# **CANADIAN PONY CLUB**



## LE TREC HANDBOOK

Appendix B
Phase C (PTV) Score Sheets

Section 1 – D, D1 & D2

2005

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D-1	MOUNTING AND DISMOUNTING
Features	Safe enclosed area with adequate personal to help small/inexperienced riders and ready to control horse in failed efforts.
Equipment	Station number; four appropriate markers for the zone; mounting block.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider. Ability to mount safely and with due care for the horse.
Faults to be avoided	Refusal to stand. Falling out of stirrup, losing control of reins. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to mount or loss of control of horse.

Faults 0 – Accomplished, horse mounted on first attempt. Mounting block is acceptable for small riders on large horses.

Faults 1 - One failed attempt: unable to get up on horse. Help in controlling horse for safety is not a fault.

Faults 2 – Two failed attempts.

Faults 3 – Three failed attempts.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 - Excellent +2 - Very good +1 - Good 0 - Average -1 - Poor -2 - Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero
Competitor Number	Effectiveness	Style	Penalties	Total/10

D-2	TIGHTENING GIRTH WHILE MOUNTED
Features	Safe enclosed area with adequate personal to help control horse if required while tightening girth. Western rider may dismount.
Equipment	Station number; four appropriate markers for the zone.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider. Ability to tighten girth with due care for the horse.
Faults to be avoided	Refusal to stand. Dropping girth or reins. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control the girth or loss of control of horse.

Faults 0 – Accomplished, girth tightened on first attempt.

Faults 1 - One failed attempt: did not change girth length, dropped girth or billets. Help in controlling horse for safety is not a fault.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

	7 06 11	+3 – Excellent		E+S-P	
Marking	7 – 0 faults 4 – 1 fault	+2 – Very good +1 – Good	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	If E=zero,	
Scheme	1 – 2 faults	0 – Average	-1 - At discretion of station judge	total must	
	0 – 3 faults	-1 – Poor		be zero Cannot be	
		-2 – Bad		< zero	
Competitor	Effectiveness	Style	Penalties	Total/10	
Number	Lifectiveness	Style	renances	I Otal/ IO	

D-3	ADJUSTING STIRRUPS WHILE MOUNTED
Features	Safe enclosed area with adequate personal to help control horse in failed efforts to adjust stirrups while mounted.
Equipment	Station number; four appropriate markers for zone.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider. Ability to adjust stirrups and with due care for the horse.
Faults to be avoided	Refusal to stand. Dropping stirrup leathers or reins. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to adjust stirrups, loss of control of horse.

Faults 0 – Accomplished, stirrups adjusted on first attempt.

Faults 1 - One failed attempt: stirrup length not altered, stirrup leather dropped. Help in controlling horse for safety is not a fault.

Faults 2 – Two failed attempts: any two of the above. Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse. Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort Average: partially completed with repeated effort

Poor: little effort applied to task
Bad: little interest or effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero
Competitor Number	Effectiveness	Style	Penalties	Total/10

D-4	LEAD IN HAND WITH BRIDLE REINS AT WALK
Features	Safe enclosed area. Flags designate start and finish. Markers to designate route if turns required.
Equipment	Pair of red and pair of white flags; station number; maximum four markers.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to lead in a straight line. A regard for safety on part of rider. Ability to lead safely with due care for the horse.
Faults to be avoided	Refusal to be led.  Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control direction or gait.

Faults 0 - Accomplished, horse led at walk on first attempt.

Faults 1 - One failed attempt: horse did not lead in straight line, did not halt, or refused to remain at walk.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – Flapping stirrup irons -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D-5	RIDING IN WALK ALONG A SET TRACK
Features	Safe enclosed area. Flags designate start and finish. Track to be designated by appropriate markers (cones, letters, etc)
Equipment	Pair of red and pair of white flags; station number; minimum 2, maximum 8 markers.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to walk in a straight line as directed.  A regard for safety on part of rider.  Ability to walk and direct horse with due care for the horse.
Faults to be avoided	Refusal to walk. Refusal to be directed. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control the walk or direct the horse.

Faults 0 – Accomplished, horse walked in a straight line from point to point on first attempt.

Faults 1 – One failed attempt: not a straight line, refused to walk.

Faults 2 – Two failed attempts.

Faults 3 – Three failed attempts.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero
	0 – 3 faults	-1 – Poor -2 – Bad		Cannot be < zero
Competitor Number	Effectiveness	Style	Penalties	Total/10

D-6	HALT FROM WALK AND MAINTAIN HALT FOR 5 SECONDS
Features	Safe enclosed area. Flags designate start and finish. Markers designate halt box.
Equipment	Pair of red and pair of white flags; station number; 2-4 markers.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to halt as directed.  A regard for safety on part of rider.  Ability to walk and direct horse to a specific point, halt and maintain halt with due care for the horse.
Faults to be avoided	Refusal to walk on or halt. Refusal to be directed. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control halt and walk or direct the horse.

Faults 0 – Accomplished, horse walked in a straight line from point to point and halted on first attempt; maintained halt for 5 seconds.

Faults 1 - One failed attempt: not a straight line, refused to walk, refused to halt; did not maintain halt for 5 seconds.

Faults 2 – Two failed attempts.

Faults 3 - Three failed attempts.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero
	0 – 3 faults	-1 – Poor -2 – Bad		Cannot be < zero
Competitor Number	Effectiveness	Style	Penalties	Total/10

D-7	SHORTEN THE REINS AT THE HALT
Features	Safe enclosed area. Markers to designate halt box.
Equipment	Station number; four appropriate markers.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to halt and remain in halt.  A regard for safety on part of rider.  Ability to shorten the reins safely with due care for the horse.
Faults to be avoided	Refusal to halt. Dropping or letting go of reins. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control halt or reins.

Faults 0 – Accomplished, horse halted and reins shortened on first attempt.

Faults 1 - One failed attempt: horse refused to remain in halt; reins not shortened evenly; reins dropped.

Faults 2 – Two failed attempts.

Faults 3 – Three failed attempts.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort Poor: little effort applied to task

Bad: Italio Intorodi	. or enort applied to tas	+3 – Excellent		E+S-P
Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+2 - Very good +1 - Good 0 - Average -1 - Poor -2 - Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	If E=zero, total must be zero Cannot be < zero
Competitor Number	Effectiveness	Style	Penalties	Total/10

D-8	WALKING OVER POLES ON THE GROUND
Features	Safe enclosed area. Flags designate start and finish. Ground poles adjusted to appropriate distance for size of horse.
Equipment	Pair of red and pair of white flags; station number; five ground poles, minimum length 2.5m.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to be directed in straight line over the poles.  A regard for safety on part of rider.  Appropriateness of leg to hand aids on part of rider.
Faults to be avoided	Refusal to be directed in a straight line and remain at walk.  Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse.

Faults 0 - Accomplished, horse walked steadily at even pace in a straight line down the centre of the poles.

Faults 1 – One failed attempt: horse did not wish to go over poles; was crooked, knocked poles.

Faults 2 – Two failed attempts.

Faults 3 – Three failed attempts.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	
					! 

D-9	PUTTING A HALTER ON OVER A BRIDLE IN ORDER TO TIE A HORSE
Features	Safe enclosed area. Markers to designate halt box
Equipment	Station number; four appropriate markers; halter and lead for those who do not have their own.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to be tacked up. A regard for safety on part of rider.
Faults to be avoided	Refusal to stand for tacking up. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, horse tacked up with reins and lead safe.

Faults 1 – One failed attempt: horse did not accept halter; rider unable to put halter on and fastened.

Faults 2 – Two failed attempts.

Faults 3 – Three failed attempts.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – Flapping stirrup irons -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D-10	TYING A QUICK RELEASE KNOT
Features	Safe enclosed area. Actual or facsimile of tying-up post or rail.
Equipment	Station number; ring or rail for tying horse safely; halter and lead for those who do not have one.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to be tied to ring. A regard for safety on part of rider. Correct quick release.
Faults to be avoided	Refusal to stand and tie.  Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse.

Faults 0 - Accomplished, correct quick release tie, horse stands quietly.

Faults 1 - One failed attempt: horse does not agree to stand tied; quick release fails; leads dropped and horse is not tied safely.

Faults 2 - Two failed attempts.

Faults 3 – Three failed attempts.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

. or enort applied to tas				
7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 - Excellent +2 - Very good +1 - Good 0 - Average -1 - Poor -2 - Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Effectiveness	Style	Penalties	Total/10	
	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 - Excellent +2 - Very good +1 - Good 1 - 2 faults 0 - 3 faults +3 - Excellent +2 - Very good +1 - Good 0 - Average -1 - Poor -2 - Bad	+3 - Excellent +2 - Very good 4 - 1 fault 1 - 2 faults 0 - 3 faults +3 - Excellent +2 - Very good +1 - Good 0 - Average -1 - Poor -2 - Bad -3 - Brutality or dangerous conduct -1 - At discretion of station judge	7 - 0 faults 4 - 1 fault 1 - 2 faults 0 - 3 faults 0 - 3 faults  +3 - Excellent +2 - Very good +1 - Good 0 - Average -1 - Poor -2 - Bad  -3 - Brutality or dangerous conduct -1 - At discretion of station judge  -1 - At discretion of station judge  total must be zero Cannot be < zero

D-11	NAME AND POINT OUT FIVE PARTS OF THE HORSE
Features	Safe enclosed area. Personnel willing to hold horse for rider.
Equipment	Station number; points of horse reference chart for station judge.
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider
Elimination	For safety, inability to control horse.

Faults 0 - Accomplished, horse stood, five parts named and pointed out correctly.

Faults 1 – One failed attempt: one part incorrectly named and pointed out or not named.

Faults 2 – Two failed attempts: two parts incorrectly named and pointed out or not named.

Faults 3 – Three failed attempts: three parts incorrectly named and pointed out or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task
Bad: little interest or effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Refer to diagram of points:  Poll Forelock Eyes
Competitor Number	Effectiveness	Style	Penalties	Total/10	Muzzle Nostril Chest Elbow Forearm Knees Cannon bone Fetlock Pastern Coronet Hoof Crest Mane Neck Withers Shoulder Back Loins Barrell Hips Croup Dock Tail Stifle Gaskin Hock Chestnuts

D-12	NAME AND POINT OUT FIVE PARTS OF THE BRIDLE				
Features	Safe enclosed area. Personnel willing to hold horse for rider.				
Equipment	Station number; parts of bridle reference chart for station judge.				
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.				
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.				
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider				
Elimination	For safety, inability to control horse.				

Faults 0 - Accomplished, horse stood, five parts named and pointed out correctly.

Faults 1 – One failed attempt: one part incorrectly named and pointed out or not named. Faults 2 – Two failed attempts: two parts incorrectly named and pointed out or not named.

Faults 3 – Three failed attempts: three parts incorrectly named and pointed out or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Refer to diagram of parts:  Head/crown piece Browband Cheek pieces
Competitor Number	Effectiveness	Style Style	Penalties	< zero Total/10	Throatlatch Noseband Reins Bit

D-13	NAME AND POINT OUT FIVE PARTS OF THE SADDLE
Features	Safe enclosed area. Personnel willing to hold horse for rider.
Equipment	Station number; points of horse reference chart for station judge.
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, horse stood, five parts named out pointed out correctly.

Faults 1 – One failed attempt: one part incorrectly named and pointed out or not named.

Faults 2 – Two failed attempts: two parts incorrectly named and pointed out or not named.

Faults 3 – Three failed attempts: three parts incorrectly named and pointed out or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Refer to diagram of parts:  Pommel/horn Flap Skirt
Competitor Number	Effectiveness	-2 - Bad Style	Penalties		Skirt Waist Seat Cantle Panel Gullet Billet/girth straps Girth/cinch Stirrup leathers Stirrups Stirrup bars Surcingle loop D rings Crupper ring Point pocket Sweat flap Buckle guard

D-14	NAME AND POINT OUT FIVE GROOMING TOOLS
Features	Safe enclosed area. Personnel willing to hold horse for rider.
Equipment	Station number; grooming tools for station judge.
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, horse stood, five tools named and pointed out correctly.

Faults 1 – One failed attempt: one tool incorrectly named and pointed out or not named.

Faults 2 – Two failed attempts: two tools incorrectly named and pointed out or not named.

Faults 3 – Three failed attempts: three tools incorrectly named and pointed out or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Refer to grooming kit:  Curry comb Body brush Dandy brush
Competitor Number	Effectiveness	-2 – Bad Style	Penalties	< zero Total/10	Dandy brush Water brush Face brush Hoof pick Mane comb Tail brush Sponge Wisp Stable rubber/towel

D-15	NAME AND DESCRIBE FIVE MARKINGS ON A HORSE				
Features	Safe enclosed area. Personnel willing to hold horse for rider.				
Equipment	Station number; reference chart of horse markings for station judge.				
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.				
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.				
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider				
Elimination	For safety, inability to control horse.				

Faults 0 – Accomplished, horse stood, five markings named and described correctly.

Faults 1 - One failed attempt: one marking incorrectly named or described or not named.

Faults 2 – Two failed attempts: two markings incorrectly named or described or not named.

Faults 3 – Three failed attempts: three markings incorrectly named or described or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Refer to diagram of markings: Star Snip Stripe
Competitor	Effectiveness	Style	Penalties	Total/10	Blaze White/bald face
Number					Wall eye Ermine
					Sock
					Stocking

D-16	NAME AND DESCRIBE FIVE COLOURS OF THE HORSE
Features	Safe enclosed area. Personnel willing to hold horse for rider.
Equipment	Station number; colours of horse reference chart for station judge.
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, horse stood, five colours named and described correctly.

Faults 1 – One failed attempt: one colour incorrectly named or described or not named.

Faults 2 – Two failed attempts: two colours incorrectly named or described or not named.

Faults 3 – Three failed attempts: three colours incorrectly named or described or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Refer to chart of colours:  Chestnut, sorrel Liver chestnut Bay
Competitor Number	Effectiveness	-2 - Bad Style	Penalties		Bay Blood bay Mahogany bay Liver bay Black Dark brown Gray – dappled, steel, flea-bitten Palomino Appaloosa – blanket or leopard Pinto, skewbald, or piebald Paints – tobiano, overo, tovero, etc Grulla Cremello Champagne Buckskin Dun – red, yellow Roan – strawberry, red, blue

D-17	NAME FIVE CANADIAN BREEDS OF HORSE
Features	Safe enclosed area. Personnel willing to hold horse for rider.
Equipment	Station number; list of breeds as shown below for reference for station judge.
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, horse stood, five breeds named correctly.

Faults 1 – One failed attempt: one breed named incorrectly or not named.

Faults 2 – Two failed attempts: two breeds named incorrectly or not named.

Faults 3 - Three failed attempts: three breeds named incorrectly or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort Poor: little effort applied to task

	or enort applied to tal	+3 - Excellent		E+S-P	
Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+2 - Very good +1 - Good 0 - Average -1 - Poor -2 - Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	If E=zero, total must be zero Cannot be < zero	Canadian Breeds:  Canadian/Canadien Canadian Cutting Horse NewfoundInd Pony
Competitor Number	Effectiveness	Style	Penalties	Total/10	Sable Island Pony Canadian Sport Horse/Warmblood
					Extinct Canadian Breeds:
					Canadian Pacer St. Lawrence Frencher

D-18	NAME FIVE AMERICAN BREEDS OF HORSE
Features	Safe enclosed area. Personnel willing to hold horse for rider.
Equipment	Station number; list of breeds as shown below for reference for station judge.
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, horse stood, five breeds named correctly.

Faults 1 – One failed attempt: one breed named incorrectly or not named.

Faults 2 – Two failed attempts: two breeds named incorrectly or not named.

Faults 3 - Three failed attempts: three breeds named incorrectly or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	American Breeds:  American Paint Appaloosa Assoteque Pony
Competitor Number	Effectiveness	Style	Penalties	Total/10	Chincoteque Pony Colorado Ranger Missouri Foxtrotter Morgan Mustang National Show Horse Palomino Pony of the Americas Quarter Horse Rocky Mountain Standardbred Saddlebred Tennessee Walker  Extinct American Breeds:  Conestoga French Coach German Coach Narraganset Pacer

D-19	NAME FIVE HORSE BREEDS OUTSIDE OF NORTH AMERICA
Features	Safe enclosed area. Personnel willing to hold horse for rider.
Equipment	Station number; list of breeds as shown below for reference for station judge.
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, horse stood, five breeds named correctly.

Faults 1 – One failed attempt: one breed named incorrectly or not named.

Faults 2 – Two failed attempts: two breeds named incorrectly or not named.

Faults 3 – Three failed attempts: three breeds named incorrectly or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task
Bad: little interest or effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Europe: Akhal-teke Andalusian Ardennais
Competitor Number	Effectiveness	Style	Penalties	Total/10	Bashkir Curly Bavarian Belgian Brabant Clydesdale Cleveland Bay Connemara Dartmoor Dales Exmoor Fell Friesian Gypsy Vanner Hackney horse/pony Hanoverian Holsteiner Icelandic Irish Draft Lipizzaner Lusitano Oldenburg Percheron Rhinelander Selle Francais Shetland pony Shire Suffolk Punch Thoroughbred Trakhener Welsh pony/cob
					Westphalian Africa:
					Arabian Barb

D-20	NAME FIVE RIDING DISCIPLINES
Features	Safe enclosed area. Personnel willing to hold horse for rider.
Equipment	Station number; list of disciplines as shown below for reference for station judge.
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, horse stood, five disciplines named correctly.

Faults 1 – One failed attempt: one discipline named incorrectly or not named.

Faults 2 – Two failed attempts: two disciplines named incorrectly or not named.

Faults 3 – Three failed attempts: three disciplines named incorrectly or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Bad: IIIIle Interest	or effort applied to tas				
Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 - Excellent +2 - Very good +1 - Good 0 - Average -1 - Poor -2 - Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Olympic Disciplines:  Combined training/eventing Dressage Reining
Competitor Number	Effectiveness	Style	Penalties	Total/10	Show Jumping Vaulting
					FEI Disciplines: Combined driving Combined training/eventing Dressage Endurance Reining Show Jumping Vaulting
					Other activities:
					Breeding Breed/halter Cutting Jousting/tournament Mounted games/Prince Philip Games Pleasure driving/riding Plowing Pulling Polo Racing – flat/harness Rodeo Saddleseat Team penning TREC
					Western games Western pleasure
					<u>'</u>

D1-1	MOUNTING AND DISMOUNTING
Features	Safe enclosed area with adequate personnel to help small/inexperienced riders and ready to control horse. Markers designate halt box.
Equipment	Station number; four appropriate markers; mounting block.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider. Ability to mount safely and with due care for the horse.
Faults to be avoided	Refusal to stand. Falling out of stirrup, losing control of reins. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to mount or loss of control of horse.

Faults 0 – Accomplished, horse mounted on first attempt. Mounting block is acceptable for small riders on large horses.

Faults 1 - One failed attempt: unable to get up on horse. Help in controlling horse for safety is not a fault.

Faults 2 – Two failed attempts.

Faults 3 - Three failed attempts.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Bad: little interest or	effort applied to task	1		
Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero
Competitor Number	Effectiveness	Style	Penalties	Total/10

D1-2	TIGHTENING GIRTH WHILE MOUNTED
Features	Safe enclosed area with adequate personnel to help control horse. Markers designate halt box.
Equipment	Station number; four appropriate markers.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider. Ability to tighten girth with due care for the horse.
Faults to be avoided	Refusal to stand. Dropping girth or reins, requiring help in controlling the horse. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control the girth or loss of control of horse.

Faults 0 – Accomplished, girth tightened on first attempt.

Faults 1 – One failed attempt: did not change girth length, dropped girth or billets; required help in controlling horse.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D1-3	ADJUSTING STIRRUPS WHILE MOUNTED
Features	Safe enclosed area with adequate personal to help control horse. Markers designate halt box.
Equipment	Station number; four markers.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider. Ability to adjust stirrups and with due care for the horse.
Faults to be avoided	Refusal to stand. Dropping stirrup leathers or reins, requiring help in controlling the horse. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to adjust stirrups, loss of control of horse.

Faults 0 – Accomplished, stirrups adjusted on first attempt.

Faults 1 – One failed attempt: stirrup length not altered, stirrup leather dropped, required help in controlling horse.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D1-4	LEAD IN HAND WITH BRIDLE REINS AT WALK
Features	Safe enclosed area. Flags designate start and finish. Markers to designate set track with turns.
Equipment	Pair of red and pair of white flags; station number; 6-10 appropriate markers.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to lead in a straight line and turn on command.  A regard for safety on part of rider.  Ability to lead safely with due care for the horse.
Faults to be avoided	Refusal to be led.  Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control direction or gait.

Faults 0 - Accomplished, horse led at walk on first attempt.

Faults 1 - One failed attempt: horse did not lead in straight line, did not turn, did not halt, or refused to remain at walk.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+2 - Very good +1 - Good 0 - Average -1 - Poor -2 - Bad	-3 – Brutality or dangerous conduct -1 – Flapping stirrup irons -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D1-5	RIDING AT TROT ALONG A SET TRACK
Features	Safe enclosed area. Flags designate start and finish. Markers to designate set track.
Equipment	Pair of red and pair of white flags; station number; 4-10 appropriate markers.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to trot in a straight line as directed.  A regard for safety on part of rider.  Ability to trot and direct horse with due care for the horse.
Faults to be avoided	Refusal to trot. Refusal to be directed. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control the trot or direct the horse.

Faults 0 - Accomplished, horse trotted in a straight line along set track and made appropriate turns as directed on first attempt.

Faults 1 – One failed attempt: not a straight line, refused to be directed, refused to trot.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 - Excellent +2 - Very good +1 - Good 0 - Average -1 - Poor -2 - Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D1-6	HALT FROM WALK AND MAINTAIN HALT FOR 5 SECONDS
Features	Safe enclosed area. Flags designate start. Markers to designate halt box.
Equipment	Pair of red and white flags; station number; four appropriate markers; stopwatch.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to halt as directed. A regard for safety on part of rider. Ability to walk and direct horse to a specific point, halt and maintain halt with due care for the horse.
Faults to be avoided	Refusal to walk on or halt. Refusal to be directed. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control halt and walk or direct the horse.

Faults 0 – Accomplished, horse walked in a straight line from point to point and halted on first attempt; maintained halt for 5 seconds.

Faults 1 - One failed attempt: not a straight line, refused to walk, refused to halt; did not maintain halt for 5 seconds.

Faults 2 – Two failed attempts.

Faults 3 – Three failed attempts.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero
Competitor Number	Effectiveness	Style	Penalties	Total/10

D1-7	DEMONSTRATE WALK-TROT-WALK TRANSITION
Features	Safe enclosed area. Flags designate start and finish. Markers designate transition boxes.
Equipment	Pair of red and pair of white flags; station number; eight markers for transition boxes (2x4).
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to accomplish transitions as directed.  A regard for safety on part of rider.  Ability to walk, trot and direct horse to a specific point, accomplish obedient transitions.
Faults to be avoided	Refusal to walk on or trot. Refusal to be directed. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control walk and trot or direct the horse.

Faults 0 – Accomplished, horse proceeded in a straight line from point to point and accomplished transitions on first attempt.

Faults 1 – One failed attempt: not a straight line, refused or was reluctant to accomplish transitions.

Faults 2 – Two failed attempts.

Faults 3 - Three failed attempts.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero
Competitor Number	Effectiveness	Style	Penalties	Total/10

D1-8	SHORTEN THE REINS AT THE WALK
Features	Safe enclosed area. Flags designate start and finish. Markers designate task box.
Equipment	Pair of red and pair of white flags; station number; four appropriate markers.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to continue to walk straight while reins being shortened.  A regard for safety on part of rider.  Ability to shorten the reins safely with due care for the horse.
Faults to be avoided	Refusal to continue to walk. Dropping or letting go of reins. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control walk or reins.

Faults 0 – Accomplished, horse walked in a straight line and reins shortened on first attempt.

Faults 1 – One failed attempt: horse refused to remain in walk; reins not shortened evenly; reins dropped.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D1-9	TROTTING OVER POLES ON THE GROUND
Features	Safe enclosed area. Flags designate start and finish. Ground poles adjusted to appropriate distance for size of horse.
Equipment	Pair of red and pair of white flags; station number; five ground poles, minimum length 2.5m.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to be directed in straight line over the poles; balance over poles.  A regard for safety on part of rider.  Appropriateness of leg to hand aids on part of rider.
Faults to be avoided	Refusal to be directed in a straight line and remain at trot; knocking poles.  Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse.

Faults 0 - Accomplished, horse trotted steadily at even pace in a straight line down the centre of the poles.

Faults 1 – One failed attempt: horse did not wish to go over poles; was crooked, knocked one pole.

Faults 2 – Two failed attempts: refused twice to go over poles; knocked two poles.

Faults 3 – Three failed attempts: refused three times to go over poles; knocked three poles.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D1-10	DEMONSTRATE LEADING A HORSE THROUGH A SLIP-RAIL GATE
Features	Safe enclosed area. Real or facsimile slip rail gate. Minimum width 1.5 m. One rail only, maximum height 1.10 m.
Equipment	Station number; reasonable facsimile of a slip-rail gate.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to be led over the rail.  A regard for safety on part of rider.
Faults to be avoided	Refusal to be directed in a straight line and over the rail.  Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, walked over the rail in a safe manner.

Faults 1 – One failed attempt: horse would not proceed over rail.

Faults 2 – Two failed attempts: two refusals.

Faults 3 – Three failed attempts: three refusals.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D1-11	DEMONSTRATE A QUICK RELEASE KNOT
Features	Safe enclosed area. Actual or facsimile of tying-up post or rail.
Equipment	Station number; ring or rail for tying horse safely; halter and lead for those who do not have one.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to be tied to ring. A regard for safety on part of rider. Correct quick release.
Faults to be avoided	Refusal to stand and tie. Quick release fails.  Dangerous conduct on the part of horse or rider such as dropping lead or tie not quick release.
Elimination	For safety, inability to control horse.

Faults 0 - Accomplished, correct quick release tie, horse stands quietly.

Faults 1 - One failed attempt: horse does not agree to stand tied; quick release fails; leads dropped and horse is not tied safely.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D1-12	LEAD IN HAND WITH BRIDLE REINS AT TROT
Features	Safe enclosed area. Flags designate start and finish.
Equipment	Pair of red and pair of white flags; station number.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to lead in a straight line and perform transitions on command.  A regard for safety on part of rider.  Ability to lead safely with due care for the horse.
Faults to be avoided	Refusal to be led or to perform transitions.  Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control direction or gait.

Faults 0 – Accomplished, horse accomplished transitions and was jogged on first attempt.

Faults 1 - One failed attempt: horse did not lead in straight line, did not accomplish transitions, or refused to remain at trot/jog.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse. Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

#### D1-13 LEAD IN HAND WITH BRIDLE REINS IN A SERIES OF WALK/HALT TRANSITIONS Safe enclosed area; Flags designate start and finish. Markers to designate transition boxes. **Features** Pair of red and pair of white flags; station number; four markers per transition box. **Equipment** Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique. Aim Calmness, obedience and willingness of horse to lead in a straight line and perform transitions on command. Important points A regard for safety on part of rider. to look for Ability to lead safely with due care for the horse. Refusal to be led or perform transitions. Faults to be Dangerous conduct on the part of horse or rider. avoided For safety, inability to control direction or gait. Elimination

Faults 0 – Accomplished, horse led through a series of transitions on first attempt.

Faults 1 - One failed attempt: horse did not lead in straight line, did not perform transitions at required locations, or refused to remain at walk or halt.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D1-14	NAME AND POINT OUT TEN PARTS OF THE HORSE
Features	Safe enclosed area. Personnel willing to hold horse for rider.
Equipment	Station number; points of horse reference chart for station judge.
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider
Elimination	For safety, inability to control horse.

Faults 0 - Accomplished, horse stood, ten parts named and pointed out correctly.

Faults 1 – One failed attempt: one part incorrectly named and pointed out or not named.

Faults 2 – Two failed attempts: two parts incorrectly named and pointed out or not named.

Faults 3 – Three failed attempts: three parts incorrectly named and pointed out or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Competitor Number  Effectiveness Style Penalties Total/10  Muzzle Nostril Chest Elbow Forearm Knees Cannon bone Fetlock Pastern Coronet Hoof Crest	Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Refer to diagram of points:  Poll Forelock Eyes
Mane Neck Withers Shoulder Back Loins Barrell Hips Croup Dock Tail Stiffe Gaskin Hock Chestnuts	Competitor Number	Effectiveness	Style	Penalties		Muzzle Nostril Chest Elbow Forearm Knees Cannon bone Fetlock Pastern Coronet Hoof Crest Mane Neck Withers Shoulder Back Loins Barrell Hips Croup Dock Tail Stifle Gaskin Hock

#### D1-15 NAME AND DESCRIBE FIVE COLOURS AND FIVE MARKINGS OF THE HORSE Safe enclosed area. Personnel willing to hold horse for rider. **Features** Station number; reference chart of horse colours and markings for station judge. **Equipment** Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider. Aim Calmness, obedience and willingness of horse to stand. Important points A regard for safety on part of rider. to look for Refusal of horse to stand. Faults to be Dangerous conduct on the part of horse or rider. avoided Lack of knowledge on part of rider For safety, inability to control horse. Elimination

Faults 0 - Accomplished, horse stood, five colours and markings named and pointed out correctly.

Faults 1 - One failed attempt: one colour/marking incorrectly named and pointed out or not named.

Faults 2 - Two failed attempts: two colours/markings incorrectly named and pointed out or not named.

Faults 3 - Three failed attempts: three colours/markings incorrectly named and pointed out or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Refer to chart of colours:  Chestnut, sorrel Liver chestnut Bay
Competitor Number	Effectiveness	Style	Penalties	Total/10	Blood bay Mahogany bay Liver/dark bay Black Dark brown Gray – dappled, steel, flea-bitten Palomino Appaloosa – blanket or leopard Pinto, skewbald, or piebald Paints – tobiano, overo, tovero, etc Grulla Cremello Champagne Buckskin Dun – red, yellow Roan – strawberry, red, blue  Refer to diagram of markings:  Star Snip Stripe Blaze Ermine Sock Stocking Wall eye

D1-16	NAME AND POINT OUT FIVE PARTS OF A BRIDLE AND SADDLE
Features	Safe enclosed area. Personnel willing to hold horse for rider.
Equipment	Station number; reference chart for station judge.
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider
Elimination	For safety, inability to control horse.

Faults 0 - Accomplished, horse stood, five parts named and pointed out correctly.

Faults 1 – One failed attempt: one part incorrectly named and pointed out or not named.

Faults 2 – Two failed attempts: two parts incorrectly named and pointed out or not named.

Faults 3 – Three failed attempts: three parts incorrectly named and pointed out or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Refer to diagram of bridle parts:  Crown/head piece Browband Cheek pieces
Competitor Number	Effectiveness	Style	Penalties	Total/10	Throatlatch Noseband Reins Bit
					Refer to diagram of saddle parts:
					Pommel/horn Flap Skirt Waist
					Seat Cantle Panel Gullet
					Billet/girth straps Girth/cinch Stirrup leathers Stirrups
					Stirrup bars Surcingle loop D rings Crupper ring
					Point pocket Sweat flap Buckle guard

D1-17	NAME FIVE RACING BREEDS NOT NATIVE TO NORTH AMERICA
Features	Safe enclosed area. Personnel willing to hold horse for rider.
Equipment	Station number; list of breeds as shown below for reference for station judge.
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, horse stood, five breeds named correctly.

Faults 1 – One failed attempt: one breed named incorrectly or not named.

Faults 2 – Two failed attempts: two breeds named incorrectly or not named.

Faults 3 – Three failed attempts: three breeds named incorrectly or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Flat Racing: Arabian Thoroughbred
Competitor	Effectiveness	Style	Penalties	Total/10	Harness:
Number					Baltic Trotter Cuban Trotter German Trotter Dole Trotter Italian Trotter Latgale Trotter Ljutomer Trotter Norman/French Trottr Netherlands Trotter Orlov Trotter Russian Trotter

D1-18	NAME FIVE GAITED BREEDS
Features	Safe enclosed area. Personnel willing to hold horse for rider.
Equipment	Station number; list of breeds as shown below for reference for station judge.
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, horse stood, five breeds named correctly.

Faults 1 – One failed attempt: one breed named incorrectly or not named.

Faults 2 – Two failed attempts: two breeds named incorrectly or not named.

Faults 3 – Three failed attempts: three breeds named incorrectly or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme  7 - 0 faults 4 - 1 fault 1 - 2 faults 0 - 3 faults 0 - 3 faults 1 - Poor 2 - Bad  Penalties  F + S-P If E zero, total must be zero Canadian Pacer (extinct) Icelandic Missouri Foxtrotter Narraganset Pacer Narragan	Daar netro metoroo	or chort applied to tax	511	ń.		,
Number Periaties Periaties Periaties Periation Paso Saddlebred Standardbred		4 – 1 fault 1 – 2 faults	+2 – Very good +1 – Good 0 – Average -1 – Poor	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	If E=zero, total must be zero Cannot be	Icelandic Missouri Foxtrotter Narraganset Pacer
Number Saddlebred Standardbred	Competitor	Effectiveness	Style	Penalties		
Standardbred	Number		0.,.0	. Gridinos	. 5.0	
Tennessee Walker						
						Tennessee Walker

D1-19	NAME FIVE PONY BREEDS
Features	Safe enclosed area. Personnel willing to hold horse for rider.
Equipment	Station number; list of breeds as shown below for reference for station judge.
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, horse stood, five breeds named correctly.

Faults 1 – One failed attempt: one breed named incorrectly or not named.

Faults 2 – Two failed attempts: two breeds named incorrectly or not named.

Faults 3 – Three failed attempts: three breeds named incorrectly or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+2 - Ve +1 - Ge	ood - verage oor		dangerous conduc n of station judge	total must be zero Cannot be	Assoteague Australian Australian Altai Andean Bashkir Curly	Ariegeois African Albanian Anatolian Bahrel-Ghazal Basuto
Competitor	Effectivenes		tyle	Por	nalties	< zero Total/10	Basque Navarre	Batak
Number	Ellectivelles	5 3	tyle	rei	iailies	i Otal/ i O	Bhirum	Bhotia
Nullibel							Bimanese	Borana
							Bornu Bulgarian	Balearic Islands Bosnian
							Caspian	Criollo
							Caspian	Cotocoli
							Cambodian	Cushendall
							Canary Island	Cutchi
							Connemara	Chincoteque
							Dales	Dartmoor
							Dongola	Dafur
							Davert	Djerma
							Dobruja	Exmoor
							Fjord	Fell
							Faeros	Feldmochinger
							Grawf	Galiceno
							Galloway	Garrano Gharkawi
							Gayoe Goohnilly	Gnarkawi Gotland
							Greek	Gallo
							Hackney	Halflinger
							Haiti	Hokkaido
							Highland	Hucul
							Icelandic	Japaniese Native
							Kazakh	Konik
							Kathiaware	Korean
							Karelian	Khetshui
							Kirgiz	Kiso
							Kurdi	Lofoten
							Landais	Merens
							Mezen	Megrel
							Mingrelian Miyato	Mira Mangalian
Pottok		omali	Shan	Tarai	Tsunghai	Yakut	Manchurianl	Mongolian New Forest
POA		orraia	Siamese	Tatung	Vietnamese	Zaniskari	Newfoundland	Ob
Romanian Mt		piti	Siberian	Tavda	Vyatka		Pechora	Peneaia
South China	Skyros Sl	nahabad	Transbaika	l Torodi	Yaeyama		Phillipine	Polesian

D1-20	NAME THE CURRENT FEI DISCIPLINES
Features	Safe enclosed area. Personnel willing to hold horse for rider.
Equipment	Station number; list of disciplines as shown below for reference for station judge.
Aim	Highlighting the calmness, obedience and willingness of the horse and the knowledge of the rider.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider.
Faults to be avoided	Refusal of horse to stand.  Dangerous conduct on the part of horse or rider.  Lack of knowledge on part of rider
Elimination	For safety, inability to control horse.

Faults 0 - Accomplished, horse stood, five disciplines named correctly.

Faults 1 – One failed attempt: one discipline named incorrectly or not named.

Faults 2 – Two failed attempts: two disciplines named incorrectly or not named.

Faults 3 – Three failed attempts: three disciplines named incorrectly or not named.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse or to name parts.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 - Excellent +2 - Very good +1 - Good 0 - Average -1 - Poor -2 - Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Current FEI Disciplines:  Combined driving Combined training/eventing
Competitor	Effectiveness	Style	Penalties	Total/10	Dressage Endurance
Number					Endurance   Reining
					Show jumping
					Vaulting
					1
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D2-1	MOUNTING AND DISMOUNTING
Features	Adequate personnel to help control the horse if required. Markers designate halt box.
Equipment	Station number; four markers; mounting block.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider. Ability to mount safely and with due care for the horse.
Faults to be avoided	Refusal to stand. Falling out of stirrup, losing control of reins. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to mount or loss of control of horse.

Faults 0 - Accomplished, horse mounted on first attempt. Mounting block is acceptable for small riders on large horses.

Faults 1 - One failed attempt: unable to get up on horse. Help in controlling horse for safety is now considered a fault.

Faults 2 – Two failed attempts.

Faults 3 - Three failed attempts.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Bad: Ittio Intoroot of	enon applied to task			1	
Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 - Excellent +2 - Very good +1 - Good 0 - Average -1 - Poor -2 - Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D2-2	TIGHTENING GIRTH WHILE MOUNTED
Features	Adequate personal to help control horse if required. Markers designate halt box. Western riders may dismount.
Equipment	Station number; four markers.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider. Ability to tighten girth with due care for the horse.
Faults to be avoided	Refusal to stand. Dropping girth or reins, requiring help in controlling the horse. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control the girth or loss of control of horse.

Faults 0 – Accomplished, girth tightened on first attempt.

Faults 1 – One failed attempt: did not change girth length, dropped girth or billets; required help in controlling horse.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero
Competitor Number	Effectiveness	Style	Penalties	Total/10

D2-3	ADJUSTING STIRRUPS WHILE MOUNTED
Features	Adequate personal to help control horse if required. Markers designate halt box.
Equipment	Station number; four markers.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to stand. A regard for safety on part of rider. Ability to adjust stirrups and with due care for the horse.
Faults to be avoided	Refusal to stand. Dropping stirrup leathers or reins, requiring help in controlling the horse. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to adjust stirrups, loss of control of horse.

Faults 0 – Accomplished, stirrups adjusted on first attempt.

Faults 1 – One failed attempt: stirrup length not altered, stirrup leather dropped, required help in controlling horse.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 - Excellent +2 - Very good +1 - Good 0 - Average -1 - Poor	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be
Competitor Number	Effectiveness	-2 – Bad <b>Style</b>	Penalties	< zero  Total/10

D2-4	RIDING IN CANTER ALONG A SET TRACK
Features	Flags designate start and finish. Markers to designate set track and required turns.
Equipment	Pair of red and pair of white flags; station number; maximum four markers.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to canter in a straight line as directed along track and through turns.  A regard for safety on part of rider.  Ability to canter and direct horse with due care for the horse.
Faults to be avoided	Refusal to canter. Refusal to be directed. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control the canter or direct the horse.

Faults 0 – Accomplished, horse cantered straight on the set track on first attempt.

Faults 1 – One failed attempt: refused to canter, lost canter, did not remain straight on track, did not accept direction.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D2-5	HALT THROUGH WALK AND MAINTAIN HALT FOR 5 SECONDS
Features	Flags designate start and finish. Markers to designate halt box.
Equipment	Pair of red and pair of white flags; station number; four markers.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to halt through walk (3-5 steps) as directed.  A regard for safety on part of rider.  Ability to walk and direct horse to a specific point, halt and maintain halt with due care for the horse.
Faults to be avoided	Refusal to trot on or halt through walk (3-5 steps). Refusal to be directed. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control halt and walk or direct the horse.

Faults 0 – Accomplished, horse trotted in a straight line along set track and halted through walk (3-5 steps) on first attempt; maintained halt for 5 seconds.

Faults 1 – One failed attempt: not a straight line, refused to walk, refused to halt; too many walk steps; did not maintain halt for 5 seconds.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 - Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be	
		-2 – Bad		< zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	
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D2-6	DEMONSTRATE TROT/CANTER/TROT TRANSITION
Features	Flags designate start and finish. Markers to designate transition boxes.l
Equipment	Pair of red and pair of white flags; station number; eight markers (2x4).
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to demonstrate down and up transitions in trot and canter as directed.  A regard for safety on part of rider.  Ability to trot and direct horse to a specific point, proceed in canter to next point and trot on.
Faults to be avoided	Refusal to maintain trot or canter on correct lead. Refusal to be directed. Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control or direct the horse.

Faults 0 - Accomplished, horse trotted in a straight line along set track to set point, cantered on correct lead to next point, then trotted on first attempt.

Faults 1 – One failed attempt: not a straight line, refused to trot, refused to canter on correct lead.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D2-7	RIDE UP AN INCLINE AT WALK
Features	Natural or man-made even incline (no steps); sloped maximum 30 degrees; maximum 6 m; minimum 4m wide
Equipment	Pair of red and pair of white flags; station number; penalty zone markers optional.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's aids
Important points to look for	Regular paces and good balance of the horse Good position of the rider (vertical over the centre of gravity and a light seat) Horse stays straight in line with the axis of the slope
Faults to be avoided	Break in forward movement (change of pace) Dangerous riding Loss of balance Horse not straight
Elimination	For safety, two falls on course or lack of fitness will result in elimination

Faults 0 - Accomplished, forward and straight

Faults 1 – One failed attempt: refusal to proceed, lost straightness, loss of forward motion (breaking stride). Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly

Very Good: completed on first attempt with effort, concentration, attention Good: completed with repeated effort

Average: partially completed with repeated effort Poor: little effort applied to task

Competitor Number  Effectiveness Style Penalties Total/10	Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 - Excellent +2 - Very good +1 - Good 0 - Average -1 - Poor	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be
Competitor Number  Effectiveness Style Penalties Total/10			-2 – Bad		< zero
	Competitor Number	Effectiveness	Style	Penalties	Total/10

02-8	RIDE DOWN AN INCLINE AT WALK
Features	Natural or man-made even incline (no steps); sloped maximum 30 degrees; maximum 6 m; minimum 4m wide
Equipment	Pair of red and pair of white flags; station number; penalty zone markers optional.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's aids
Important points to look for	Regular pace and good balance of the horse Good position of rider (vertical over the centre of gravity and a light seat) Horse stays straight in line with the axis of the slope
Faults to be avoided	Break in forward movement (change of pace, breaking of stride) Dangerous conduct Loss of balance Horse not straight
Elimination	For safety, two falls on course or lack of fitness will result in elimination

Faults 0 – Accomplished, walked through calmly and straight through the markers

Faults 1 – One failed attempt: halted, refused to proceed through ditch, left the penalty zone, excessive speed, breaking of stride.

Faults 2 – Two failed attempts

Faults 3 - Three failed attempts

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly

Very Good: completed on first attempt with effort, concentration, attention

Good: completed with repeated effort

Average: partially completed with repeated effort

Bad: little interest or effort applied to task					
Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 - Excellent +2 - Very good +1 - Good 0 - Average -1 - Poor -2 - Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D2-9	RIDE THROUGH A DITCH/DEPRESSION WITHOUT JUMPING
Features	Natural or man-made ditch which may be able to be negotiated without having to jump. It may or may not have water in it.  Width maximum – 0.5 m; Minimum length of ditch – 3 m  Flags designate entrance and exit between 3 m and 5 m from obstacle (penalty zone)
Equipment	Pair of red and pair of white flags; station number; penalty zone markers optional.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's aids
Important points to look for	Calmness, obedience and balance of horse Good position of the rider A regard for safety Slight change of pace is allowed through the ditch/depression
Faults to be avoided	Refusal Dangerous conduct
Elimination	For safety, two falls on course or lack of fitness will result in elimination

Faults 0 – Accomplished, walked through calmly, forward and straight through the markers

Faults 1 – One failed attempt: halted, refused to proceed through ditch, left the penalty zone, excessive speed, loss of forward motion.

Faults 2 – Two failed attempts: any two of the above Faults 3 – Three failed attempts: any three of the above

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly Very Good: completed on first attempt with effort, concentration, attention

Good: completed with repeated effort Average: partially completed with repeated effort

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 - Excellent +2 - Very good +1 - Good 0 - Average -1 - Poor -2 - Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero
Competitor Number	Effectiveness	Style	Penalties	Total/10

D2-10	DEMONSTRATE OPENING/CLOSING A SLIP-RAIL GATE AND LEADING A HORSE THROUGH IT
Features	Real or facsimile slip rail gate. Minimum width 1.5 m. One rail only, maximum height 1.10 m.
Equipment	Station number; reasonable facsimile of a slip-rail gate.
Aim	Highlighting the calmness, obedience and willingness of the horse and the appropriateness of the rider's technique.
Important points to look for	Calmness, obedience and willingness of horse to stand as rail is lowered and raised, to be directed through gate and turned.  A regard for safety on part of rider.
Faults to be avoided	Refusal to be directed in a straight line and stand quietly during the moving of the rail.  Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse or gate.

Faults 0 - Accomplished, horse stood quietly as rail was lowered, proceeded through, turned with rider and stood quietly as rail was replaced

Faults 1 - One failed attempt: horse did not stand quietly, was reluctant to move over the rail, rider dropped the rail.

Faults 2 – Two failed attempts: any two of the above.

Faults 3 – Three failed attempts: any three of the above.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero
Competitor Number	Effectiveness	Style	Penalties	Total/10

D2-11	NAME THE FIVE REIN AIDS
Features	Rider to demonstrate knowledge of the five rein aids
Equipment	Station number.
Aim	Highlighting the calmness, obedience and willingness of the horse to stand and the rider's knowledge.
Important points to look for	Calmness, obedience and willingness of horse to stand and knowledge of the rider A regard for safety on part of rider.
Faults to be avoided	Refusal to stand quietly.  Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, horse stood quietly as rider recites the rein aids.

Faults 1 - One failed attempt: horse did not stand quietly, rider misnamed or did not name one rein aid.

Faults 2 – Two failed attempts: did not name two rein aids.

Faults 3 – Three failed attempts: did not name three rein aids.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Rein Aids Indirect rein Direct rein Opening/leading rein
Competitor Number	Effectiveness	Style	Penalties	Total/10	Closing/bearing rein Pulley rein

D2-12	NAME THE FIVE SIGNS OF GOOD HEALTH				
Features	Rider to demonstrate knowledge of the five signs of good health				
Equipment	Station number.				
Aim	Highlighting the calmness, obedience and willingness of the horse to stand and the rider's knowledge.				
Important points to look for	Calmness, obedience and willingness of horse to stand and knowledge of the rider A regard for safety on part of rider.				
Faults to be avoided	Refusal to stand quietly.  Dangerous conduct on the part of horse or rider.				
Elimination	For safety, inability to control horse.				

Faults 0 – Accomplished, horse stood quietly as rider recites the five signs of good health.

Faults 1 – One failed attempt: horse did not stand quietly, rider misnamed or did not name one sign of good health .

Faults 2 – Two failed attempts: missed two signs.

Faults 3 – Three failed attempts: missed three signs.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Signs of Good Health  Alert Eyes clear Eating well
Competitor Number	Effectiveness	Style	Penalties	Total/10	Good coat Stands evenly Good manure Clear urine Temp 100.5 F Pulse 36 – 40 at rest Respiration 10-12 / min

D2-13	NAME THE SEVEN RULES OF FEEDING
Features	Rider to demonstrate knowledge of the seven rules of feeding
Equipment	Station number.
Aim	Highlighting the calmness, obedience and willingness of the horse to stand and the rider's knowledge.
Important points to look for	Calmness, obedience and willingness of horse to stand and knowledge of the rider A regard for safety on part of rider.
Faults to be avoided	Refusal to stand quietly.  Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, horse stood quietly as rider recites the rules of feeding.

Faults 1 – One failed attempt: horse did not stand quietly, rider misnamed or did not name one rule .

Faults 2 – Two failed attempts: missed two rules.

Faults 3 – Three failed attempts: missed three rules.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – Flapping stirrup iron -1 – Not using halter & lead -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Rules of Feeding  Feed little and often Feed plenty of fibre Feed according to work done
Competitor Number	Effectiveness	Style	Penalties	Total/10	Make feed changes gradually Feed at same time every day Feed good forage Feed succulents daily Do not ride immediately after feeding Water before feeding

D2-14	NAME THE PARTS OF THE HOOF AND HOW TO DETERMINE THAT IT REQUIRES TRIMMING AND/OR A RESET
Features	Rider to demonstrate knowledge of the hoof parts and how to determine hooves require attention
Equipment	Station number.
Aim	Highlighting the calmness, obedience and willingness of the horse to stand and the rider's knowledge.
Important points to look for	Calmness, obedience and willingness of horse to stand and knowledge of the rider A regard for safety on part of rider.
Faults to be avoided	Refusal to stand quietly.  Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse.

Faults 0 – Accomplished, horse stood quietly as rider recites the names of the hoof and signs the hoof requires attention.

Faults 1 – One failed attempt: horse did not stand quietly, rider misnamed parts or did not identify signs the hooves require attention.

Faults 2 – Two failed attempts: missed two parts or signs.

Faults 3 – Three failed attempts: missed three parts or signs.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse. Good: completed with repeated effort

Average: partially completed with repeated effort Poor: little effort applied to task

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Parts of the Hoof  Wall  White line Sole
Competitor Number	Effectiveness	Style	Penalties	Total/10	Frog Cleft Bars Seat of corn Coronet  Signs of Requiring Attention  Cracks Overgrown shoe Long toe Loose/risen clenches Loose shoe Thin shoe

D2-15 IDENTIFY A SELECTION OF SNAFFLE BITS					
Features	Rider to demonstrate knowledge of the various types of snaffle bits				
Equipment	Station number; table with display of bits; reference chart for station judge.				
Aim	Highlighting the calmness, obedience and willingness of the horse to stand and the rider's knowledge.				
Important points to look for	Calmness, obedience and willingness of horse to stand and knowledge of the rider A regard for safety on part of rider.				
Faults to be avoided	Refusal to stand quietly.  Dangerous conduct on the part of horse or rider.				
Elimination	For safety, inability to control horse.				

Faults 0 – Accomplished, horse stood quietly as rider identifies bits.

Faults 1 - One failed attempt: horse did not stand quietly, rider misnamed or did not name one bit.

Faults 2 – Two failed attempts: missed two bits.

Faults 3 – Three failed attempts: missed three bits.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Bits to be labelled by number or letter and station judge to have a chart identifying each bit.
Competitor Number	Effectiveness	Style	Penalties	Total/10	

D2-16	IDENTIFY DIFFERENT TYPES OF SADDLES				
Features	Rider to demonstrate knowledge of the different types of saddles.				
Equipment	Station number; selection of saddles adequately displayed; reference chart for station judge.				
Aim	Highlighting the calmness, obedience and willingness of the horse to stand and the rider's knowledge.				
Important points to look for	Calmness, obedience and willingness of horse to stand and knowledge of the rider A regard for safety on part of rider.				
Faults to be avoided	be Refusal to stand quietly.				
Elimination	ination For safety, inability to control horse.				

Faults 0 – Accomplished, horse stood quietly as rider identifies the types of saddles.

Faults 1 - One failed attempt: horse did not stand quietly, rider misnamed or did not name one type of saddle.

Faults 2 – Two failed attempts: missed two saddles.

Faults 3 – Three failed attempts: missed three saddles.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Saddles to be labelled by number or letter and station judge to have a chart identifying the saddles  All/general purpose
Competitor Number	Effectiveness	Style	Penalties	Total/10	Dressage Eventing Jumping Sidesaddle
					Australian Western Roping
					Endurance Racing Saddleseat

D2-17	DESCRIBE HOW TO MEASURE A HORSE IN HEIGHT
Features	Rider to demonstrate knowledge of measurement of the horse
Equipment	Station number.
Aim	Highlighting the calmness, obedience and willingness of the horse to stand and the rider's knowledge.
Important points to look for	Calmness, obedience and willingness of horse to stand and knowledge of the rider A regard for safety on part of rider.
Faults to be avoided	Refusal to stand quietly.  Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse

Faults 0 – Accomplished, horse stood quietly as rider describes or demonstrates the correct procedure for measuring a horse.

Faults 1 – One failed attempt: horse did not stand quietly, rider did not correctly describe the procedure for measuring a horse on the first attempt.

Faults 2 – Two failed attempts: failed on two attempts.

Faults 3 – Three failed attempts: failed on three attempts.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

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Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Measurement of horse  Horse is stood square on level ground and measured in inches from highest point of the withers
Competitor	Effectiveness	Style	Penalties	Total/10	down to the ground.
Number					One hand measures 4 inches.

D2-18	DESCRIBE OWN HORSE				
Features	Rider to demonstrate knowledge of own horse				
Equipment	Station number.				
Aim	Highlighting the calmness, obedience and willingness of the horse to stand and the rider's knowledge.				
Important points to look for	Calmness, obedience and willingness of horse to stand and knowledge of the rider A regard for safety on part of rider.				
Faults to be avoided	Refusal to stand quietly.  Dangerous conduct on the part of horse or rider.				
Elimination	For safety, inability to control horse				

Faults 0 – Accomplished, horse stood quietly as rider describes own horse.

Faults 1 – One failed attempt: horse did not stand quietly, rider made an error or missed one piece of information.

Faults 2 – Two failed attempts: missed two pieces of information.

Faults 3 – Three failed attempts: missed three pieces of information.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Name own horse  Name: Age: Gender:
Competitor	Effectiveness	Style	Penalties	Total/10	Colour: Markings:
Number					Height: Weight:
					Breed:

D2-19	NAME FIVE EXTINCT BREEDS				
Features	Rider to demonstrate knowledge of five extinct breeds.				
Equipment	Station number.				
Aim	Highlighting the calmness, obedience and willingness of the horse to stand and the rider's knowledge.				
Important points to look for	Calmness, obedience and willingness of horse to stand and knowledge of the rider A regard for safety on part of rider.				
Faults to be avoided	Refusal to stand quietly.  Dangerous conduct on the part of horse or rider.				
Elimination	For safety, inability to control horse				

Faults 0 – Accomplished, horse stood quietly as rider recites five extinct breeds.

Faults 1 – One failed attempt: horse did not stand quietly, rider misnamed or did not name one extinct breed.

Faults 2 – Two failed attempts: missed two breeds.

Faults 3 – Three failed attempts: missed three breeds.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – Flapping stirrup iron -1 – Not using halter & lead -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	Bessarabian Cape Horse Cushendel Canadian Pacer Canadian Cutting Horse
Competitor Number	Effectiveness	Style	Penalties	Total/10	Conestoga Davert Devon Pack
					Flemish
					Feldmochinger French coach
					German Coach
					Galloway
					Goonhilly Irish Hobby
					lalomita
					Jumla
					Kozakh Krk Island
					Lofoten
					Liebana
					Long Mynd Morven
					Manx
					Mur Island
					Namaqua
					Narraganset Pacer Nogai
					Nordkirchen
					Norfolk/Yorkshire Trotter
					Norman Coach Orlov Saddle
					Pinkafeld
					Senner St. Lawrence
					Tarbais Yorkshire Coach
					TORSHILE COACH

D2-20	NAME TEN DISCIPLINES INCLUDING ALL CURRENT FEI DISCIPLINES
Features	Rider to demonstrate knowledge of ten disciplines
Equipment	Station number.
Aim	Highlighting the calmness, obedience and willingness of the horse to stand and the rider's knowledge.
Important points to look for	Calmness, obedience and willingness of horse to stand and knowledge of the rider A regard for safety on part of rider.
Faults to be avoided	Refusal to stand quietly.  Dangerous conduct on the part of horse or rider.
Elimination	For safety, inability to control horse

Faults 0 – Accomplished, horse stood quietly as rider recites ten disciplines.

Faults 1 – One failed attempt: horse did not stand quietly, rider misnamed or did not name one discipline.

Faults 2 – Two failed attempts: missed two disciplines.

Faults 3 – Three failed attempts: missed three disciplines.

Excellent: completed on first attempt with confidence, ease, familiarity and effortlessly with complete control of horse.

Very Good: completed on first attempt with effort, concentration, attention and extra effort to control horse.

Good: completed with repeated effort

Average: partially completed with repeated effort

Marking Scheme	7 – 0 faults 4 – 1 fault 1 – 2 faults 0 – 3 faults	+3 – Excellent +2 – Very good +1 – Good 0 – Average -1 – Poor -2 – Bad	-3 – Brutality or dangerous conduct -1 – At discretion of station judge	E+S-P If E=zero, total must be zero Cannot be < zero	FEI Disciplines  Combined driving Combined training/eventing Dressage
Competitor Number	Effectiveness	Style	Penalties	Total/10	Endurance Reining Show Jumping Vaulting
					Other Disciplines
					Breed/halter Cutting Jousting/tournament Mounted games/PPG Pleasure driving/riding Plowing Pulling Polo Racing – flat/harness Rodeo Saddleseat Team penning TREC Western games Western pleasure