

Level 1	Level 2
<p>Demonstrate how to ride at a walk & jog/trot while maintaining correct focus and relaxed muscles. Demonstrate the 2 beat rhythm of the jog or trot by counting out the 1-2, 1-2 rhythm for at least 6 steps.</p>	<p>Demonstrate how to ride forward at a walk & jog/trot with correct basic position, balance, focus, quiet hands and count the rhythm. Demonstrate the 2 beat rhythm of the jog or trot by counting out the 1-2, 1-2 rhythm for at least 10 steps.</p>
	<p>Ride the Rail:</p> <p>a) walk & jog/trot all the way around the arena as an individual and in a small group (no more than 4). Both rider & horse must appear comfortable & relaxed. Gripping with your legs, breaking gait or bolting will be penalized.</p> <p>b) show how to move to another area to avoid crowding. Demonstrate that your horse will halt while the others ride on & that you can ride on while the rest halt.</p>
<p>Explain & demonstrate the dismount (someone may hold your horse).</p>	
<p>Pattern: include tack check, mount & dismount (mounting block optional).</p>	<p>Pattern: include tack check, mount & dismount mounting block optional).</p>

Level 3	Level 4
<p>Warm-Up - Demonstrate correct body position, balance, suppleness, focus, and quiet hands at the walk and jog/sit trot. Demonstrate how your horse will willingly go forward flexing both to the right & left and will stop & stand relaxed with his head at 9 & 3 o'clock.</p>	<p>Warm-Up: review all rein effects - open, direct, indirect, support, neck rein & rein of opposition. English riders may leave out neck rein. Flexion Warm-Up: at a walk & jog/trot - include reverse arc bend.</p>
<p>At A or C jog/sit trot a slower smaller circle, then rise trot on the correct diagonal a larger circle. Go both directions.</p>	<p>Controlled circles at X - ride 2 circles - first one is smaller & ridden at a sitting trot/jog. Second one is larger and ridden at a rising trot. Stride must be lengthened and diagonals must be correct.</p>
<p>Ride a circle & straight line without stirrups at a jog/sit trot. Demonstrate the 2 beat rhythm with your arm or hips.</p>	<p>Controlled 2 beat gait - western - extend jog. May be ridden sitting or rising (if sitting, must have rhythm). English - extend the trot.</p>
<p>Diagonals - explain & demonstrate diagonals, and how to change.</p>	<p>Serpentine - at a rise trot, correct diagonals.</p>
<p>Rein effects:</p> <ul style="list-style-type: none"> a) Indirect Rein - explain how to turn using 2 handed indirect rein aids. b) Neck Rein - at a walk using correct one handed neck reining technique. d) Rein of Opposition - explain and demonstrate. 	<p>Rein effects:</p> <ul style="list-style-type: none"> a) Neck Reining - explain & demonstrate by riding a square. b) Rein of Opposition - in front of & behind the withers.
<p>Transitions - at specific markers move from a walk to a lope/canter on the correct lead, then back to a jog/trot to a halt. Make it apparent to the evaluator that you are aware if you are on the wrong lead by breaking down to a jog/trot & trying again.</p>	<p>Transitions at specific markers - move from a walk to a lope/canter to a walk in both directions. Correct leads required. No more than 2 jog/trot steps. Western riders demonstrate both 2 and 1 handed.</p>
<p>Bend: Ride a circle at the walk & jog/trot and explain and demonstrate how to bend your horse through the neck and ribcage. What new rein effect must you use? (Support Rein/Rein of Opposition)</p>	<p>Leg Yield: (left & right) off center line (A-C) at a walk with at least 3 crossovers.</p>
<p>Ride a large (20m) circle with only 2 markers (12 & 6 o'clock). Do at all gaits & in both directions. Correct shape of circle is important.</p>	<p>Ride a round circle left & right without markers. Correct leads & bend, effort to create vertical flexion.</p>
<p>Stop & Back at least 6 steps with the horse flexed at the poll & jaw. Explain the aids. Walk forward 6 steps, stop, hesitate & back 6 steps.</p>	<p>Stop & Back - Sit trot or jog forward to a correct stop, hesitate & back fluidly at least 6 strides. Explain how to correct a horse that has a crooked backup.</p>

Level 3	Level 4
Demonstrate how to ride at all 3 gaits , including 2 point at the trot, with correct body position, balance, suppleness, focus & quiet hands .	Demonstrate how to use your body effectively to drive your horse forward into lateral, then vertical flexion & some collection for at least 3 strides.
	Explain & demonstrate how a repeatedly implemented 1 or 2 stride half halt (English) or momentary check (Western) would be used to improve the previous exercise.
Turn on Forehand: Explain and demonstrate a turn on the forehand including at least 2 hind leg crossovers in both directions. The pivot leg should be quite constant. The wall may be used as an aid.	Turn on Forehand: Demonstrate, in both directions, without using the wall as an aid: a) novice stage (bent spine) - 4 crossovers. b) intermediate stage (straight spine) - 2 crossovers The pivot foot must be constant.
	Explain & demonstrate a sidepass that includes at least 3 crossovers in each direction. It may be done from a halt or leg yield. Advanced Turn on Forehand: Explain & demonstrate the 3 steps to prepare your horse for an Advanced Turn on the Forehand. Explain why it is so difficult. Demonstrate at least 1 crossover in both directions. Turn on Haunches: Explain & demonstrate 2 exercises that will prepare your horse for a Turn on the Haunches. Explain the aids & demonstrate a Turn on the Haunches with 2 crossovers both left & right.
Figure 8 - ridden at a walk and then jog/trot. Explain the bend & what happens on each side of X. What is the rider's job at X?	Explain and demonstrate a Simple Lead Changes on a figure 8. The horse must be bend in both directions correctly.
Ride the Rail - at all 3 gaits demonstrating safe spacing & passing. Demonstrate how to pass a rider that you meet head on.	Neck Reining - western, English - 2 direct reins, in a group at all 3 gaits on the rail .
Pattern: include tack check, mount and dismount.	Pattern: include tack check, mount and dismount.

Level 5	Level 6
<p>Warm-Up Flexion & Collection - at all 3 gaits, some without stirrups. Include use of open rein, direct rein, support rein & rein of opposition in flexion. Also include a half halt or momentary check to assist with collection. Should be smooth & flowing.</p>	<p>Warm-Up Flexion & Collection - include all of Level 5 warm-up plus shoulder in & haunches in.</p>
<p>Controlled Stride - using a half halt or momentary check, shorten & lengthen stride at all 3 gaits.</p>	<p>Controlled Gallop in both directions. English - hand gallop.</p>
<p>Serpentine - Lope/canter a 3 loop Serpentine demonstrating simple lead changes every time the A-C is crossed.</p>	<p>Serpentine - May be in warm-up or pattern.</p>
<p>Rein Effects:</p> <ul style="list-style-type: none"> a) Neck Reining - individual mini pattern. English - same mini pattern - 2 direct reins. b) Rein of Opposition in warm-up. 	<p>Rein Effects: All rein effects must be used in warm-up.</p>
<p>Transitions - balanced halt, hesitate, lope/canter, halt. To improve suppleness in your horse, do a haunches in:</p> <ul style="list-style-type: none"> a) at a walk, b) at a jog/trot, and c) walk to lope/canter transition of at least 3 strides in both directions 	<p>Transitions - Haunches In to lope/canter from halt.</p>
<p>Leg Yield - intermediate stage - 4 crossovers with straight spine off A-C line.</p>	<p>Advanced Leg Yield which is a 2 track at a walk & jog/sit trot.</p>
<p>Large & small circle collected lope/canter in both directions.</p>	<p>Counter Canter on the rail & in a circle.</p>
<p>Stop & Back - do a smooth fluid downward transition from a lope/canter to a halt & back.</p>	<p>Stop & Back - must include in pattern.</p>

Level 5	Level 6
At all 3 gaits, produce collection for at least 6 strides in both directions. The use of the Half Halt or Momentary Check will be helpful.	Demonstrate 2 - 3 lateral exercises that will help produce a smooth balanced lope/canter transition & a collected lope/canter.
Shoulder In - show how to improve suppleness in your horse's shoulders by doing a Shoulder In of at least 3 strides. Half halt or momentary check in warm-up	Half Halt & Momentary Check - will be included in pattern.
Turn on Forehand - Demonstrate at least 4 crossovers of the Intermediate Stage of Turn on the Forehand in both directions.	Turn on Forehand - advanced stage - 6 crossovers in both directions.
At least 6 crossovers left & right of the elementary stage of sidepass and 3 crossovers left & right of the intermediate stage.	At least 3 crossovers both left & right of the advanced stage of the sidepass .
Advanced Turn on the Forehand - at least 4 crossovers left & right of the advanced Turn on the Forehand.	Two Track/Half Pass - explain 3 prerequisites to produce a Two Track/Half Pass (Advanced Leg Yield) . Demonstrate at least 3 crossovers at the walk in each direction Two Track/Half Pass - Demonstrate at least 3 crossovers at a jog/sitting trot.
Turn on Haunches - from a halt or forward motion, shape the horse correctly, then demonstrate at least 4 crossovers both left & right.	Turn on Haunches - at least 6 fluid crossovers left & right with horse correctly shaped. English riders may do a walk pirouette.
Simple Lead Changes - 2 figure 8's, 4 diagonal line changes, 2 three loop serpentine.	Flying Lead Changes - preparation & execution.
Neck Reining in a group (western only) - all 3 gaits & ride a mini pattern	Neck Rein - demonstrate 2 lateral movements (turn on forehand, turn on haunches, sidepass) in both directions using the neck rein.
Pattern - include tack check, mount & dismount.	Pattern - include tack check, mount & dismount.