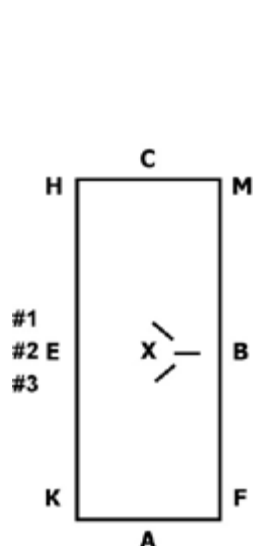


Prix Caprilli Test #1 - For horses with jumping experience showing Training Level Dressage or above - maximum height of fences 2 feet. It is understood that in the working gaits, a jumping horse is not expected to be as round on the bit as a competing Dressage horse. The horse must softly accept the bit and may show more "roundness" in the parts of the tests separate from the jumps. Trot work to be done posting. Transitions into and out of the halt may be through the walk. Test may be called. Refusals will be penalized as an error of course. Knockdowns will be penalized at the judge's discretion. 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 rider to continue from where he stopped.



1. A Enter working trot.
- X Halt. Salute.
Proceed working trot.
- C Track right.
2. MXK Change rein over Fence #1. Return to working trot after jump.
3. A 20m. circle left.
4. Before F Turn on line to Jump #2. Return to working trot after jump and proceed toward M.
5. C Medium walk.
6. HB Free walk. (x2)
- B Medium walk.
7. F Working trot.
8. Bet. A & K Working canter right lead.
9. KXM Change rein over Jump #1, land in working canter.
10. M Working trot.
11. Bet C & H Working canter left lead.
12. E Large 1/2 circle left over Jump #2. After jump, proceed straight ahead.
13. Opposite M Working trot.
14. C Circle 20m. letting the horse gradually chew the reins out of the hands at working trot, rising. Before C gradually take up the reins.
- C Straight ahead.
15. HXF Change rein over Jump #3. Return to working trot before F.
16. A Down centerline
- X Halt. Salute. Leave arena at a free walk on a loose rein.

General Impressions:

- Gaits (rhythm and clarity) and jumping style (x1)
- Suppleness and balance (longitudinal and lateral, ability to shorten and lengthen) (x2)
- Relaxation and Obedience (tempo, attention, confidence, harmony, acceptance of the bit) (x2)
- Position and Seat of rider, timing to jumps (x3)