
LEVEL FOUR: DISMOUNTED SKILLS

- Explain why a horse would need shoes and how you would recognize that it is time for a reset.
- Explain three safety rules you will apply when bandaging your horses leg. Demonstrate how to correctly apply leg bandages for first aid.
- Explain three types of leg protection and their purpose.
- Show a First Aid kit and explain first aid principles.
- Explain your spring immunization program and what diseases it guards against.
- Explain at least two forms that dewormers come in and how to give them.
- Identify the five basic nutrients required by horse and how they get them.
- Name ten desirable conformation features.
- Identify three of the most desirable conformation features of your horse and describe any desirable breed characteristics that your horse shows.
- Using a string or stick, explain the horses balance or symmetry.
- Explain three safety rules to remember while lunging.
- How can you tell that a horse is paying attention to you? How does he show that he understands what you are asking?
- Describe the signs you might see in lunging if your horse was going to disobeyingly stop, turn in or bolt.
- Explain and demonstrate how to safely lunge your horse at the walk, jog/trot, halt and reverse (go both directions). Explain the purpose of lunging and where you would do it.
- Demonstrate at the halter a turn on the haunch in both directions to prepare for a mounted turn.

- Make and demonstrate a horse-handling pattern (showmanship)
- walk trot, turn right, squaring and posing and backing up (left turn is not usually required in showmanship).
- Watch a lame horse and explain how you can tell which leg is sore.
- Watch a ridden horse doing a shoulder in from a rear point of view
- explain when the horse's legs are in the correct positions.
- List five things that you would check on your horse trailer to see that it meets safety standards.
- Instruct an older member or adult how to safely load and unload a quiet horse into a trailer.
- Identify three parts of the bridle that should be checked to assure proper fit.
- Identify three parts of the saddle that should be checked to assure proper fit.
- Explain how and when you would advance your horse from a snaffle to a leverage bit.

Evaluators signature

Date

LEVEL FOUR: MOUNTED SKILLS

To assess the rider levels: Before you can assess, we must make sure that we are using a progressive format in lesson planning. That means the riding instructor should include a warm-up with each lesson and a review of previously taught skills so both rider and horse can progress. At every skill taught, we need to reinforce basic position, balance, suppleness, focus, timing and appropriate aids. We suggest that the individual skills be assessed first and only those who are successful at these skills be invited to ride the pattern. At all rider levels, the skills may be performed with two hands on the reins unless there is a reference to neck reining. Our preference would be that snaffle bits be used, but because safety is our number one concern, any humane bit may be used or refer to the standard set by your regional committee. To help the riders with pattern accuracy, please place $\frac{1}{4}$, $\frac{1}{2}$ and $\frac{3}{4}$ markers down the sides of the riding area and one at the middle of each end.

- Review** all rein effects – **open, direct, indirect, support, neck rein and rein of opposition.** (English riders may leave out neck rein.)
- Warm-up: flexion** – using an **open** or **direct** rein, flex at 11, 10, 9, 1, 2, 3 and 12 o'clock at the walk and jog/trot, both left and right. Include **rein of opposition** and **reverse arc bend.** Attention will be given to the correct use of your **leg aids.**
- Starting in the center of the arena at X, ride a small **circle** at a sitting jog/trot and a larger faster circle at a rising trot in both directions. All circles start and end at X. The horse must be in the correct **bend** and show a shortening or lengthening of **stride** between jog/sit trot and rise trot. The rider should have **rhythm. Diagonals** required.
- Demonstrate a **lengthened/extended jog/trot** – Western sitting or rising, English rising.
- Show how to **change diagonals** at the trot by riding a three loop **serpentine** (using markers) – go in both directions. Credit will be given to those riders who sit several strides to feel for the new diagonal rather than just guess.
- For Western – Explain and demonstrate correct one-handed **neck reining** techniques by turning at least three times in each direction at arena markers set up in a square. Do at all three gaits. Riders must tell the evaluator if the horse's nose is tipped correctly at each

turn.

- Explain and demonstrate the correct use of the **rein of opposition** both in front of and behind the withers. In a twenty meter square, demonstrate how to use a rein of opposition behind the withers to help the horse corner correctly or leg yield. What effect does moving your hand from in front to behind the withers have?
- Using specific markers as **transition** points, move from a **walk** to a **lope/canter** on the correct lead, then back to a walk. Do at least twice in each direction of the ring. There should be no more than 2 jog/trot steps in the transition.
- Walk, jog/trot and lope/canter a large **circle** in each direction without markers. The horse should have **bend**, some **flexion** at 12 o'clock (vertical) and the **correct lead**.
- Jog/sit trot at least 10 steps, **stop** correctly, and **back** fluidly for at least 6 strides. What should you do if: a) your horse backs crooked, b) your horse becomes resistant?
- What is **collection**? Demonstrate how to effectively use your body to drive your horse's hind legs up underneath him at the walk and jog/trot into supporting hands that will create first lateral (11 or 1 o'clock), then vertical (12 o'clock) flexion and collection for at least 3 strides.
- What is a **half halt** or a **momentary check**? Explain and demonstrate how a half halt or momentary check can improve collection.
- Without using the wall, demonstrate a) a **turn on the forehand** right and left with 4 crossovers of the hind legs, and b) a **turn on the forehand** right and left with 2 crossovers of the hind legs where the horse's **spine is straight** (intermediate stage).
- Demonstrate a **leg yield** at a walk off the center line toward the wall
 - a) showing horse **bent around the rider's active leg** with at least 4 crossovers in each direction, and
 - b) with a **straight spine** doing 2 crossovers in each direction.

- Explain and demonstrate the **sidepass** that includes at least three crossovers in each direction.

- Explain and demonstrate one to two steps of the **advanced turn on the forehand** by having the horse walk a circle with the correct bend. Halt, and while keeping the horse in bend, the rider uses the outside leg to push the horse's hips to the inside at least 1 step. Remember that excessive contact on the inside rein will make it very difficult for the horse to move his hip. The evaluator will watch to see that both reins are about 50 per cent active.

- What is a **turn on the haunches**? What are 2 lead up exercises to the turn on the haunches? Explain and demonstrate a turn on the haunches showing at least two crossovers in each direction (outside must cross in front of inside).

- Explain and demonstrate a **simple lead change** in a **figure 8**. Both circles must be of equal size, must touch at X (middle of arena) and have equal jog/trot steps on each side of X. Extra credit will be given to those who change bend before picking up new lead.

- Western - Demonstrate **neck reining** control individually and in a group on the rail. Credit will be given to riders who keep their shoulders square and do not lean into reining hand. The rein must be held correctly. English – same exercise with 2 direct reins. Both Western and English riders should demonstrate correct 2 beat and 3 beat rhythm.

- Ride the attached **pattern**. Include **tack check, mount and dismount**. May be ridden 1 or 2 handed.

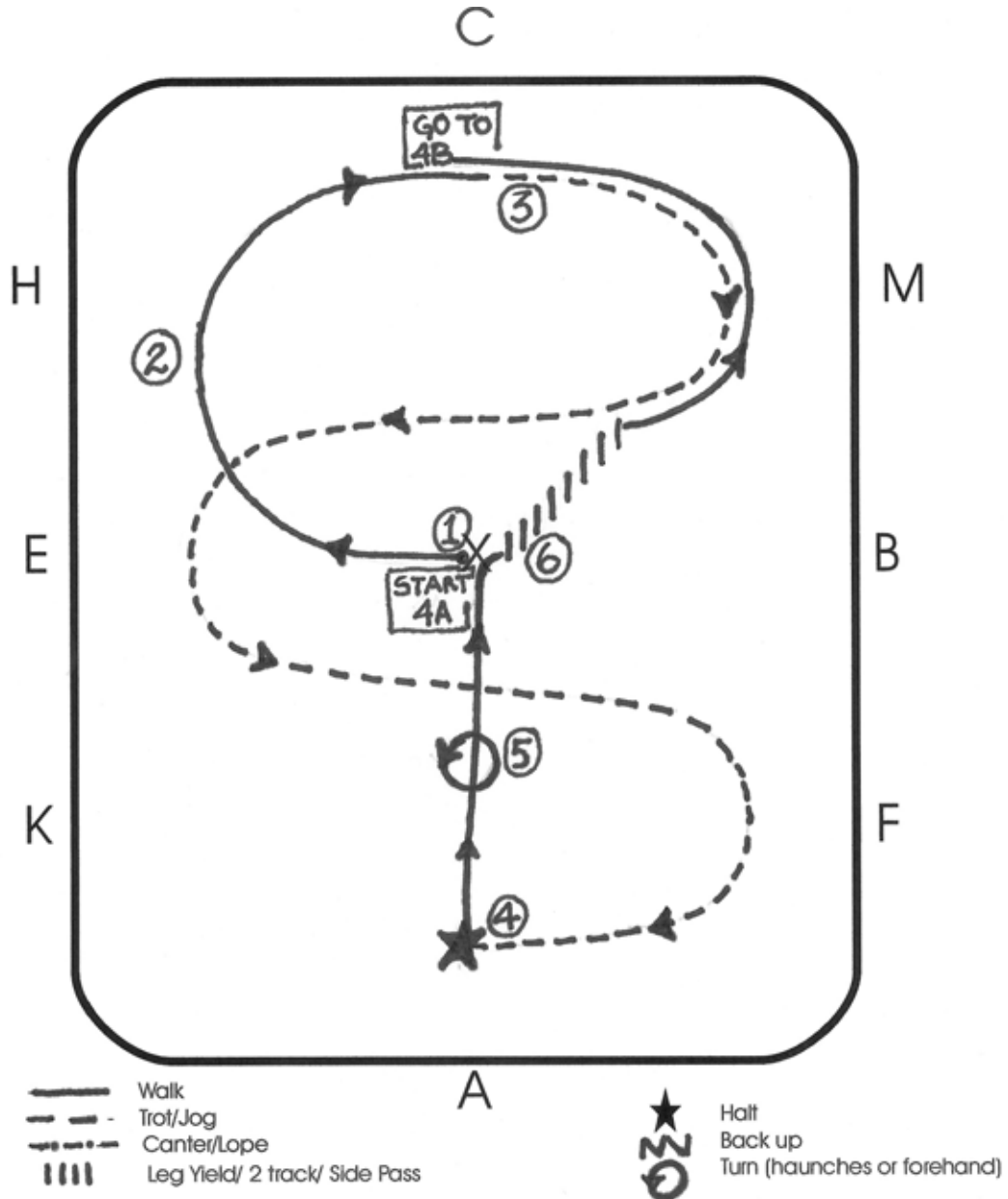
Evaluators signature

Date

RIDER 4: **PATTERN 4A**

This pattern is broken down into four parts for easier reading, but is intended to be read as 1 pattern for evaluation. Rider may have a reader for all patterns. All long patterns are intended to be ridden with 2 hands regardless of bit type.

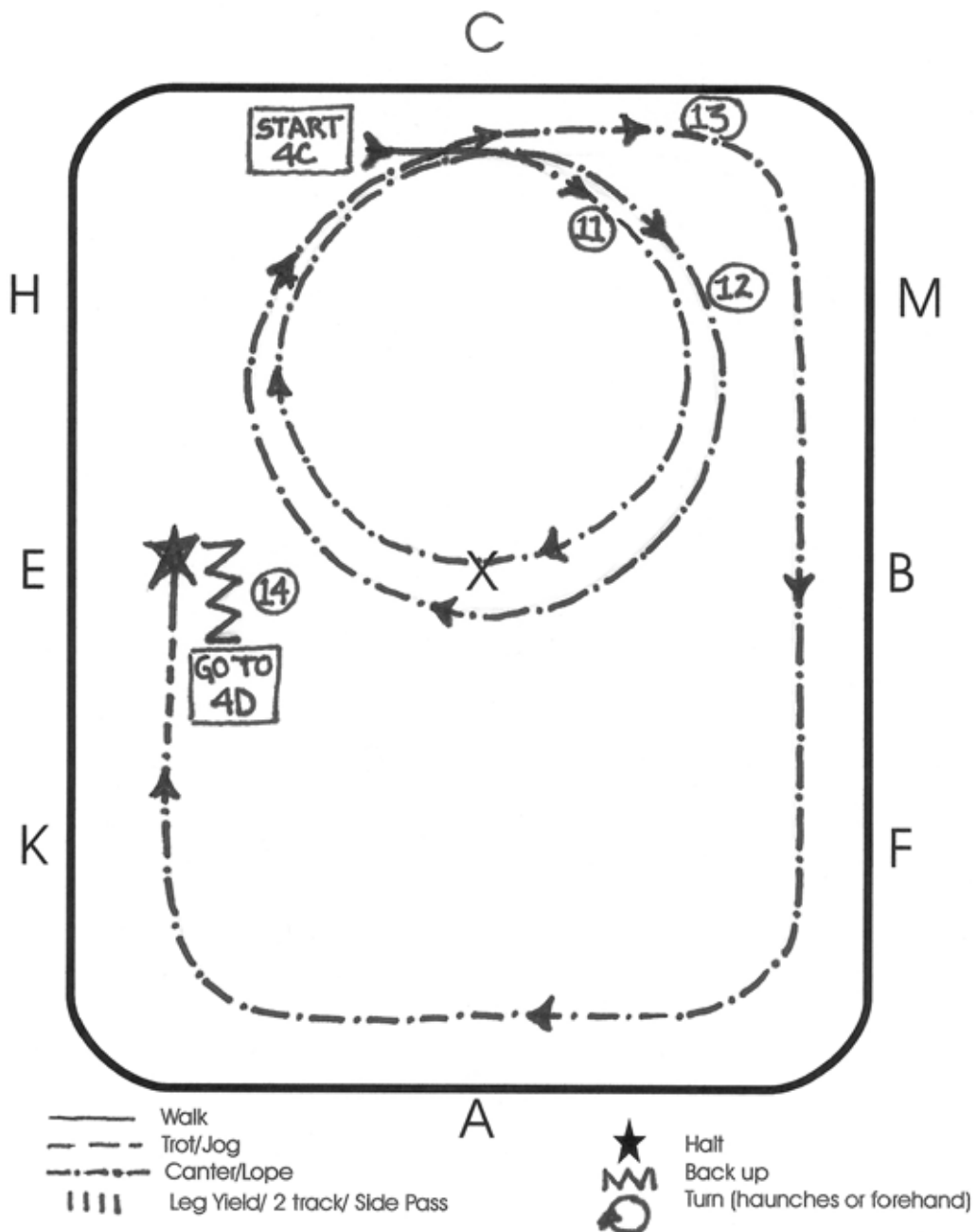
1. Mount correctly at X facing E.
2. Walk a half circle clockwise X-H-C.
3. At C ride a three loop serpentine at the rising trot showing diagonal changes each time the A-C line is crossed.
4. Stop at A. Turn right 90 degrees on haunches.
5. Walk half way to X. Do a 360 degree turn on the forehand with the rider using the left leg aid. Continue walking to X.
6. At X, leg yield and do 4 to 6 crossovers toward M. Walk to M and sit trot or jog to C. *Continued on Pattern 4B.*



RIDER 4: **PATTERN 4C**

Rider may have a reader for all patterns.

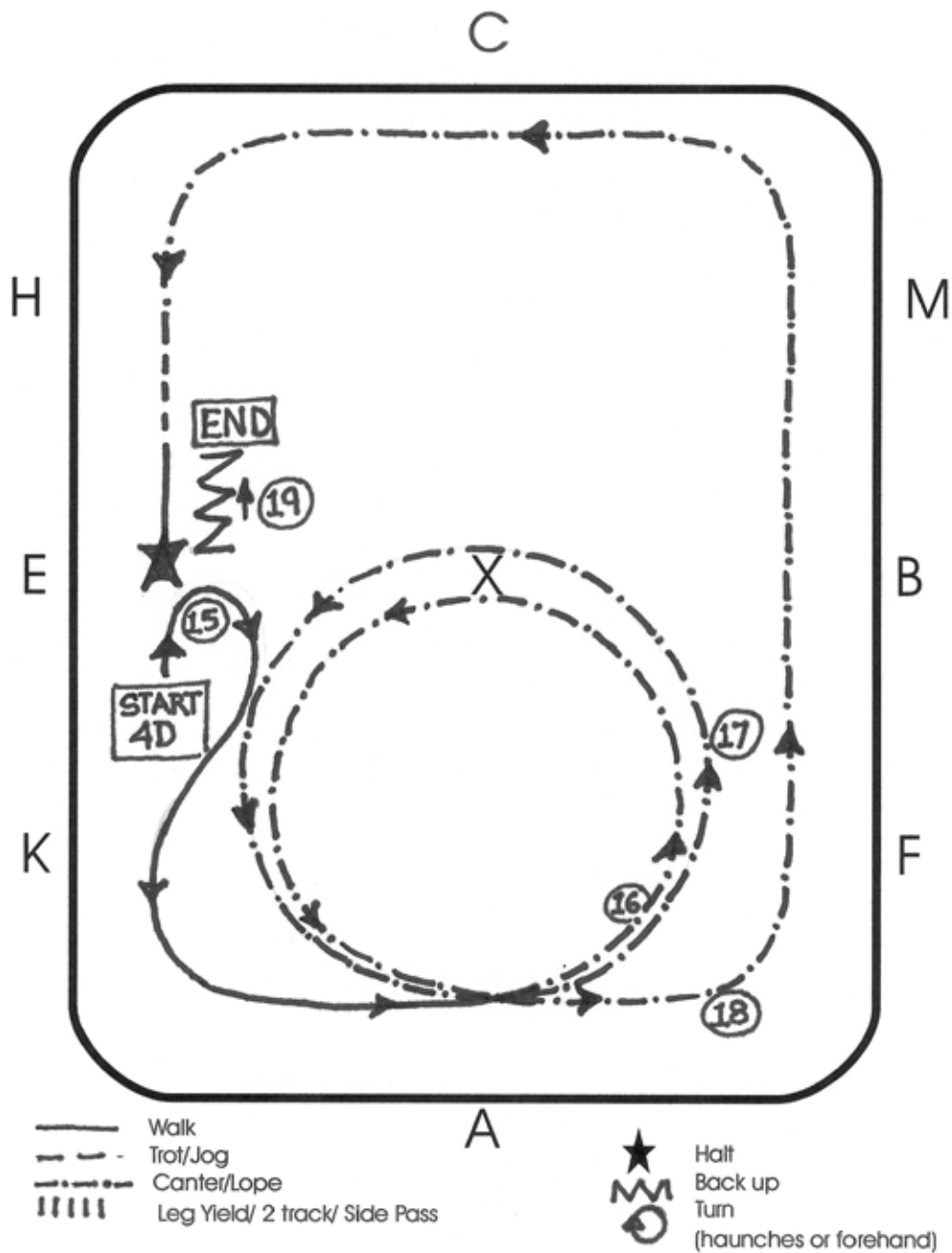
11. At C, lope/canter a smaller, slower collected circle to the right.
12. At C, lope/canter a larger, faster natural lope circle to right.
13. At C, continue lope/canter on the rail on the correct lead. Do a smooth downward transition to halt near E.
14. Back up 8-10 steps. *Continue on Pattern 4D*



RIDER 4: **PATTERN 4D**

Rider may have a reader for all patterns.

15. Walk forward to E and do a reverse walk on rail back to A.
16. At A, lope/cantern a smaller, slower collected circle to the left.
17. At A, lope/cantern a larger, faster natural lope circle to left.
18. At A, continue lope/cantern on the rail on the correct lead. Do a smooth downward transition to a halt near E.
19. Back up 8-10 steps. Dismount correctly and lead out. *End of Pattern 4.*



RIDER 4: SHORT PATTERN

Rider may have a reader for all patterns. Short patterns should be ridden with ONE hand (Western).

1. Stand at pylon A with back to pylon B.
2. Do 180-degree turn on the Forehand (right or left)
3. Jog/trot from pylon A to B. Halt
4. At pylon B, do a 90-degree turn on the haunches to right.
5. Walk into a lope/canter. Lope/canter on the correct lead around pylon C to pylon D
6. Walk at pylon D. Halt at pylon E and back up 8-10 steps.

