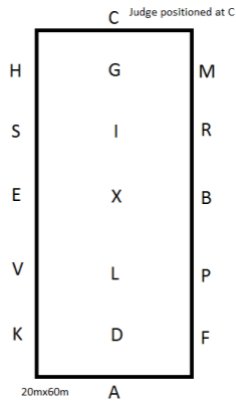
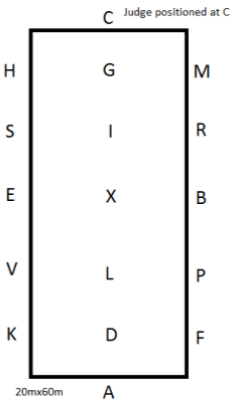
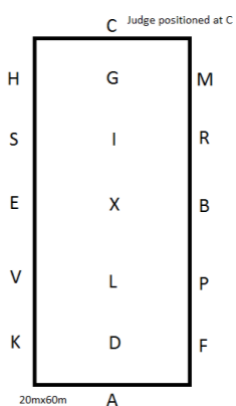
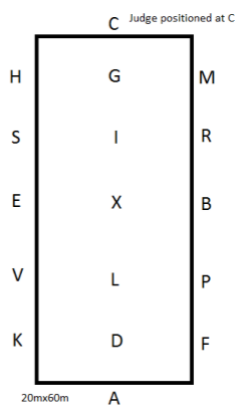
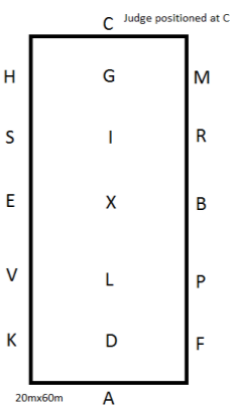
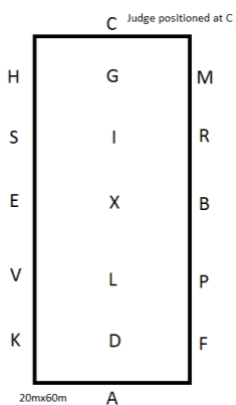
Judge _____

Test			Judges Marks	Comments
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				

12				
13				
14				
15				
16				
17				
Creativity				
Use of Music				
Difficulty				
Paces				
Impulsion				
Submission				
Rider				
Total possible marks:		240		
Penalties -2 marks		Reason:		Minus Total Penalties:
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:
				Final Mark:

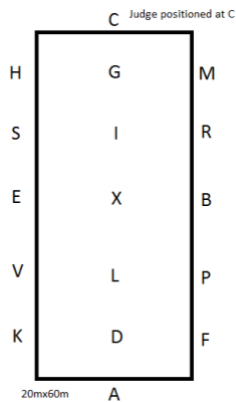
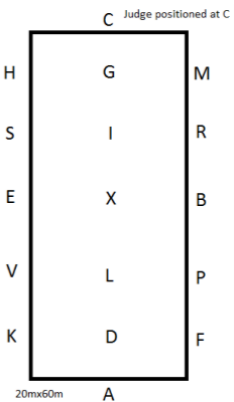
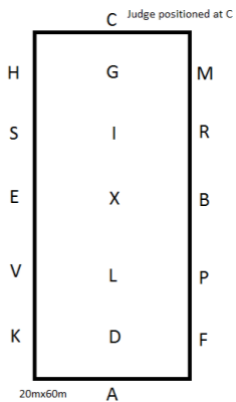
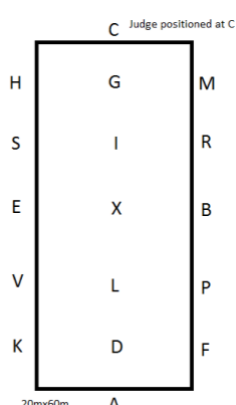
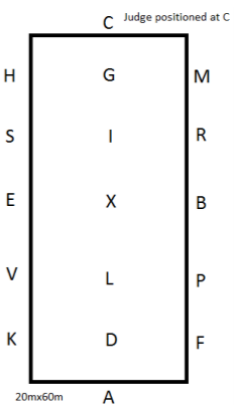
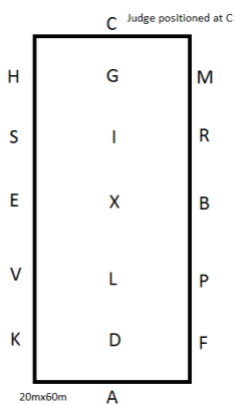
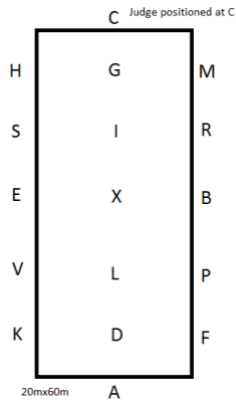
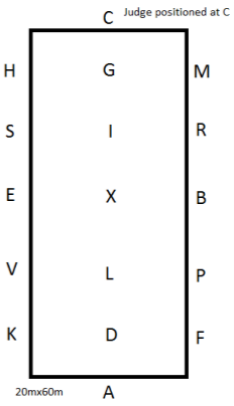
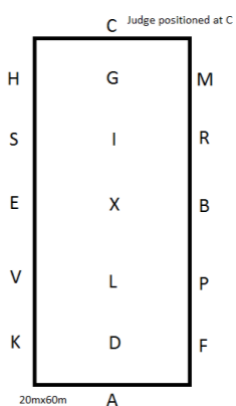
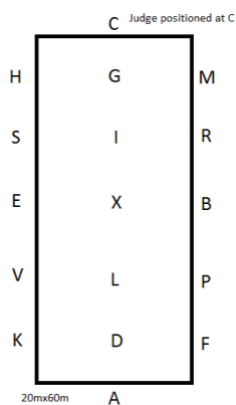
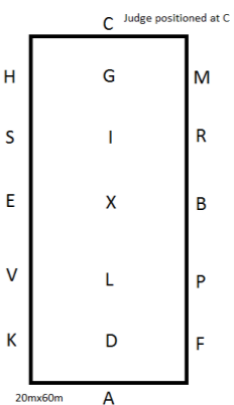
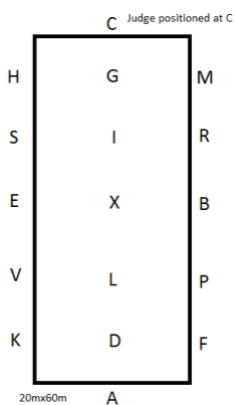
Class 99

Western Dressage Test Novice Freestyle



Class 99

Western Dressage Test Novice Freestyle



10 Excellent 4 Insufficient
 9 Very Good 3 Fairly Bad
 8 Good 2 Bad
 7 Fairly Good 1 Very Bad
 6 Satisfactory 0 Not Executed
 5 Sufficient

Dumb Horse Shows

100. Western Freestyle Advanced

Instructions: Horse may not wear martingales, side reins, or any restraining aids. This is a walk/trot/canter test. You may show any official western dressage movement you are capable of. Snaffle or double bridle, no head restricting gear is to be used at all.

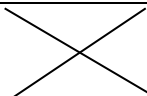
Horse _____

Rider _____

Event _____

Judge _____

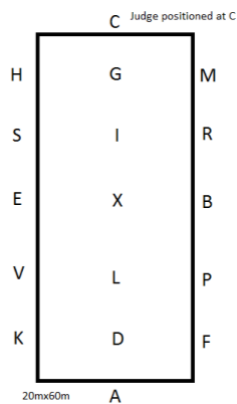
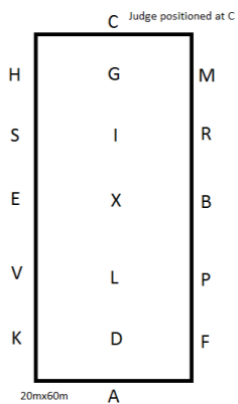
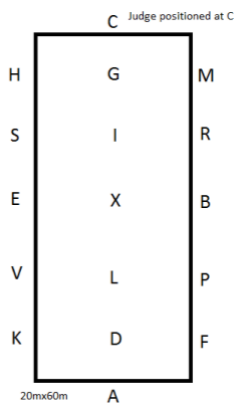
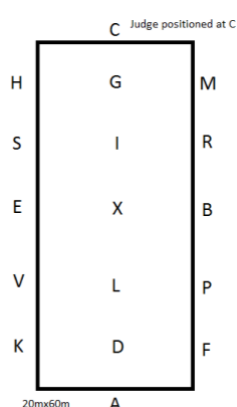
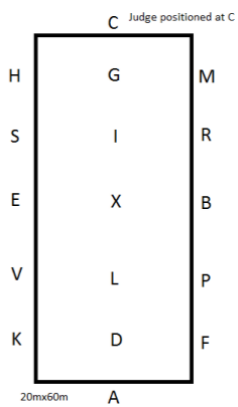
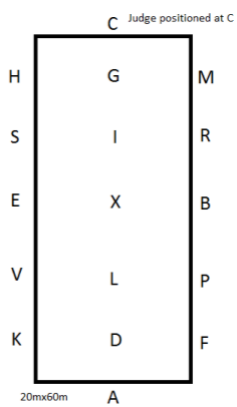
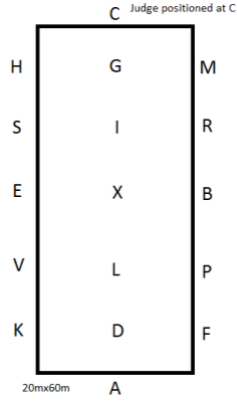
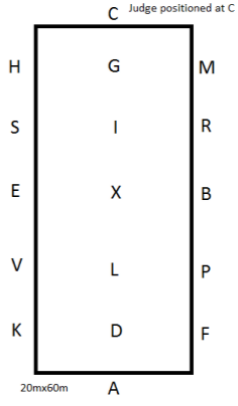
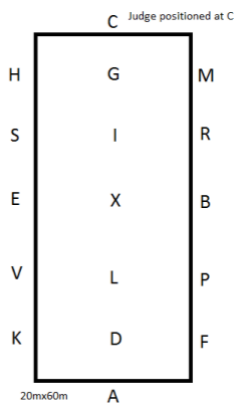
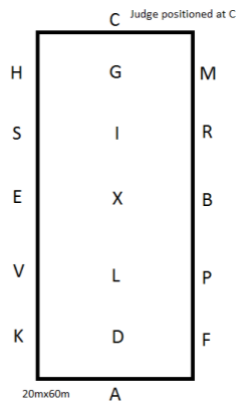
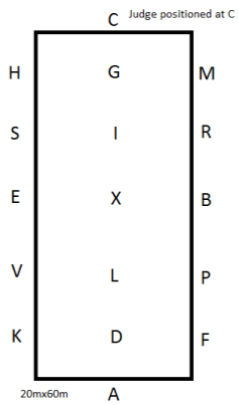
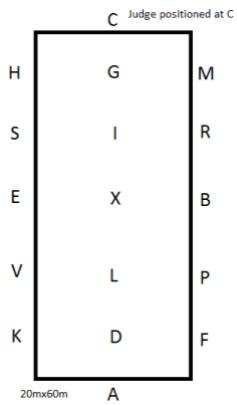
Test			Judges Marks	Comments
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				

12				
13				
14				
15				
16				
17				
18				
19				
20				
Creativity				
Use of Music				
Difficulty				
Paces				
Impulsion				
Submission				
Rider				
Total possible marks:		270		

Penalties -2 marks		Reason:		Minus Total Penalties:	
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Errors:	
				Final Mark:	
				Percentage:	

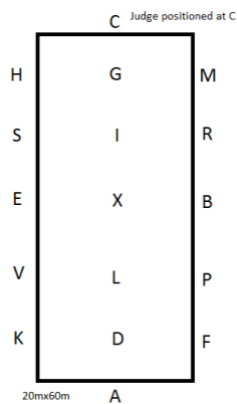
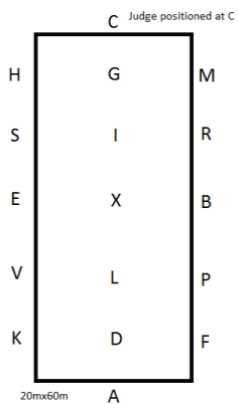
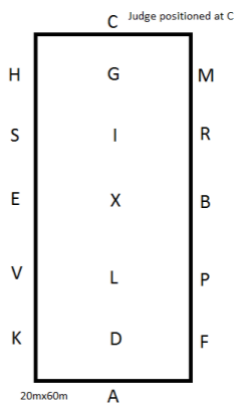
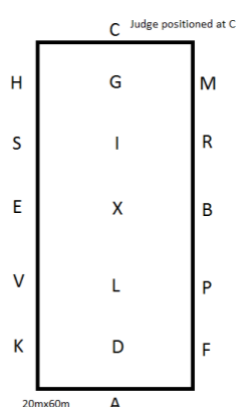
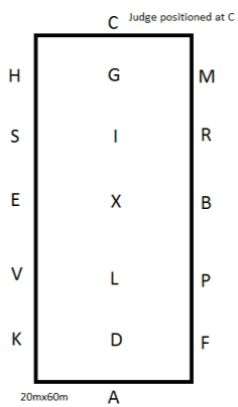
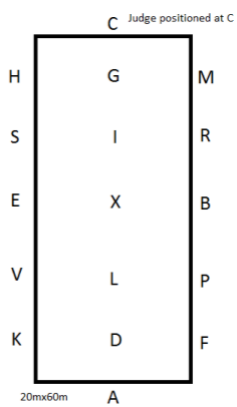
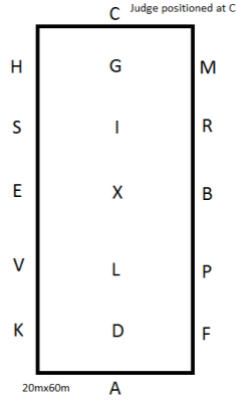
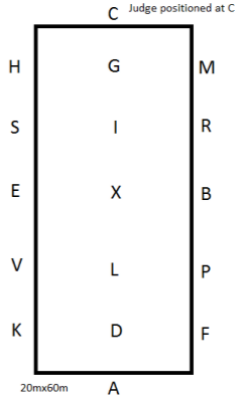
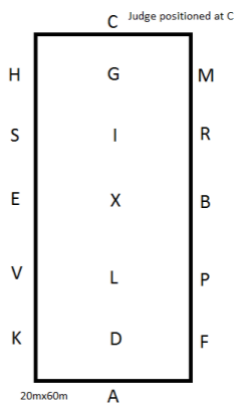
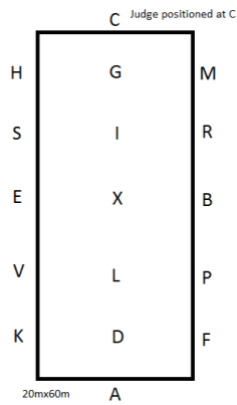
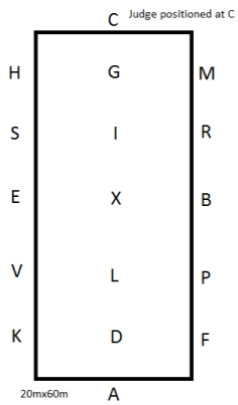
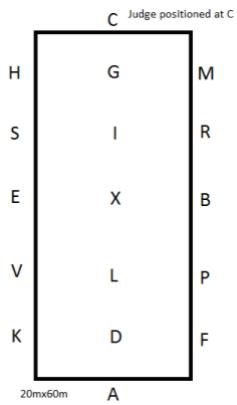
Class 100

Western Dressage Advanced Freestyle



Class 100

Western Dressage Advanced Freestyle

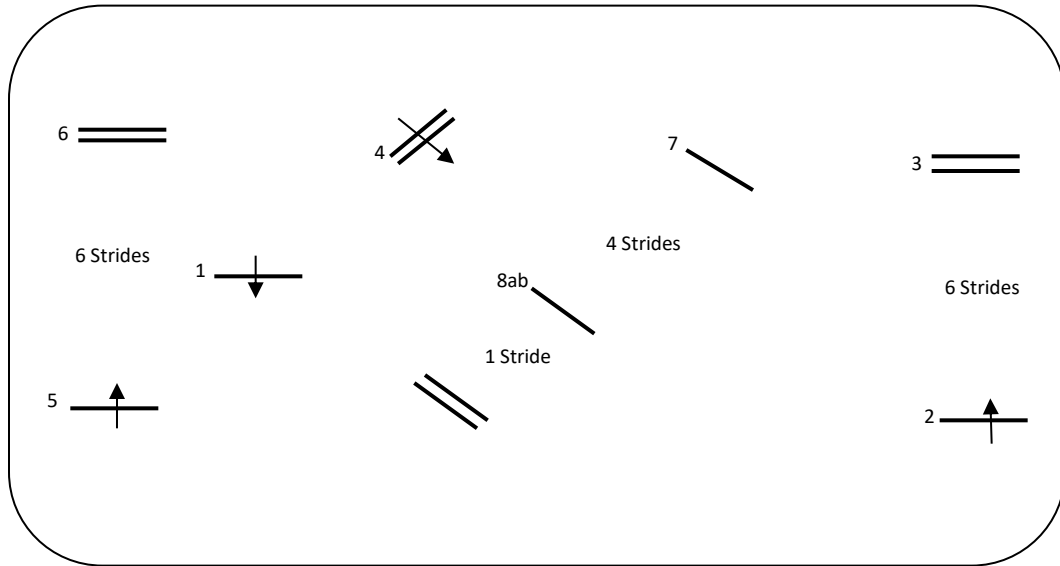


Hunter Jumper ALL BREED

Class 101-105

Poles - 120cm

*Adjust height as necessary.



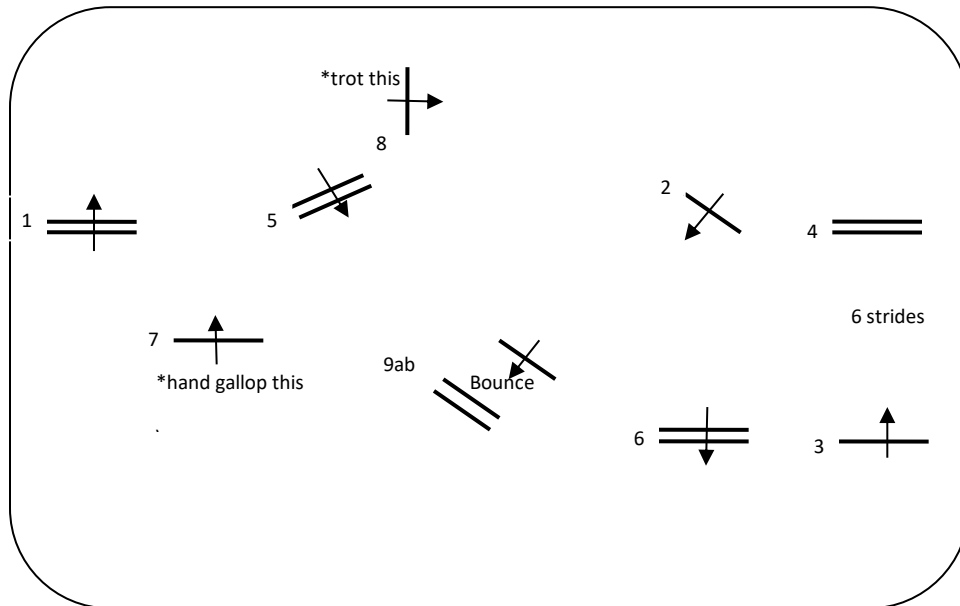
Medieval Cup Trophies ALL BREED

- Please note that no junior entries will be accepted into these classes.
- These classes are for experienced, confident riders.
- Anyone found to be using a real weapon will be disqualified.

Class 106

Extreme Hunter Round

*To be set at the height of 60-90cm only.



10 Excellent
9 Very Good
8 Good
7 Fairly Good
6 Satisfactory
5 Sufficient

4 Insufficient
3 Fairly Bad
2 Bad
1 Very Bad
0 Not Executed

Dumb Horse Shows

108. Extreme Dressage Test

Instructions: *This test is designed to be deceptively difficult. It is ridden at the basic gaits, performing the building block movements. Riders may be fooled into thinking that because it is written in basics, that it will be simple to ride, however the changes of the horses body to perform this test correctly requires a developed softness that can only come from correct riding.*

Horse _____

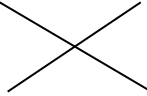
Rider _____

Event _____

Judge _____

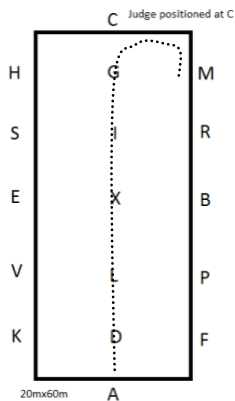
Test			Judges Marks	Comments
1	A	Enter in medium walk, proceed down centre line. C track right.		
2	B	Halt, 1/4 turn on quarters to face E, proceed in medium walk.		
3	E	Halt, 1/4 turn on the forehand to track left. Proceed in medium walk.		
4	K	Circle left 10m.		
5	A	Turn onto centerline.		
6	L B	Show some steps of leg yield right.		
7	B E	Proceed in medium walk, showing steps of shoulder in between B and C.		
8	E	Halt, 1/4 turn on the haunches to change rein to B. Proceed in medium walk.		
9	B	Halt, 1/4 turn on the forehand to track right. Proceed in medium walk.		
10	F	Circle right 10m.		
11	A	Turn onto centerline.		
12	L B	Show steps of leg yield left.		

13	E B	Proceed in medium walk, showing steps of shoulder in between E and C.		
14	B	Half 10m circle right to X.		
15	X	Half 10m circle left to E.		
16	E F	Lengthen the stride.		
17	F M	Collect the stride.		
18	C	Halt, ½ turn on the forehand to track right and proceed in medium walk.		
19	B K	Lengthen the stride.		
20	K H	Collect the stride. At H, proceed in medium walk.		
21	M X K	Change rein across the diagonal in free walk. Before K, retake the rein.		
22	A	Turn onto centerline.		
23	L E	Show steps of half pass left.		
24	EB	Half 20m circle right. Proceed in medium walk.		
25	A	Turn onto centerline.		
26	L B	Show steps of half pass right.		
27	B X	Half 10m circle left.		
28	X I	Halt, ½ turn on the forehand, proceed in medium walk.		
29	I	Halt, immobility, salute.		
Paces				

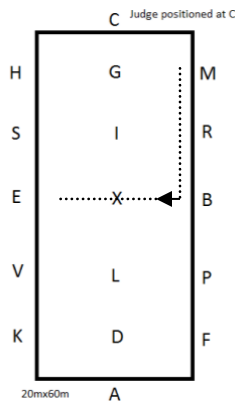
Impulsion						
Submission						
Rider						
Total possible marks:		330				
Penalties -2 marks		Reason:				
Course Errors (cumulative)	1st -2	2nd -4	3rd Elimination	Minus Total Penalties:		
				Minus Total Errors:		
				Final Mark:		
				Percentage:		

Class 108

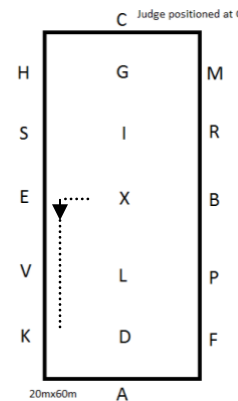
Extreme Dressage Test



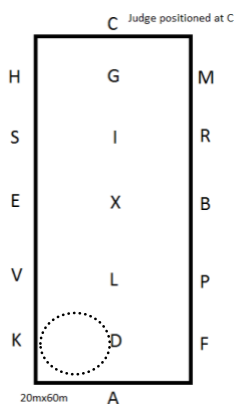
1.
A - Enter in medium walk, proceed down centre line. C track right.



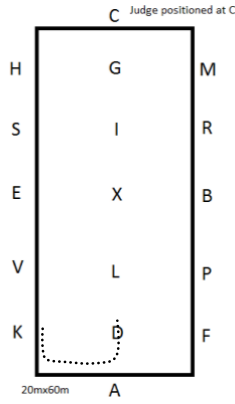
2.
B - Halt, 1/4 turn on quarters to face E, proceed in medium walk.



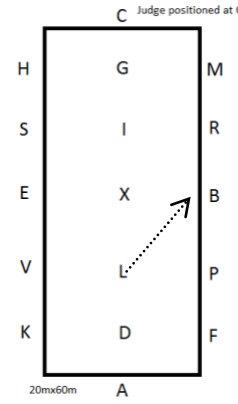
3.
E - Halt, 1/4 turn on the forehand to track left. Proceed in medium walk.



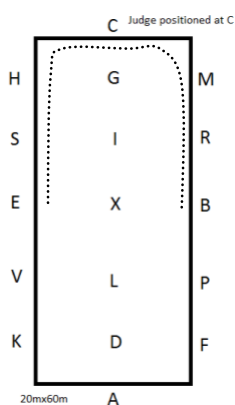
4.
K - Circle left 10m.



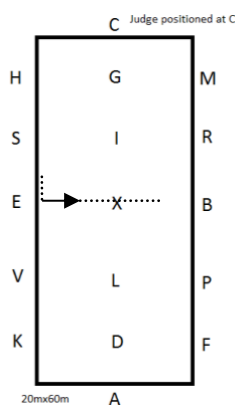
5.
A - Turn onto centerline.



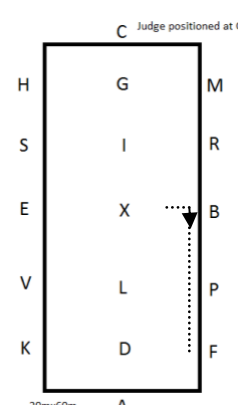
6.
LB - Show steps of leg yield right.



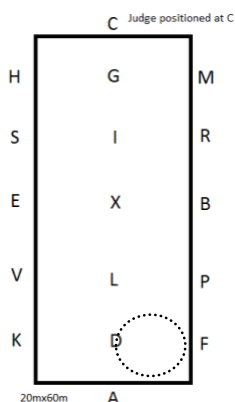
7.
BE - Proceed in medium walk, showing steps of shoulder in between E and C.



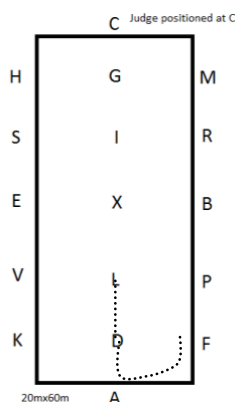
8.
E - Halt, 1/4 turn on the haunches to change rein to B. Proceed in medium walk.



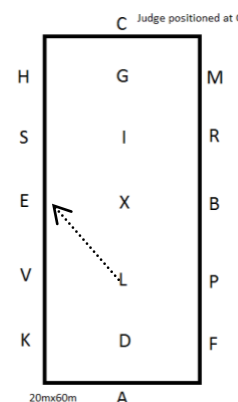
9.
B - Halt, 1/4 turn on the forehand to track right. Proceed in medium walk.



10.
F - Circle right 10m.



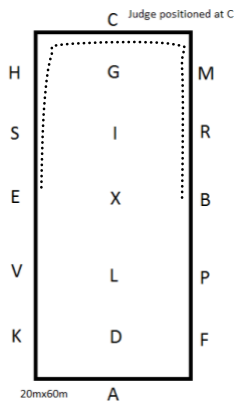
11.
A - Turn onto centerline.



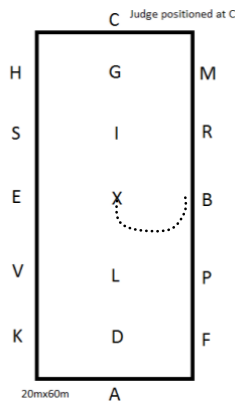
12.
LE - Show steps of leg yield left.

Class 108

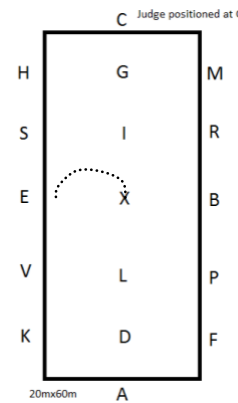
Extreme Dressage Test



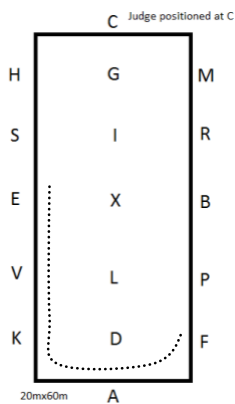
13.
EB - Proceed in
medium walk,
showing steps of
shoulder in
between B and
C.



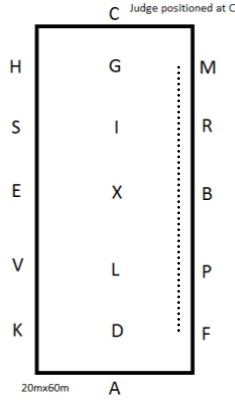
14.
B - Half 10m
circle right to X.



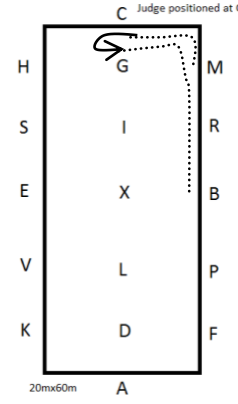
15.
X - Half 10m
circle left to E.



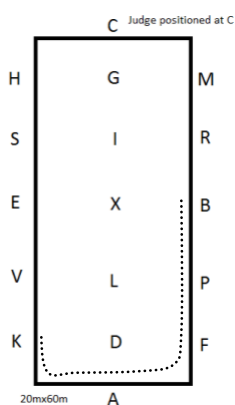
16.
EF - Lengthen
the stride.



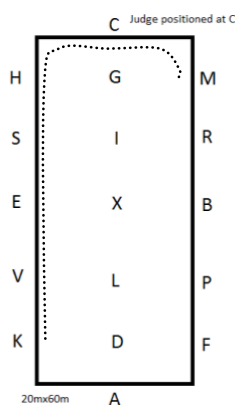
17.
FM - Collect the
stride.



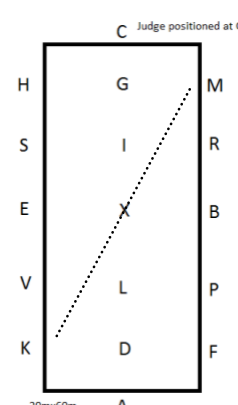
18.
C - Halt, 1/2 turn
on the forehand
to track right
and proceed in
medium walk.



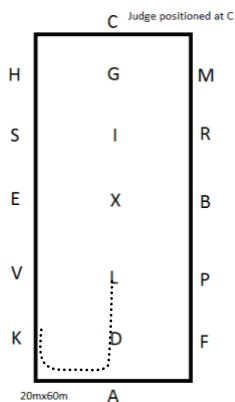
19.
BK - Lengthen
the stride.



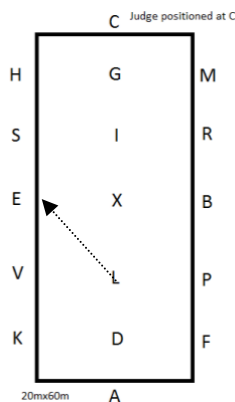
20.
KH - Collect the
stride.
At H, proceed in
medium walk.



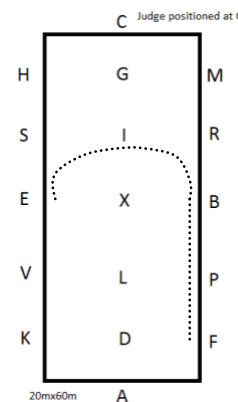
21.
MXK - Change
rein across the
diagonal in free
walk.
Before K, retake
the rein.



22.
A - Turn onto
centerline.

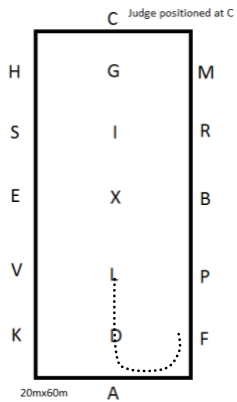


23.
LE - Show steps
of half pass left.

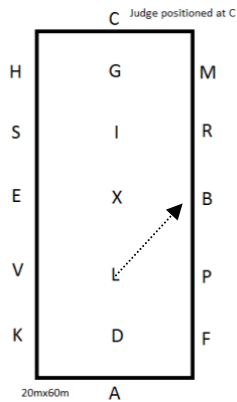


24.
EB - Half 20m
circle right to B.
Proceed in
medium walk.

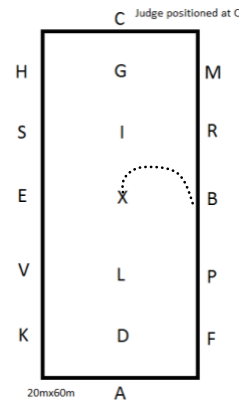
Class 108 Extreme Dressage Test



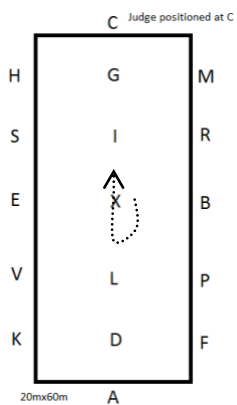
25.
Turn onto
centerline.



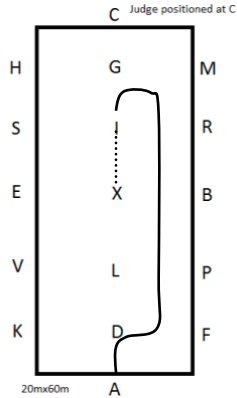
26.
LB - Show steps
of half pass
right.



27.
BX - Half 10m
circle left.



28.
X - Halt, $\frac{1}{2}$ turn
on the forehand,
proceed in
medium walk.

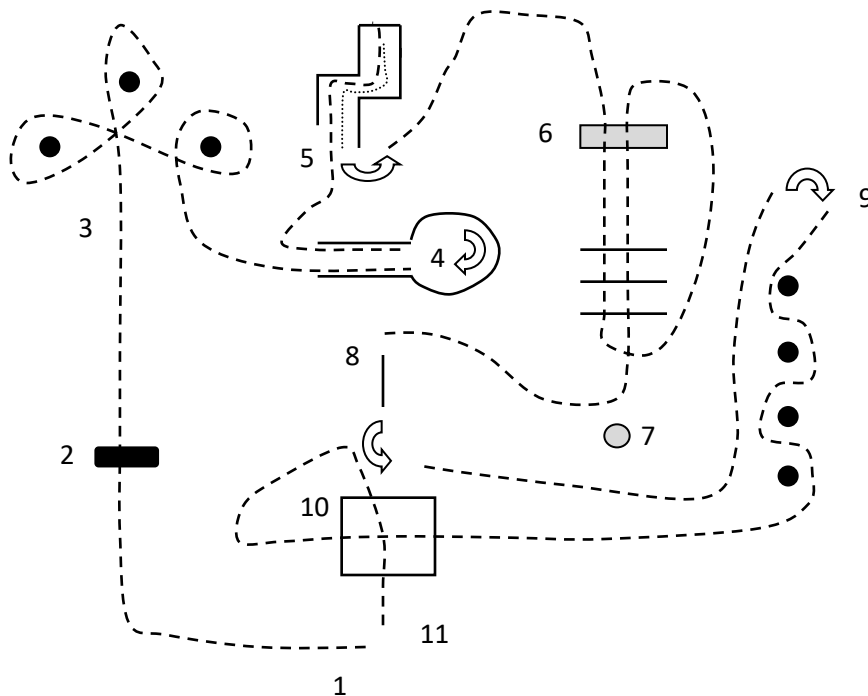


29.
I - Halt,
immobility,
salute.
Leave arena on
loose rein.

Class 108

Extreme Versatility Test

1. Pick up pool noodle, carrying it like a joust pole and riding one handed, run around to obstacle 2.
2. Canter over hay bale, one handed, when completed, drop the pole.
3. Stop, drape horse in rug over hind end. Go around the barrels like so. Drop the drape when completed.
4. Run into keyhole, turn around, run out.
5. Run into box. Stop, back out, pivot as direction indicates.
6. Run around to 6. Dismount. Blindfold horse. Walk it over tarp and poles. Remove blindfold. Return to tarp. Blindfold self. Walk through obstacles with horse. Remove blindfold. Remount.
7. Pick up fake weapon, bow or toy gun. Shoot a target. Drop fake weapon. Run to 8.
8. Side pass pole, spin 180.
9. Run to 9, roll back, run through poles or cones.
10. Run through box as indicated.
11. Stop and back up.



Class 109

Egg and Spoon Race

*To keep with the spirit of the show, please only film your first attempt at this.

*Set up two cones about 20m apart. Put an egg on a spoon (I highly recommend boiling it first) and ride your horse or pony to cone one, and then ride back down to cone two.

Submissions will be judged carefully by watching the speed at which the competitor travels, and who doesn't drop their egg.

Class 110

Feed Sack Race

*To keep with the spirit of the show, please only film your first attempt at this.

*Set up two cones about 20m apart. Using a large feed bag, you must ride your horse or pony to cone one, dismount, put your legs inside the feed bag. Attempt to hop, run, or otherwise lead your horse or pony back to cone one.

Submissions will be judged carefully by watching the speed at which the competitor travels, and who falls over the least. Please ensure you are wearing a helmet.

Class 111

Apple Eating Race

*To keep with the spirit of the show, please only film your first attempt at this.

*Film your horse or pony eating an apple. Quickest to finish wins.

Class 112

Tack Cleaning Competition

*Take a photo of a piece of equipment (only one) prior to cleaning. Take a video showing it post cleaning. Make sure to video it extensively so judges can see all the nooks and crannies under buckles and flaps!

Category 2.

Class 1 - 13

Breed In Hand Pattern

*Starting at A, walk to B allowing the horse to be viewed from the side. Turn and walk to C, towards the camera. Turn around and walk back to B, and stand the horse square.

Submit with conformation photos.

A

B

C

Class 1 - 13

Ridden Pattern

*You may submit your gait of choice appropriate for the breed of horse.

*Film the horse so that it may be viewed from the side, performing the gait for at least 40m.

Category 3.

Class 1 - 13

Other Animal - Best in Show

*Please provide a short video showing the animal, as well as any relevant photographs required to show the animal to its best.

Class 14

Decorative Plant

*Please provide a short video showing the exhibit, as well as any relevant photographs required to show the exhibit to its best.

*This class is for the purpose of any plant that is grown purely for decorative uses.

Class 15

Usable Plant

*Please provide a short video showing the exhibit, as well as any relevant photographs required to show the exhibit to its best.

*This class is for the purpose of any plant that is grown for use, such as medicinal, brewing, fermenting etc. Do not submit illegal substances to this class.

Class 16

Fruit/Vegetable

*Please provide a short video showing the exhibit, as well as any relevant photographs required to show the exhibit to its best.

*This class is for the purpose of any plant that is grown for consumption.

Class 17

Art in Any Medium

*Please provide a short video showing the exhibit, as well as any relevant photographs required to show the exhibit to its best.

*You may submit any piece of art you have created, please do not submit any material that is rated R18.

Class 18

Makeup

*Please provide a short video showing the exhibit, as well as any relevant photographs required to show the exhibit to its best.

*This may be makeup that you have done for yourself, or for another. It must be done for the purpose of this competition.

Class 19

Fashion

*Please provide a short video showing the exhibit, as well as any relevant photographs required to show the exhibit to its best.

*This may be any item you have created for yourself or another.

Class 20

Cooking

*Please provide a short video showing the exhibit, as well as any relevant photographs required to show the exhibit to its best.

*This may be any item you have created for yourself or another.

Class 21

CosPlay

*Please provide a short video showing the exhibit, as well as any relevant photographs required to show the exhibit to its best.

*This may be any item you have created for yourself or another.

*This may include reenactment or renaissance wear.

Class 22

Crafting

*Please provide a short video showing the exhibit, as well as any relevant photographs required to show the exhibit to its best.

*This may be any item you have created for yourself or another.

Class 23

Model Horse

*Please provide a short video showing the exhibit, as well as any relevant photographs required to show the exhibit to its best.

*This may be any item you have created for yourself or another.

Class 24

Woodwork

*Please provide a short video showing the exhibit, as well as any relevant photographs required to show the exhibit to its best.

*This may be any item you have created for yourself or another.

Class 25

Metalwork

*Please provide a short video showing the exhibit, as well as any relevant photographs required to show the exhibit to its best.

*This may be any item you have created for yourself or another.

Class 26

Leatherwork

*Please provide a short video showing the exhibit, as well as any relevant photographs required to show the exhibit to its best.

*This may be any item you have created for yourself or another.