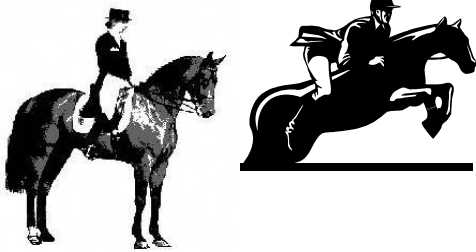


PRIX CAPRILLI TEST 1

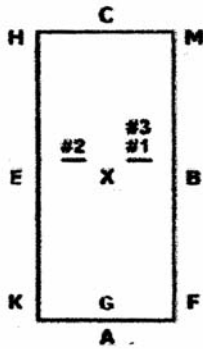
Crossrails/caveletti maximum at 18", walk-trot, trot rising unless otherwise indicated. Test judged on general horsemanship and smoothness of presentation. Test may be called.



Conditions _____

Arena: Standard 20m x 60m

Maximum Points: 220



Name of Competition

Date of Competition

Name and Number of Horse

Name of Rider

FINAL SCORE

Points

Percent

Name of Judge

Signature of Judge

PRIX CAPRILLI TEST 1NO.

Crossrails/caveletti maximum at 18", walk-trot, trot rising unless otherwise indicated. Test judged on general horsemanship and smoothness of presentation. Test may be called.

	TEST	POINTS		TOTAL	REMARKS
1.	A D D-E Enter at walk Halt. Salute. Proceed to left in working trot rising				
2.	C Circle right 20m				
3.	After C Turn down quarterline, taking fence #1 from trot , returning to track Before A Working trot.				
4.	Before E Develop medium walk Turn right				
5.	Before B Develop working trot Turn Left				
6.	C Circle left 20m				
7.	After C Turn down quarterline, taking fence #2 from trot , returning to track Before A Working trot.				
8.	Before B Develop medium walk Turn left				
9.	Before E Develop working trot Turn right				
10.	MXK Change rein in 2-point/balance position		2		
11.	After A Turn down quarterline, taking fence #3 Before C Working trot.				
12.	E Turn left X Turn left G Halt. Salute.				

COLLECTIVE MARKS

GAITS	(rhythm and clarity) and jumping style				
SUPPLENESS & BALANCE	(longitudinal and lateral, ability to shorten and lengthen)		2		
RELAXATION & OBEDIENCE	(tempo, attention, confidence, harmony, acceptance of the bit)		2		
RIDER	Position and Seat of rider, timing to jumps		3		

FURTHER REMARKS:

Subtotal: _____

Errors: (- _____)

Total Points: _____

JUMPING PENALTIES

Knockdown	4 points
1st Refusal	2 points
2nd Refusal	4 points
3rd Refusal	Elimination
Fall of Horse/Rider	Elimination

In the case of a knocked down rail being in the way, the judge will ring the bell for the rider to stop without penalty. After the jump is replaced, the bell will be rung again telling the