EDRC Prix Caprilli Test (A) Trot, Canter Option Arena 20mx40m

Judge:

Jump max 50cm	Jump	max	50cm	
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Date:

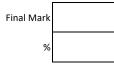
			HORSE :				RIDER :
Canter is optional- judge must be notified before test starts							
		Test	Directive ideas	max marks	Co- efficient	Total	Judges Comments
1	A X C	Enter working trot Halt. Salute Proceed working trot Track right	Straightness on centre line. Transitions. Quality of halt and turn C.	10			
2	В	Circle right 20m	Quality of trot. Shape of circle.	10			
	After A turn down 3/4 line	Proceed over jump #1	Rhythm of approach Quality of jump	10			Clear Knock dowm Refusal Refusal
4	Continue on 3/4 line	Proceed in working Canter or Trot, right lead	Correctness of canter or trot lead. Rhythm of depart from jump	10			
5	с	Circle right 20m	Quality of canter or trot. Shape of circle.	10			
6	с мхк	Working trot Change rein	Balance during transition. Straightness on centre line.	10			
7	В	Circle left 20m diameter	Quality of trot. Shape of circle.	10			
	C HEK K	Medium walk Free walk on a long rein Medium walk	Quality of walk Straightness	10	x2		
9	Between K and A	Working Trot	Smoothness of transition	10			
	After A turn down 3/4 line	Proceed over jump #2	Rhythm of approach Quality of jump	10			Clear Knock dowm Refusal Refusal
11	Continue on 3/4 line	Proceed in working Canter or Trot, left lead	Correctness of canter or trot lead. Rhythm of depart from jump	10			
12	с		Quality of trot or canter Shape of circle.	10			
13	C HXF	Working Trot Change rein	Balance during transition. Straightness	10			
14	A X G	Down centre line Medium walk Halt. Salute.	Straightness on centre line. Quality of halt	10			

Collective Marks

Paces (freedom and regularity) extra 10 points for trying canter.	10	x3	
Impulsion (desire to move foeward, elasticity of steps,	10	x2	
relation of the back and engagement of the hind quarters			
Submission(harmony , lightness & acceptance of bridle, calmness of jump)	10	x2	
Rider's Position and Seat (balance over jump, effctiveness	10	x2	
total collective marks	90		
	240		
Tota			

Jumping Penalties		jump #1	jump #2			
	Knockdown			-4	total	
	1st refusal			-3	total	
	2nd refusal			-6	total	

NB If knocked rail impedes access to the course, the judge will indicate (bell/horn)



to pause the test while the jump is cleared.