



Rider Score Card and Explanations Rider# _____

Walk			
	Please Circle	Points	Score
Relaxed and Calm	0 1 2 3	1 = Poor - 3 = Excellent	
Impulsion, Rhythm and Tempo	0 1	0 = No - 1 = Yes	
Controlled	0 1	0 = No - 1 = Yes	
Soundness	0 1	0 = No - 1 = Yes	
		Total (out of 6)	

Trot			
	Please Circle	Points	Score
Relaxed and Calm	0 1 2 3	1 = Poor - 3 = Excellent	
Impulsion, Rhythm and Tempo	0 1 2 3	1 = Poor - 3 = Excellent	
Controlled	0 1 2 3	1 = Poor - 3 = Excellent	
Soundness	0 1	1 = Sound - 0 = Unsound	
Diagonals – Correct in the direction going*	0 1 2 3	1 = Poor - 3 = Excellent	
*50% of scoring deducted if no attempt made		Total (out of 13)	

Canter			
	Please Circle	Points	Score
Relaxed and Calm	0 1 2 3	1 = Poor - 3 = Excellent	
Impulsion, Rhythm and Tempo	0 1 2 3	1 = Poor - 3 = Excellent	
Controlled	0 1 2 3	1 = Poor - 3 = Excellent	
Leads – Correct in the direction going	0 1 2 3	1 = Poor - 3 = Excellent	
Complete Pattern	0 1 2 3	1 = Poor - 3 = Excellent	
		Total (out of 15)	

***** Receiving a 0 on a score means no attempt was made.**

Total Marks	
Walk	/6
Trot	/13
Canter	/15
Total	/34

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The purpose of this short demonstration is to show judges the horse is in control with a minimum of effort and the rider understands basic skills for a relaxed, calm, steady and reliable horse.

Terminology:

Trot Diagonals - Rising trot should be ridden on correct diagonal for the direction going.

Canter Leads - Inside leading leg for the direction traveling.

Impulsion - Impulsion has nothing to do with speed, and we should think more about 'energy' and 'bounce' instead. A horse with good impulsion will be in front of the rider's leg, willing to move forward and reactive to the rider's requests.

Rhythm - a strong, regular repeated pattern of movement. An even rhythm will help the horse's body to be able to relax and release the full potential of its muscle power at the same time.

Tempo - the rate or speed of motion or activity; pace. A good tempo will let a horse lengthen the stride without breaking rhythm and not just quickening the footfalls. A too fast tempo can look like you are chasing the horse versus the horse lengthening the stride in a calm and efficient frame.