
LEVEL FIVE: DISMOUNTED SKILLS

- Describe three types of horseshoes and their purpose.
- Describe three supplements and explain why a horse might need them.
- Explain how to treat an open bleeding wound.
- Identify three diseases common to your area and their symptoms, treatment or prevention.
- Give three reasons and symptoms why your horse may need to visit the horse dentist.
- Explain how a horse's vision differs from ours.
- Define unsoundness, blemishes and faulty conformation. Identify one or two of these your horse may have.
- Explain and locate the sites of three blemishes, three unsoundness and six faulty conformation factors that you could check for when buying a horse.
- Watch a horse being moved directly toward and away from you and identify any faulty actions you may see.
- Evaluate the conformation of a horse using oral reasons.
- Name five important factors to take into account when purchasing a horse.
- Watch a lame horse move and identify four reasons where and why he may be lame. Explain indicators which lead you to your conclusion.
- Watch a horse doing a haunches in from a rear point of view - explain when the horse's legs are in the correct positions.
- Demonstrate safe lunging at all three gaits in both directions.
- Explain three safety rules to remember while ground driving.

- Describe the purpose of ground driving and demonstrate it in a safe place at a walk and jog/trot in both a straight line and a circle, halt and back up.
- Name three pieces of protective equipment and their purpose that you could use on your horse when he is riding in a trailer.
- Explain and demonstrate one safe loading and unloading technique with your horse. Give four reasons why he might not want to go into a trailer.

Evaluators signature

Date

LEVEL FIVE: 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.

- Flexion warm-up** – at all 3 gaits using **open, direct, support and rein of opposition** rein effects. All rein effects must be used, but not at all 3 gaits. By now, your warm-up should be smooth and flowing.
- Drop stirrups and ride with a proper **basic position, balance, suppleness, focus and educated hands** at a walk, jog/trot and lope/canter around the arena in both directions.
- What is a **shoulder-in**? Explain the aids and demonstrate at least 3 strides of shoulder-in in each direction. It may be done at the walk or jog/trot.
- a) How could **collection** help you and your horse? b) Demonstrate how to drive your horse's hind legs up underneath him into supporting hands at all three gaits to create collection for at least 6 strides. c) Use a **half halt** or **momentary check** to drive the horse's hind legs up underneath him and lighten his forequarters.
- Demonstrate **leg yield** of at least 6 crossovers at a jog/trot with the horse's **spine straight (intermediate stage)**.
- Explain and demonstrate a **sidepass** of at least six fluid crossovers in each direction. The horse's **spine** should be **straight (intermediate stage)**.
- Starting at X, a) lope/canter two **figure 8's**, first one is smaller than the second – all **simple lead changes** take place at X, b) lope/canter a variation of the **figure 8** pattern which will include at least 3 circles of varying speeds on each side of X before changing leads at X. Lope/canter first a smaller, slower collected **circle**, followed by

a larger, faster circle, followed by a slower, smaller, collected circle all on the same side of X. Then do a **simple lead change** at X and repeat in the other direction. Speed variation is essential. There should be equal jog/trot steps on each side of X. Correct bend is important.

- Demonstrate four **straight line simple lead changes** (on the diagonal lines), two right and two left. The change must be away from the corner and both horse and rider should stay on the straight line until the corner is reached (no leaning).
- Lope/canter** a three loop **serpentine** showing smooth **simple lead changes**. The trot/jog steps must be balanced on each side of the A-C line.
- Demonstrate a **turn on the forehand** right and left showing a) **intermediate stage** with 6 crossovers and b) **advanced stage** with 3 crossovers.
- What is a **haunches-in**? Explain and demonstrate at least 3 strides of haunches-in in both directions a) at a walk, and b) at a jog/sit trot.
- Demonstrate a **haunches-in walk to lope/canter transition** right and left.
- From a **lope/canter**, demonstrate a quiet balanced downward **transition** to a **halt**, hesitate, then resume the **lope/canter**. There should not be more than 3 walk or jog/trot steps in the transition.
- Demonstrate both a right and left **turn on the haunches** including at least four crossovers of the front legs. It may be done from a halt or forward motion.
- Western – Demonstrate the correct **neck reining** technique by riding a pattern consisting of a lope circle in each direction joined with a straight line simple lead change. English – same pattern ridden at a canter with two direct reins. Finish the pattern with a jog/trot or lope/canter to halt transition and fluid back up.
- Ride the attached **pattern**. Include **tack check, mount** and **dismount**. May be ridden 1 or 2 handed.

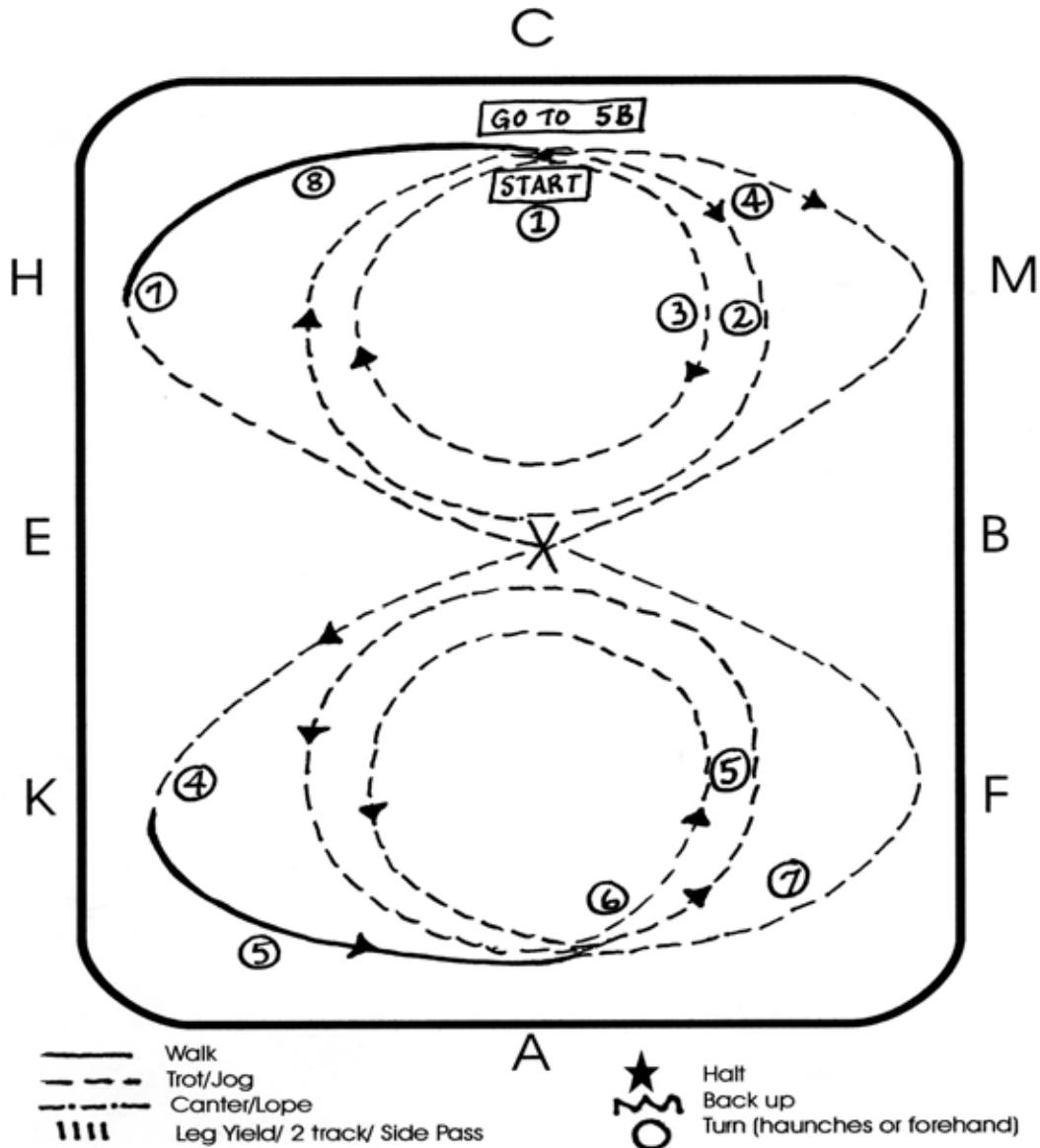
Evaluators signature

Date

LEVEL FIVE: PATTERN 5A

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.

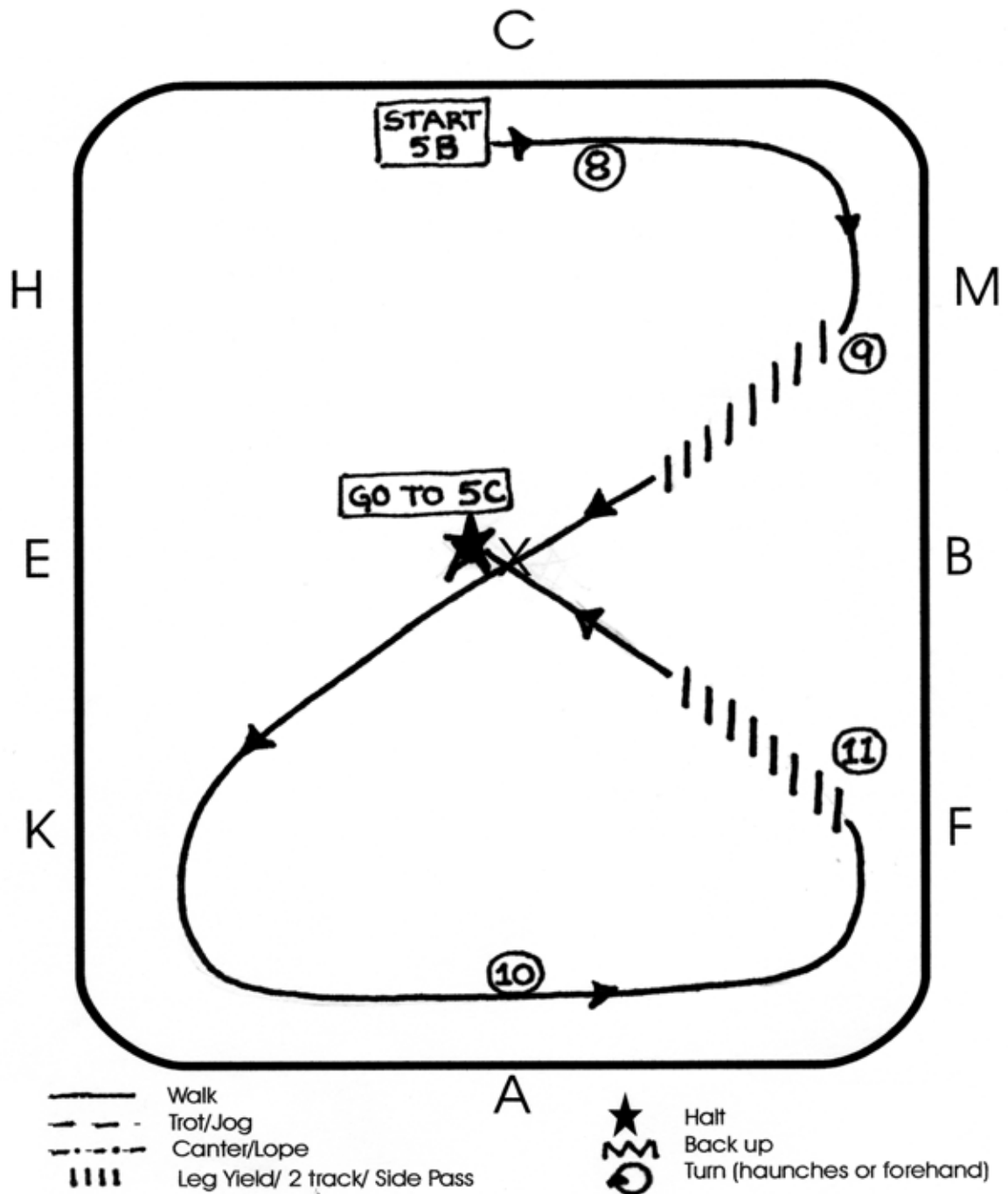
1. Correctly mount at C facing M.
2. At C rise trot a larger, longer strided circle.
3. At C sit trot/jog a slower, smaller circle.
4. At C rise trot C-M-X-K changing diagonals at X.
5. Walk K to A and rise trot a larger, longer strided circle.
6. At A, sit trot/jog a slower, smaller circle.
7. At A, rise/trot A-F-X-H. Walk H to C.
8. *Continue on Pattern 5B*



LEVEL FIVE: PATTERN 5B

Rider may have a reader for all patterns.

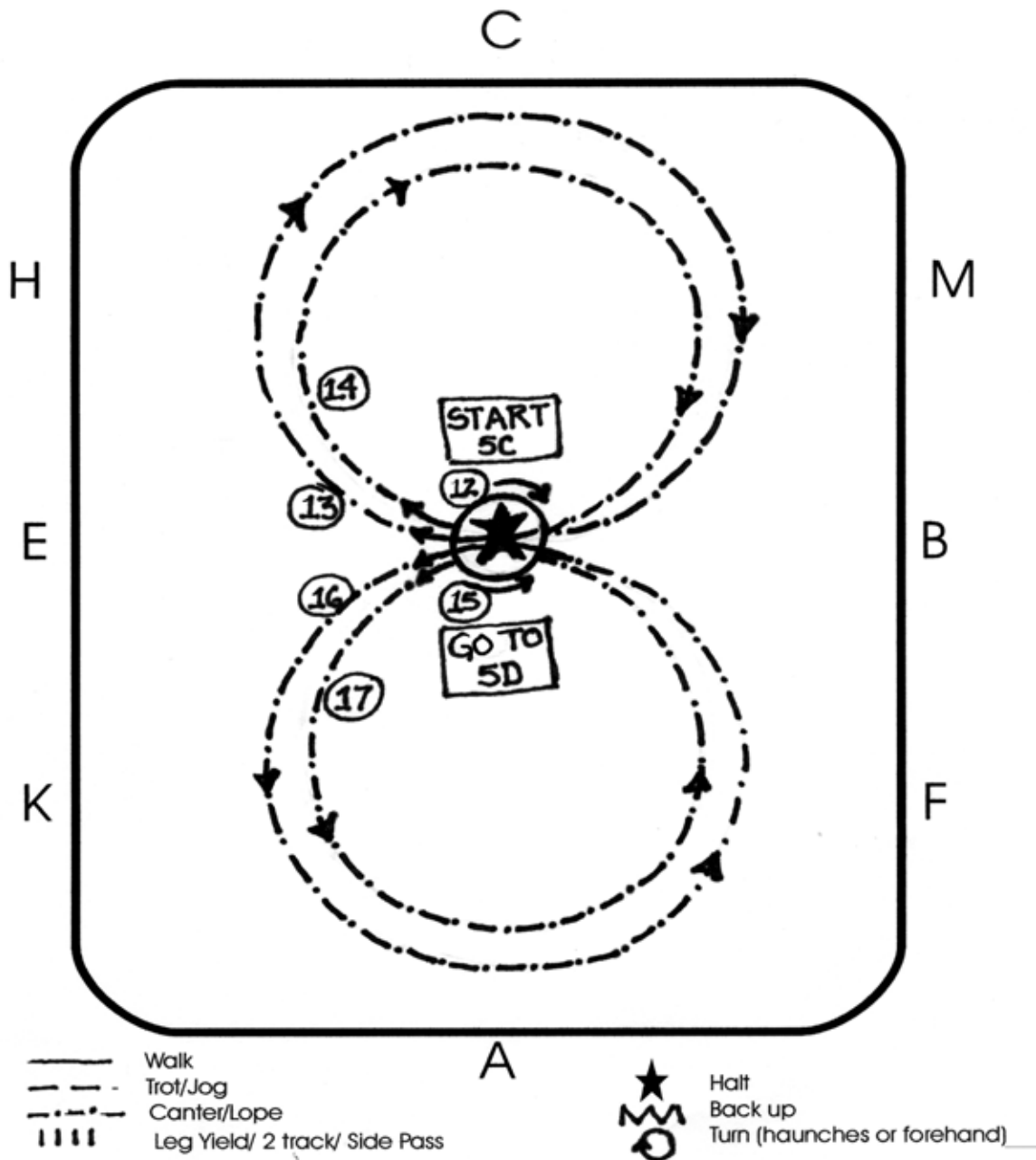
8. At C, walk to M showing a haunches in.
9. At M, two track towards X. Walk through X to K then A.
10. At A walk to F showing a haunches in.
11. At F, 2 track toward X. Walk to X and halt facing E. *Continued on Pattern 5C.*



LEVEL 5: PATTERN 5C

Rider may have a reader for all patterns.

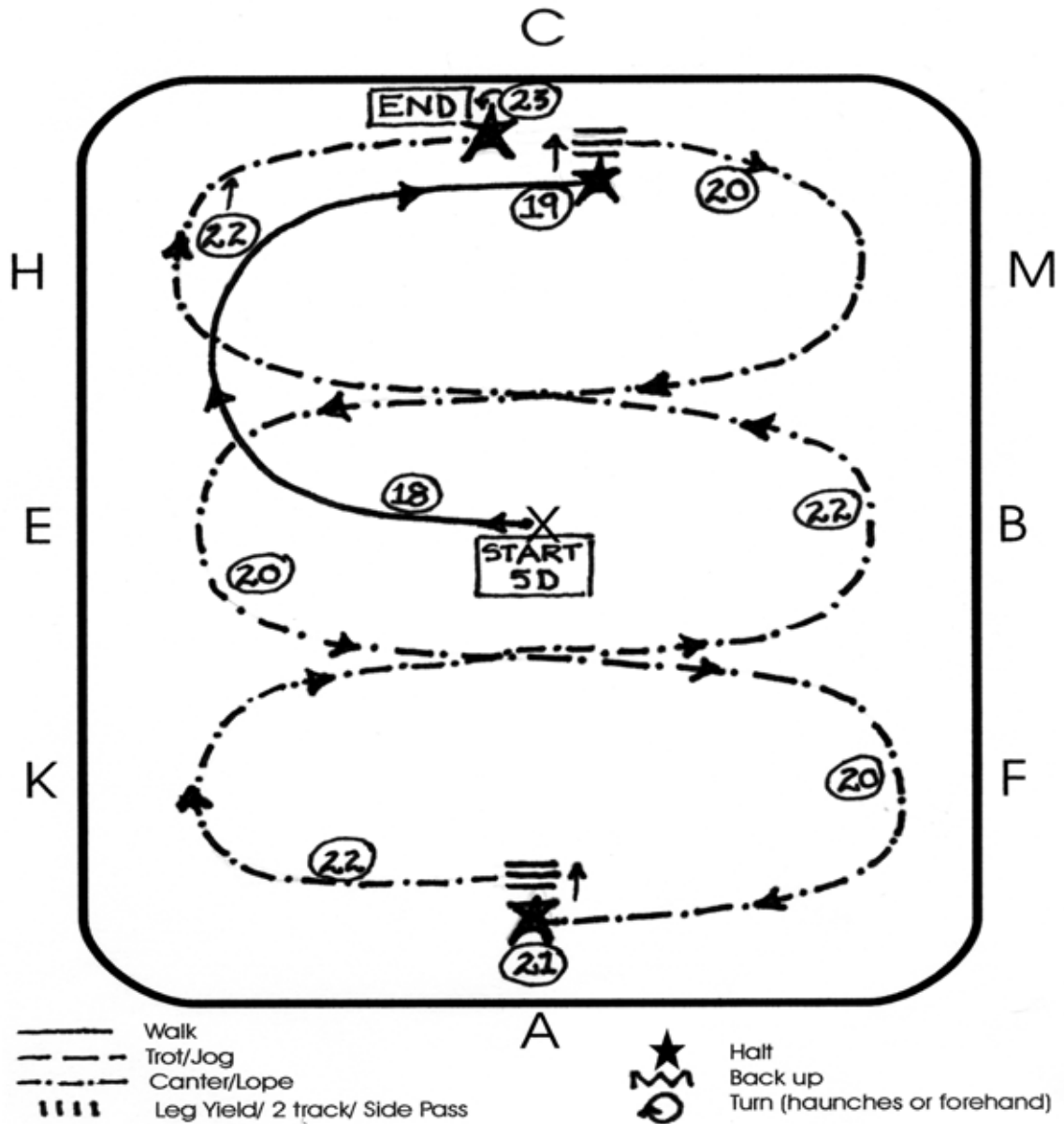
12. At X, do a 360 degree right turn on haunches.
13. At X, lope/canter a larger, longer strided circle to the right.
14. At X, lope/canter one or two smaller, slower collected circles to the right.
Halt at X. Hesitate.
15. At X, do a 360 degree left turn on haunches.
16. At X, lope/canter a larger/longer strided left circle then one or two smaller, slower collected circles. Halt at X. *Continue on Pattern 5D.*



LEVEL 5: PATTERN 5D

Rider may have a reader for all patterns.

18. Walk a large half circle from X-H-C.
19. Halt near C, side pass 8-10 feet to the left to C.
20. At C, lope/cantern a three loop serpentine to A, doing a simple lead change each time the A-C line is crossed. (centre of the arena).
21. At A, halt. Side pass 8-10 feet to the right to C.
22. Starting at A, lope/cantern a three loop serpentine to C, doing a simple lead change every time the A-C line is crossed.
23. Halt at C. Correctly dismount and lead out. *End of Pattern 5*



LEVEL FIVE: SHORT PATTERN

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

1. Start at pylon A.
2. Walk to pylon B.
3. At pylon B, lope/canter at right lead around pylon C to pylon D.
4. Halt at pylon D. Do a 270-degree turn on the haunches.
5. Lope on the left lead to a point between pylon A and pylon B, do a simple or flying lead change and continue loping around pylon E and ride to pylon F.
6. At pylon F, halt. Side pass 6-10 steps to the right.
7. Jog out of arena.

