

International Riding  
Academy  
Info Book

# Dressage Program

## Principles of the Dressage Horse:

Dressage training is systemic and sequential, so the horse will look more polished and elegant over time. He does what is required and by his own free will without any resistance, submitting to his rider, without hesitation, remaining straight in all movements on a straight and balanced throughout tracking, movements, gaits and paces His gaits are free, supple, active and but not restricted or tense. The canter is united, light and cadenced. The quarters never are inactive or sluggish. He responds to slightest cue of rider and looks lively, spirited body shows impulsion, supple joints. He responds to various aids calmly and with precision, displaying natural and harmonious balance- physically and mentally. He is always on the bit, meaning his neck is more or less raised and arched accordingly to stage of training and extension or collection of the pace. He also accepts the bridle with light and soft contact, holding his head in a steady position, slightly in front of the vertical and with a supple poll. His gaits are rhythmic and maintained in all different exercises and variations of paces.

"Dressage is for the sake of the horse and not for the sake of Dressage competition."

The following is a list with definitions of the types of dressage:

Classical - 2.0 CREDIT UNITS = 1 score of 55+%

Classical is the traditional form of dressage as per the ancient, classical schools of horsemanship. Refer to the International Rider Levels. Tests use the same arena but with the same markers as the Spanish Riding School. Test directives are differently written. Classical is a baroque type of riding, sometimes called Classical Dressage or Classical Horsemanship. Horse and rider perform in harmony and with a beautiful ease that actually induces a meditative quality. It is ballet on horseback. Divided into 3 groups of degrees of bending, collection, flexion, engagement, etc (levels) based upon the teachings at the Spanish Riding School, each degree has a test and a kur (Musical Freestyle test).

Veteran Dressage - 2.0 CREDIT UNITS = 1 score of 55+%

Veteran Dressage is open to horses 15+ years as an option! AND OR riders 40+ years as an option. This is done to support the longevity of the classical horse, who may suffer from a malady or most commonly is arthritis. As well, this type of dressage is aimed at riders, who through the trials of life are also struggling with medical conditions and stress. A horse and rider combination may switch to Veteran Dressage to keep earning awards with previous scores, but a combination cannot use Veteran Dressage scores to count for any other type of dressage awards. The Veteran dressage tests are based on the Classical system and the same arena will be used. Every test is descriptively the same as in Classical, but slightly shorter. For proper arena and movements, refer to the rider levels.

Western Dressage - 2.0 CREDIT UNITS = 1 score of 55+%

Western Dressage uses the western saddle, there are a few slight differences in this type of dressage. Gaits may not be as dramatic as they are in Classical and Veteran Dressage. Either arena may be used, however the tests are written for the classical arena. Classical and Western are not interchangeable. At this time, there is no Western Veteran Dressage.

KÜRS or Musical Freestyles – A kür is a musical freestyle test, where the rider chooses the music to best match the horse and choreographs a pattern to ride to. The goal of this course is to promote musical riding such as done as by the Spanish Riding School. The only three types currently recognized are Classical, Western and Veteran. Tack, Attire and Turn-Out are the same as pending which type of dressage, however costume is allowed as long as it does not interfere with the horse's movements. Each level requires different component movements. Riding higher level movement earns penalty points. Level Time Requirements are: Bronze levels – 3 to 4 minutes, Silver levels - 3.5 to 4.5 minutes and Gold levels - 3.5 to 5 minutes. Each level requires different component movements. Riding higher level movement earns penalty points. Some movements are doubled for points as they are called coefficients, making them more important. Some movements can be done to the left or the right. It is only necessary to do them once, however they be done both ways in any one test. If any movement is done more than once, each movement is scored and an average is taken for a final mark. The required movements are tallied in the Technical Marks section. Artistic impression marks are scored on the second at the bottom of the test. The Technical score and the Artistic score, less deductions are tallied and calculated to figure the percentage.

2.0 CREDIT UNITS in each test/ level = 1 score of 55+%

Other types (1st° equivalency) Use the modern dressage court (with letter markers)

Modern Dressage - 1.0 CREDIT UNITS = 1 score of 55+% - Same type of riding style as in competitions. The rider will have to wear formal attire as in competitions and may use the whip and spurs regardless of what riding level, however overuse will be penalized.

Gaited Dressage - 1.0 CREDIT UNITS = 1 score of 55+% - Some horses are trained or bred to have a 4 beat intermediate gait - naturally have a trot with lateral pairs instead of diagonal pairs, such as the Standardbred, Tennessee Walking Horse, Missouri Fox Trotter, Rocky Mountain Horse, Spotted Saddle, Kentucky Mountain Horse, Paso Fino, Peruvian Paso and Icelandic Pony. These tests are altered because of the inability to show the 2 beat trot. It is meant to be fun, and the goal is to allow riders with gaited horses to try unbiased testing in Classical riding.

Natural Dressage - 1.0 CREDIT UNITS = 1 score of 55+% - Dressage done bridleless and without a saddle. The exact same performance is expected. Have fun and ride safe!

Baroque - 1.0 CREDIT UNITS = 1 score of 55+% - Under construction

Country Dressage - 1.0 CREDIT UNITS = 1 score of 55+% - Refer to Vaquero Dressage in the Western section

CERTIFICATE OF TITLES = 2 scores of 60+% (either a test and kur or the test twice) for each type of dressage. You can collect ribbons based on scores, aim for a medal, and course credits (for your Equine Science diploma).

Video your test or pattern and upload it to the internet.

Email the office a link.

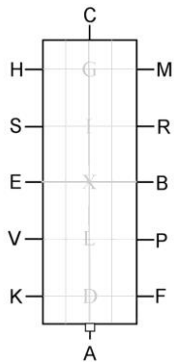
Wait for results and keep on riding!

## The COURT (not arena)

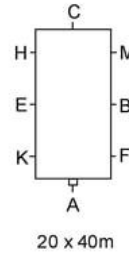
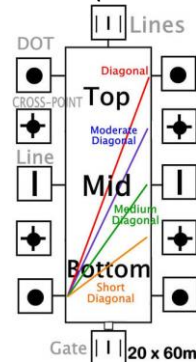
Because it must have four sides and is a rectangle, whereas an arena is oval.

The Classical court is based on the markers used at the Spanish Riding School. It is measured the same as the Competition court but can be modified to be whatever size a person has with the ration still being 1:3 for width and length, or 1:2 for those with smaller courts. Even the Spanish Riding School is not the perfect 20 by 60 meters. There are lines, dots, cross-points and a line on each side of the midline. The tests read a different but are easier to understand and letters are non-existent.

### Classical



### Court (like the Spanish Riding School)



The Small court is another option.

The standard court is used for Modern, Gaited, and Natural Dressage.

For more information on the dressage court components and figures, see the Dressage Secrets series of Workbooks written by Melanie Patton.

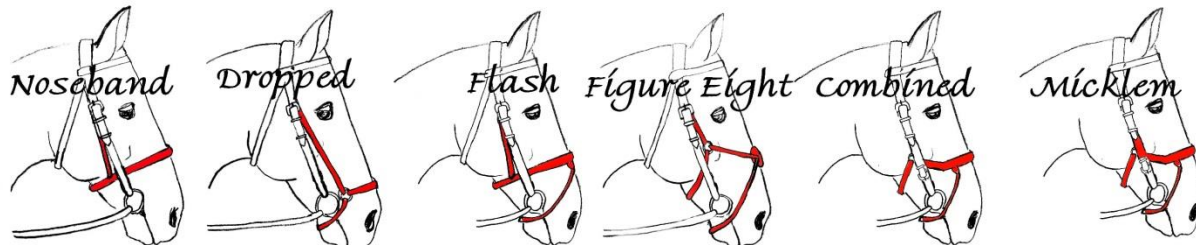
## TACK AND TURNOUT

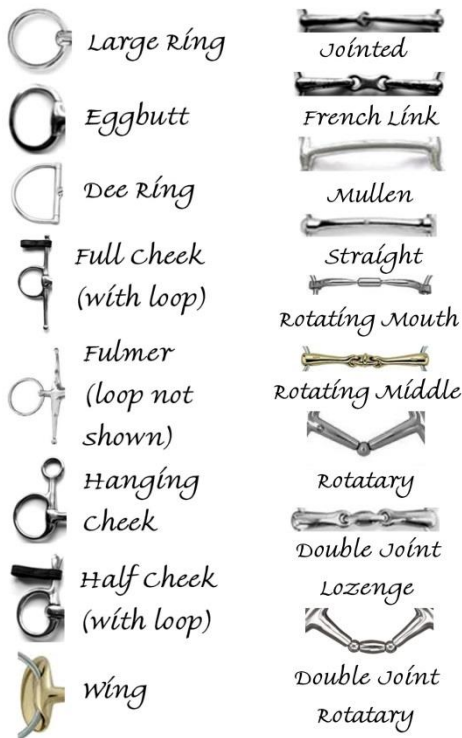
Colors allowed for all tack are any dark color such as black, grey, brown, navy. White, ivory, tan, light colored saddles are allowed in Gold levels.

### Bridles: (excluding Western Dressage)

Only English bridles are allowed. In any level, a Simple Snaffle Bridle is optimal. Reins must not have loops or inserts except for para equestrians. Bridles cannot be padded such as in jumping. All cavessons need about 2 fingers width of space. Choices for Cavessons for the English bridle.

These cavessons are only for Bronze and Silver level tests. Nose band and Dropped are the most common. Flash, Figure 8 (Crossed, Mexican, Grackle), Combined Nose band, Micklem, are allowed. Micklem must not be attached to the bit with additional links. Crank cavessons are prohibited.





Bits must be:

Smooth all over with no rough spots or rust.

Made of metal or rigid plastic, but not rubber.

May contain copper inlay.

Solid mouthpiece with up to 2 joints only.

Must not be wrapped.

Inside of the bit rings must measure 3.5 to 10.16 cm.

Diameter of the mouth piece should be about 10 millimeters for ponies, 12 for horses, and it is suggested that all young horses six years and younger be ridden in a 14 millimeter bit.

Mouthpiece may be curved to allow tongue relief, but no more 30mm wide and 30mm high.

Bits, must have a loose ring, or independent ring. It is good for all high school movements.

As Charles Harris states, "The simpler the biting, the higher the ART!"

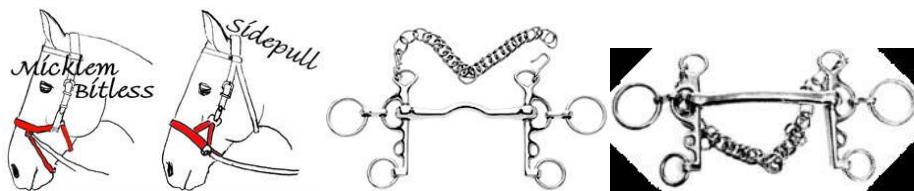
Cheek pieces are better, as in the Fulmer, used with bit loops, because it keeps the bit in the proper place, with prime function and turns the whole head, and does not pull into the corners of the mouth, like the snaffle ring does, creating pain and may lead to evasions. The more advanced the training becomes, the more important this is. There is great detail about bits and bridles, their functions and why they should be used in the International Rider I course called Tack.

You may choose the best mouth piece and cheek piece combination, that is best suited to your horse.

Veteran horses, 15 years and older

May use a side pull, or Micklem cavesson set as such without a bit. The cross under types are prohibited. For more information on bridles and their functions, refer to [Rider I course, Tack.](#)

As a double bridle option (not allowed in Western), veteran horses may opt to use the Rugby Pelham bit (mouthpiece must not be jointed, sliphead used, but not a bridoon bit). For proper fitting and setup refer to [Rider I.](#)



Test III and higher

Full or double bridle - only cavessons allowed are the Noseband or the Micklem. Just like at the Spanish Riding School, throatlatches are NOT allowed in the double.

The curb bit should have a curb chain with fly ring and a lip strap. The chain can be covered with leather or rubber.

Bit rings must be larger and curb bits have smaller shanks or lever arm (not be longer than 10 centimeters)

For proper fitting, refer to [Rider I - Tack](#).



Bridoon bits (any in picture)

Loose ring, Eggbutt, Jointed Mouth, French Link, With a Lozenge, Rounded mouthpiece, Rotary mouthpieces, Hanging Cheek (Baucher).

Curb or Weymouth bits:

Half Moon, Low port, Wide, Cambridge (solid), Weymouth (has moving slip cheek).

- S Curved shanks are allowed



Western Dressage Bridles:

Only Western bridles are allowed, with non weighted, split reins.

Reins made from rope or braiding nylon are allowed. Reins may be split or one continuous rein, but Romal and roping reins are not allowed. Reins must not have loops or inserts except for para equestrians.

Cavessons are not allowed with the Western headstall.

All tack must fit properly! Stay with one style and do not mix and match between colors or styles such as Formal to Academic tack and attire.

Saddles:

Saddles can be leather or synthetic material, but must be black or brown, matching the bridle. Treeless saddles are allowed. The only style of saddle allowed as the Dressage saddle, however in the Bronze classes a Jumper, Close Contact or All Purpose saddle may be used. Any other saddle type is not allowed.



#### Saddle Pads:

Pads must be square (not shaped) and can be black or white. It can have colored piping around and a stitched logo in the corner as long as it is not loud, obtrusive or obscene.

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All tack must fit properly! Stay with one style and do not mix and match between colors or styles such as Formal to Academic tack and attire.

#### Western Dressage Saddles:

Saddles can be leather or synthetic material, but must be black or brown, matching the bridle. Treeless saddles are allowed. The only style of saddle allowed as the Western saddle, whether it is Equitation, Reining, Roping, or likewise, it can be used. Any other saddle type is not allowed. Saddle pads should be of conservative colors and design, however it is not mandatory.

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#### Horse Turn out:

Clean and tidy!

Manes: loose or braided with white, black or brown elastics/ wire, banded with white or black tape, cropped.

Tail: natural, banded, but not braided

Hooves: may be painted with black or clear polish.

Quarter marks are allowed.

Polo wraps are no longer allowed.

Forbidden equipment: ALL else (breastplates, foregirths, bucking straps, bit guards, nose guards, cruppers, radios, mechanical equipment, etc)

#### Why no whip?

Because as Charles Harris of the Spanish Riding School says, artificial aids in the hands of anyone but an expert are like a child with an open razor in each hand. They are never needed by a correctly applied training program and can create and build up stiffness and resistances. The only educated riders with certification in Rider III and higher have proven their riding abilities and are allowed to use a whip in video testing. Whips are allowed in Modern Dressage and Gaited Dressage

## RIDER ATTIRE

CHOOSE FORMAL or ACADEMIC WEAR:

Formal Wear



*Top Hat Service Cap Bicorn Hat Bolero Hat*

Top Hat - any level but usually reserved for Gold levels

Service Cap - any level but usually for Bronze and Silver levels unless ridden with a uniform

Bicorn Hat - only for Gold levels with Traditional attire

Bolero Hat - any level for Traditional attire



Coat - Dark colored - may have thin pin stripes, piping and collars may contrast, discreet accents are allowed.

Gold buttons are allowed in a single row for Bronze and Silver.

Shirt - White or light dress shirt with a dark colored tie and clip or stock tie and pin. Gold buttons allowed in double row. Gloves can be black or white. Service uniform allowed for any level. Gloves depend on uniform or traditional attire.

Gold levels only - Traditional tail coat - Spanish Riding School/Portuguese School of Equestrian Art/Le Cadre Noir type or shadbelly with vest points and piping of any color are allowed. Gloves must be white.

Breeches - light colored, (white allowed but usually reserved for Gold levels).

Black breeches are only allowed with Le Cadre Noir coat traditional attire

Children only may wear light colored breeches or jodhpurs. Jodhpurs worn with jodhpur boots (short boot) must be used with garter straps to keep the pant leg from riding up.



Children only

## Academic Wear



*Golf shirts*

*Turtlenecks*

*Dress shirts*

Our school colors are navy blue (dark blue), black, and white.

Shirts - long or short sleeve shirt with a collar, like a dress shirt, golf tee, or turtleneck. Logo are not to be bigger than 3 inch by 3 inch, loud, obtrusive or obscene.

Breeches colors can be any of these colors, including grey and must be worn to the inside of the tall boot.



A combination of these colors is allowed.

Stripes, plaid or any other pattern is must be discreet. Vests are allowed.

A hat or helmet is are optional for adults. Children under 18 years must wear a helmet.

Gloves are allowed and can be any color.

Tall, dress boots should not have laces (field boots) for traditional wear, but optional for others.



Spurs are optional for ANY level. If used, must be made of metal and have blunt ends or small rowels that are free to rotate. Impulse spurs with a round knob are allowed. Note, excessive or improper use will be penalized.



Western Wear (Western Dressage only)

Shirts may be long or short sleeve if it is a hot day. All shirts must have a collar. Turtlenecks are allowed. A western tie or scarf should be worn. Jackets and vests are allowed.

Riding pants are left up to the rider's choice. Chaps (schooling/straight/scalloped/fringe). Pant legs must be worn to the outside of the boot. Boots - must have a heel

Hat or Helmet - Helmets are mandatory for children under 18 years of age, but adults may choose to wear a cowboy hat.

OTHER TYPES OF DRESSAGE (FORMAL TACK & ATTIRE)

Each: 1. 0 CREDIT UNITS = 1 score of 55+% and CERTIFICATE OF ACHIEVEMENT TITLE/level = 1 scores of 70+%

Each horse and rider in every test will earn a ribbon based on score

Tack, Turn-out and Attire is all Formal

Modern Dressage

Gaited Dressage

Natural Dressage

Baroque

## BRONZE TEST I (Demi°/Pre-Level/4-YR/Training Level/ Preliminary/3 Gait)

Minimum age of horse is 3 years old.

This is a basic class, great for beginners of all ages.

Gaits are Medium Walk/Working Walk, Walk on Long Rein, Working Trot/Jog and Working Canter/Lope. Also, the horse is asked to stretch down and forward in a circle. In Veteran Dressage canter is optional, and if not done emphasis is put on trot instead.

Kur (Musical Freestyle) Elements: Time 3.5 - 4.5 minutes.

Entrance & halts, Medium Walk/Ordinary Walk 15 meters, Walk on long rein 20m, Working Canter/Lope 20m circle (optional in Veteran Dressage), Working Trot/Jog 20 meters, Working Trot/Jog 15-20m circle, Stretch forward & downward 20m circle Trot/Jog.

For more information and help refer to International Rider II.

## BRONZE TEST II (1st°/Level 1/Novice/Pre-Lateral)

Minimum age of horse is 4 years old.

The horse must have a level to uphill top-line and good working gaits.

Gaits: Lengthened stride in each gait. Horses canter the 15m circle, trot serpentine, canter to quarter-lines.

Kur (Musical Freestyle) Elements: Time 3.5 - 4.5 minutes.

Entrance & halts, Medium Walk/Ordinary Walk 10m, Lengthened Walk 15m, Working Canter/Lope 15m circle, Working Trot/Jog 10m volte, Lengthened Trot/Jog, Change of leg through Trot/Jog (Cantering and changes are optional in Veteran Dressage)

For more information and help refer to International Rider III.



Bronze medal =  
once/horse & rider combination  
for receiving certified titles in Bronze levels of  
Classical or  
Veteran Dressage or  
Western Dressage

## Silver Test III (2nd°/Level 2/Elementary/Western Dressage Lateral I)

Minimum age of horse is 5 years old.

This is the true start of lateral work.

Gaits are Medium and Collected. In Western Dressage the walk can be Lengthened.

Horses trot and canter voltes, canter serpentine with no changes of leg, canter with a change of leg in a simple change. It is here that in Classical there are some true difference. The horse will be asked to trot a shoulder-in plie on 3 tracks, as well as a demi passage leading to a renvers for several strides. And last, the pirouette is asked for but completed with a halt and pause before and after the turn.

Kur (Musical Freestyle) Elements: Time 3.5 - 4.5 minutes.

Entrance & halts, Medium/Ordinary Walk 10m, Extended/Lengthened Walk 15m, Simple Change of leg, Collected Trot Plié/Collected Jog Shoulder-fore, Collected Trot Renvers/ Collected Jog Haunches In, Medium Trot/Lengthened Jog, Collected Canter/Lope 10m volte (canter and changes are optional in

Veteran Dressage).

For more information and help refer to International Rider IV.

Silver IV Test (3rd°/4th/Level 3/4/Medium/Medium Advanced)

Minimum age of horse is 6 years old.

Lateral work is developed more so. The rein-back is introduced.

Gaits are collected trot/jog and medium trot/ lengthened jog, but the canter/lope is collected, extended, and even more collection is asked for at the canter. There is some counter canter/lope. The walk is collected, medium or extended. In Veteran Dressage the collected canter may be substituted with a very collected trot instead.

Horses trot demi-voltes to half pass, canter voltes. The horse will be asked to trot a shoulder-in plie/shoulder-fore on 3 tracks, as well as quarter and half pirouettes/turn on haunches. New movements are the canter uberstreichen circle, canter a half working pirouette and 3 flying changes are introduced. In Veteran Dressage the emphasis can be put on a collected canter instead of Medium or Extended Canter. If trot is chosen, it must be a very collected trot.

Kur (Musical Freestyle) Elements: Time 3.5 - 5 minutes.

Entrance & halts, Collected Walk 10 m, Extended Walk 15m, Collected Canter Half Pass, Minimum three 4-time changes, Collected Trot Plié, Collected Trot Half Pass, Extended Trot, Very Collected Canter (Veteran Dressage may substitute with Very Collected Trot), Canter Working Half Pirouette (if not cantering in Veteran Dressage substitute Walk Pirouette).

For more information and help refer to International Rider IV.

Gold V Test (5th°/Level 5/Intermediare I)

Minimum age of horse is 8 years old.

The horse must show excellent collection and extension ability. This is the start of upper level dressage, showing the essence of classical dressage.

The gaits are the same, but the school canter is introduced. New movements are the true shoulder in on 4 tracks, canter 8 meter voltes, full working pirouettes, and 5 and 7 flying changes. In Veteran Dressage if the school canter is not done, emphasis will be put on a School Trot. Also, the canter half pass can be substituted for the trot half pass.

Kur (Musical Freestyle) Elements: Time 3.5 - 5 minutes.

Entrance & halts, Collected Walk 20m, Extended Walk 20m, Collected Canter Half Pass (Veteran Dressage may Collected Trot), Canter Working 1/2 Pirouette (enter & exit straight )(Veteran Dressage may Walk), Collected Trot Shoulder-In 12m, Collected Trot Half Pass, Extended Trot, Very Collected Canter (Veteran Dressage may School Trot)

For more information and help refer to the Master Rider levels.

Gold VI Test (6th°/Level 6/Grand Prix)

Minimum age of horse is 9 years old.

Showing the true essence of classical dressage though peaceful harmony with the horse is shown in this degree. The gaits are the same but shown with purity. The school trot is asked for. The passage is asked for through stages called Natural Passage, Soft Passage and Passage. The piaffe is also asked for 7 to 10 steps with 1 meter advancement permitted in Test 15, but in Test 16, it is for in 10 to 12 steps. Seven or nine 2-time flying changes are asked for, plus there is an option of eleven 1-time changes. In Veteran Dressage the school canter can be substituted with the school trot, the canter half pass with the trot half pass, the canter pirouette with walk pirouette.

Kur (Musical Freestyle) Elements: Time 3.5 - 5 minutes.

Entrance & halts, Collected Walk 20m, Extended Walk 20m, Collected Trot Half Pass, Extended Trot, Canter

Pirouette (enter & exit straight) (Veteran Dressage may walk), Collected Canter Half Pass (Veteran Dressage optional), Passage (min. 20m one track), Piaffe (min. 10 steps straight), Passage Piaffe transitions, Minimum five 2-time and/or 1-time changes (Veteran Dressage may School Trot).

For more information and help refer to the Master Rider.

# Stock Program

## WESTERN/STOCK CLASSES

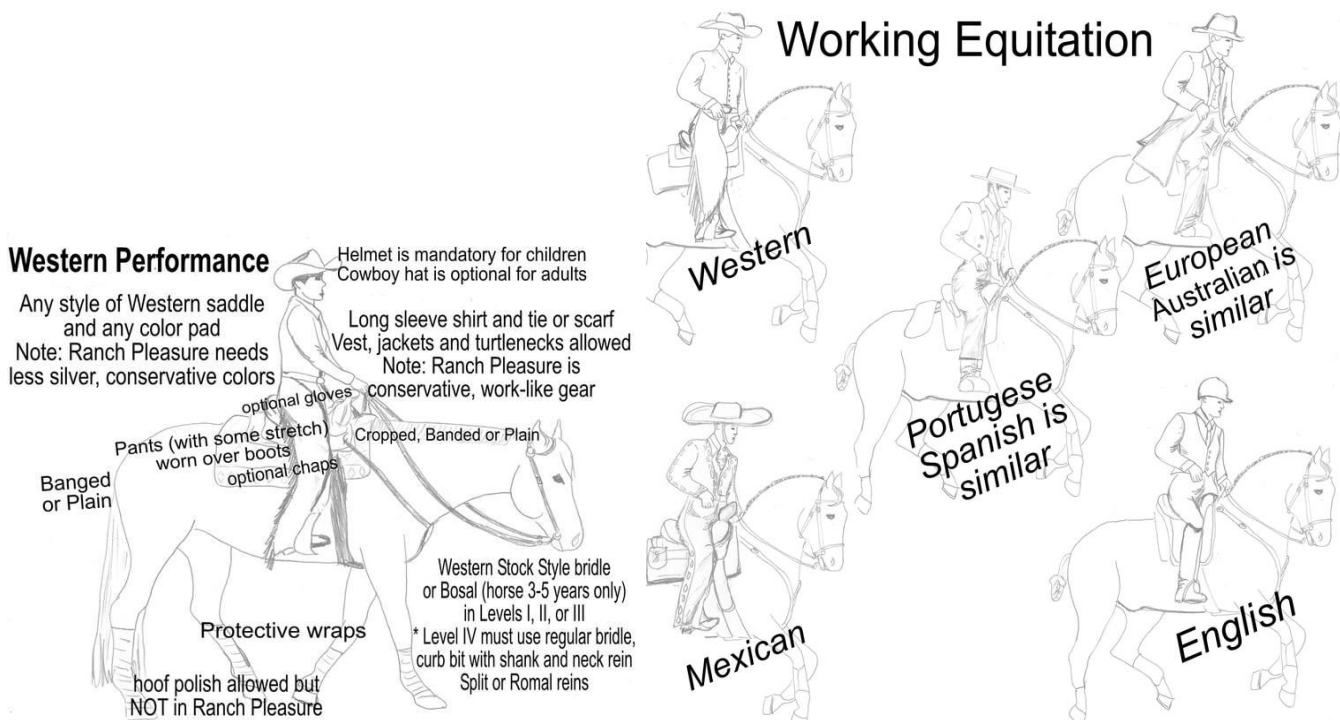
### TACK, TURN-OUT, AND ATTIRE

Formal or evening attire is requested.

Horses must be at least 5 years of age.

Bits - Curb bits are request. The most common are broken (jointed), half-breed and spade. Some have rollers and/or covers. Other Western Performance equipment may be included. If a rope or riata is to be used, then it must be coiled and fastened to the saddle. Hobbles may also be attached to the saddle. \* Protective wraps on bits are optional

**FORBIDDEN:** Not allowed are Whips, blinkers, martingales, foregirths, bucking straps, bit guards, nose guards, cruppers and likewise. Two-way communication devices and other mechanical equipment are prohibited. The rider must not be fastened to the tack or horse in any way. The judge may disprove of some bits and make suggestions for better bits. Pessoa bits must not have a cheek piece greater than 16cm and a maximum of three rings. Hackamores cannot have a cheek piece greater than 17cm. Bitless bridles, hackamores are allowed without the addition of a bit. Cavessons (noseband type) must be flat, braided, leather or synthetic like leather. Both cavessons, bosals and hackamores must not have any metal pieces or cores. Breast plates and breast collars are allowed for side saddle or western saddle, but must match in color.



**GAITS** – cardinal rule “Not too low or slow!”

**WALK** – The horse must have a marching walk performed in a business-like manner. He must track up, meaning his hind legs must step into the hoof prints of his front legs.

**JOG** – A little slower than a trot. He does not need a lot of knee action or animation. He does need to travel long and low in frame, but not with his poll lower than the withers at any point in time. Or the horse may be

able to travel more uphill and balanced with his quarters engaging underneath him. Smoothness is a higher priority than moving forward fast. The knees need to be kept flat, meaning that higher knee flexion is not desired. The only time a western rider will post is to extend the jog.

**EXTENDED JOG** – Horse must be willing, quick and show a clear definition of a lengthened stride between the two paces. The rider should post to help create the smooth extension.

**LOPE** – A little slower than a canter. The horse must be in a suitable frame that covers the ground with ease and the hindquarters engaging underneath to help impel the horse forward. In Western Pleasure Dressage excessive speed is prohibited, just as is the overly slow lope which may appear to have 4 beats to it. No horse should be canted, which means bent in toward the rail. The correct lead should be easily taken and held throughout the lope. The horse must be well-mannered and sensible in all gaits, but specially the lope and the changes of leg whether through the jog, simple changes or flying changes.

**EXTENDED LOPE** - must not speed up the number of strides, but instead stretch out to cover more ground with the same amount of strides. It is only called for in Ranch Pleasure.

For more information and help with these disciplines refer to International Rider I.

### WESTERN PLEASURE NATURAL

Basically this is Western Pleasure, but with more natural movement. Horses must have a level topline or the poll can be higher than the wither, but never lower. Manners are important and the horse must look like a pleasure to ride with ease. Conservative or flashy tack and attire is allowed. The horse must have a 3 beat lope.

Gaits: Walk, Jog, Extended Jog, Lope, Hand Gallop.

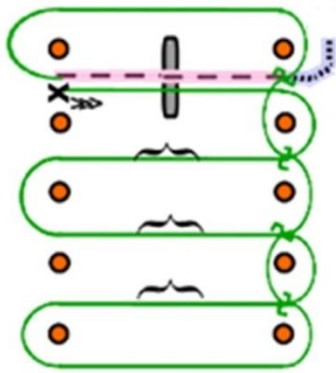
**NOTES:** The Western Pleasure horse is the same thing as that of the Western Dressage horse. Both of these terms refer to a western horse that appears to be a pleasure to ride for long amount of time. The purpose of the Western Pleasure tests are to confirm that the horse is suitable for long, easy rides across the fields. This stems from the great western experience and the birth of the North American cowboy, without all the other ranch work. A western pleasure horse is one who moves freely with a stride length appropriate to his conformation and muscle ability. He moves with smooth and effortless strides in a balanced, free-flowing motion. His head and neck must always be in a natural and relaxed position. His poll must never drop below the withers. It is carried either level or slightly above the withers pending breed. He is alert and pleasant while performing in the vertical, on the bit yet with light but consistent contact and fairly loose reins. His classical training will shine through as he will hold himself balanced, engaged and never heavy on the forehand, never too low, nor too high, never short striding or shuffling and responds quickly and readily to all of the rider's cues and aids. He can collect, extend and give smooth transition making him appear to be an absolute pleasure to ride. Most of all, the western pleasure/western dressage horse is safe for the rider and appears to be athletic and very efficient for his purpose.

The Western Horse will be judged on performance by 80%, but will also have a conformation and condition aspect that will count for a minimum of 20% of his end mark.

The horse's conformation is the most important aspect in his overall performance, suitability and longevity in the sport. Most important, the western horse is relaxed and ready to work, conserving his energy for a long afternoon in the fields and possibly ranch work. He must move efficiently so as to conserve energy. Even though he travels long and low on a looser rein, he is ready for a change of pace or a sudden turn, such as what happens in the field, at work or on the trail.

The beautiful part of Western Pleasure is that it opens up the possibilities for horses of all breeds and includes the ones with less than perfect conformation, although good conformation is something that all breeders must strive for. The western horse must be wide and strong. The haunch's triangle should be larger, but can be equal to the front triangle because the horse works with a fairly level top-line. The more muscling, the easier it is for the horse to support his haunch and carry the rider for long periods. The front end should be lighter, so that the horse can carry more weight on the haunch thus saving his shoulders over the period of a

lifetime. The neck should neither be too long, nor too short, but must counterbalance the horse's body weight. The horse needs a decently sloped shoulder so that the gaits are neither choppy nor stretched out. If the shoulder is not sloped enough the strides will be shorter and he will look choppy. The idea is to create a pleasant picture as the rider rides around the arena. The ideal western horse has a little more muscling for endurance across the fields, trails and in a working ranch environment. He still needs to stand square and fit into a box, meaning that the legs are directly underneath him. His body can easily be divided into thirds. One third is the shoulder area, one third is the body and one third is the haunch. The withers and the point of croup are level. Longer back horses are weaker and may develop problem gaits over time. Overall, the horse needs symmetry and a smoothness of muscling blending together. He needs to appear like he can work easily, happily and for long hours in the saddle. \* Ideal means in the top aspects of one discipline as there are very few horses who can enter multiple disciplines and be the top in their sport. However, there are many horses who can do multiple disciplines at a smaller level. In all of the gaits, the horse needs to appear natural. He must travel straight and even, being properly in all corners, turns and circles. The horse's conformation is an important aspect in his overall performance, suitability and longevity, however his performance is more valuable. He must be relaxed and ready to work. He must move efficiently so as to conserve energy and not expend it all in one performance. He will travel with light contact and be suitable for the activity.



#### WESTERN RIDING

Pattern riding based on progressive levels of difficulty in the changes of leg as well as gait development.

Gaits: Walk, Jog, Lope.

Western Riding Pattern

Walk, then jog, jog over log. Lope on the right lead and change leads via flying changes across the center line or in between the markers pending. Lope over log. Lope, Full Stop & rein-back 6-7 steps.

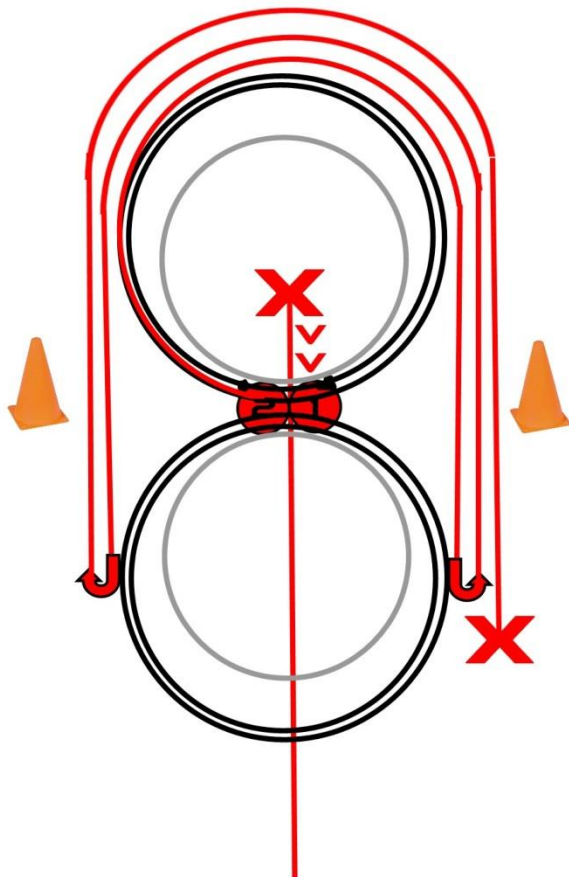
NOTES: The Western Riding patterns involve a great amount of difficulty for the horse and for the rider. The pattern involves lateral bending, precise transitions, fluid movement, pure gaits, perfect self-carriage, a balanced frame, and changes

of the leading leg in the lope. These elements stem from ranch work, where a horse needs to work in harmony with his rider, have no resistance and to perform smoothly and effortless throughout a variety of working conditions during the day. Because all of the Western Riding patterns in the competitive world involve great skill for an athletic horse, there needs to be a developmental program with systemic training to create the sound horse regardless of conformation. All horses need to be able to work into their senior years. They need to be happy and healthy. The International Riding Academy has developed this program special for the Western horse. There are four levels the help the horse progress to the perfect Western Riding horse. Penalty Points – 5: Out of lead beyond the next designated change area, Failure to change, Cross-cantering, Kicking out, Blatant disobedience, Holding the saddle. 3: Not performing the specific gait within 10 feet of designated marker, Not stopping within 10 feet of the designated area, Break of gait at lope, Break of gait at walk or jog for more than two strides, Wrong type of change of lead, Out of lead from one cone to the other, Additional lead changes when not required, Failure to start the lope within 30 feet after crossing the log. 1: Break of gait at walk or jog one or two strides, Hitting or rolling log, Out of lead for more than one stride, Splitting the log (log between the two front or two hind feet) at the lope. ½: Tick or light touch of log, Hind legs skipping or coming together during lead change, Out of lead from ½ to 1 stride, Non-simultaneous lead change “Go slow & take your time. Horses are creatures of habit, & if you get in a bind by going too fast, it will take you much more time to undo it. If you make them light in the bridle, feel their rhythm, know where they're putting their feet and align them correctly, you'll be ready to do anything; you'll always be riding a good horse.” ~ Johnny Brazil Jr.

The idea behind creating this program was not to belittle the competition horses in any way. The different

levels are meant to allow green horses to develop slowly over time. If a trained horse can easily perform the flying changes at level one, it is still prohibited, as a well-trained horse should be able to make the changes when called for and not done out of training repetition in the pattern. The course is about developing the Western Riding horse and not necessarily about having the finished 'product'. All green horses need to be given a place to start and a desire to perform well without the outside influences of having to create a perfect horse long before the horse is ready. The different patterns create variety and a little spice in to the Western horse's training regime. The Western patterns will help the horse to excel and move into reining and other disciplines. It will also help improve the Western Pleasure performance by adding variety and more training.

## REINING



Reining is a pattern class of circles, spins and rollbacks, designed for the intense cattle horse. Levels progress and intensify in difficulty.

Gaits: Walk, Jog, Lope, Hand Gallop.

Reining Test

1. Run past center marker & do a sliding stop. Back up to the center of the arena or at least 10' (3m). Hesitate.
2. Complete 4 spins right. Hesitate.
3. Complete 4 ¼ spins left to face left side of arena. Hesitate.
4. Right lead, 3 circles to right: first 2 circles large & fast, third circle small & slow. Change leads at the center.
5. Complete 3 circles to left: first circle small & slow, next 2 circles large & fast. Change leads at center.
6. Begin a large fast circle right but do not close. Run down right side of arena past center marker & do a left rollback at least 20' (6m) from end of arena – no hesitation.
7. Continue back around on previous circle but do not close. Run down left side of arena past center & do a right rollback at least 20' (6m) from end of arena – no hesitation.
8. Continue back around previous circle but do not close. Run down right side of arena past center marker & do a sliding stop at least 20' (6m) form end of arena. Hesitate to demonstrate completion of the pattern.

\*Rider must dismount and drop the bridle to the designated judge.

NOTES: Reining began with the vaquero cowboys of Mexico and in South America, as well as the North American cowboys. Fast horses that could spin on a dime, sprint forward, and perform quick halts were needed in every day ranch life. There were no fences, pens, buildings or any cattle handling facilities and a stockman needed a good horse in order to survive. From reining, other western disciplines have been derived, such as cutting, working cow and ranch pleasure.

As the sport of reining developed the focus was more on finesse and precision. Patterns were developed to show the horse's abilities and training. The sliding stop and the spin were introduced. These are highly impractical in the ranch environment, but the sport grew with popularity. A special show, called a sliding shoe, was developed to help with the sliding stops.

Reining involves intense and agile with style and speed. The patterns involve circles at different speeds, run-downs, roll-backs, precise transitions, fluid movement, pure gaits, perfect self-carriage, a balanced frame, sliding stops, fast spins and changes of the leading leg in the lope. These elements stem from ranch work,



where a horse needs to work in harmony with his rider, have no resistance and to perform smoothly and effortlessly throughout a variety of working conditions during the day. He needs to be versatile, have a good attitude and excellent movement. For this reason, reining is often referred to as being a form of western dressage, however finished reining horses must be ridden with one hand only. In reining competitions it is easier to be disqualified than it is in dressage. A reining freestyle division was created as well, and is ridden to music, just as the dressage kur is.

A reining horse is one who moves freely with a stride length appropriate to his conformation and muscle ability. He moves with smooth and effortless strides in a balanced, free-flowing motion. His head and neck must always be in a natural and relaxed position. His poll must never drop below the withers. It is carried either level or slightly above the withers pending breed. He is alert and pleasant while performing in the vertical, on the bit yet with light but consistent contact and fairly loose reins. His classical training will shine through as he will hold himself balanced, engaged and never heavy on the forehand, never too low, nor too high, never short striding or shuffling and responds quickly and readily to all of the rider's cues and aids. He can collect, extend and give smooth transition making him appear to be an absolute pleasure to ride. Most of all, the Reining horse must be safe and sensible throughout the day and especially in his performance.

The National Reining Horse Association quotes,

“To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely. Any movement on his own must be considered a lack of control. All deviations from the exact written pattern must be considered a lack of or temporary loss of control; and therefore, a fault that must be marked down according to severity of deviation. After deducting all faults set here within, against execution of the pattern and the horse's overall performance, credit should be given for smoothness, finesse, attitude, quickness and authority of performing various maneuvers, while using controlled speed which raises the difficulty level and makes him more exciting and pleasing to watch to an audience.”

There are four levels that help the horse progress to the perfect the Reining horse. The Reining horse is given credit for having reasonable speed with free moving gaits, balanced and harmonized with the rider's aids. It is different than Western Pleasure because you want a forward moving horse who is bright and alert.

Specialty Gaits and Pattern work

**SMALL AND SLOW**- refers to the size of the circle in the pattern and it is to be done at a slower paced lope. The lope must still be kept pure with three beats. It is still faster than the Western Pleasure lope.

**LARGE AND FAST**- circle in the pattern is to be done at a faster paced lope. The lope must still be kept pure with three beats. It is not to be developed into a hand gallop with four beats.

**RUN** – The Run is equivalent to the gallop, but the rider must be in complete control throughout.

Some movements asked for are:

**BACK-UP** – The back-up is a simple rein-back done with more animation and speed. It resembles the backing that a roping horse would do after the cow is roped; however the rider must have complete control of the movement.

**ROLL-BACK** – The roll-back is a pivot on the hind foot. The inside foot must be firmly planted as the horse swivels around in 180 degrees.

**SPIN** – The spin is equivalent to the turn on the haunches with a pivot around the inside hind foot. It is done with speed and precision, as a quarter turn too much or too little is penalized.

The horse needs to appear natural. He must travel straight and even, being properly in all elements especially the circles.

The horse's conformation is an important aspect in his overall performance, suitability and longevity; however his performance is more valuable. He must be relaxed and ready to work. He must move efficiently so as to conserve energy and not expend it all in one performance. He will travel with light contact and be suitable for the activity.

Reining horses must have particular conformation. The gaskin needs to be strong and well developed in order to perform the sliding stops. The horse may be slightly cow-hocked, but not overly. The hocks may be slightly narrower in order to fit better between the front legs in the sliding stops. They need strong, larger bones, in order to avoid any break down of the body which may happen easy enough even with the best bred horses as reining stresses the horse's joints and bones. These horses are naturally born to perform Reining better, but their conformation must not be so compromised so as to hinder their longevity. The Reining horse must be wide and strong to carry his rider, but smaller, shorter bones and more compact in order to be able to spin, roll and run. The haunch's triangle should be larger, but can be equal to the front triangle because the horse works with a fairly lever topline. The more muscling, the easier it is for the horse to support his haunch and carry the rider for long periods. The front end should be lighter, so that the horse can carry more weight on the haunch thus saving his shoulders over the period of a lifetime. The neck should neither be too long, nor too short, but must counterbalance the horse's body weight. The horse needs a decently sloped shoulder so that the gaits are neither choppy nor stretched out. If the shoulder is not sloped enough the strides will be shorter and he will look choppy. The idea is to create a pleasant picture as the rider rides around the arena. The ideal western horse has a little more muscling for endurance across the fields, trails and in a working ranch environment. He still needs to stand square and fit into a box, meaning that the legs are directly underneath him. His body can easily be divided into thirds. One third is the shoulder area, one third is the body and one third is the haunch. The withers and the point of croup are level. Longer back horses are weaker and may develop problem gaits over time. Overall, the horse needs symmetry and a smoothness of muscling blending together. He needs to appear like he can work easily, happily and for long hours in the saddle.

Penalties: 0.5 Point: Poor maneuver, Out of frame, Gait too slow, Gait too fast, Mouth gaping, Delayed change of lead by one stride, Wrong type of change of lead, Start circle with jog, Exit rollback at jog 2+ strides, Too close to wall (within 20 feet), 1/8 turn too much or too little. 1 point: Wrong lead, Each quarter of a circle on wrong lead, Each quarter of the end circle around on wrong lead, 1/4 turn too much or too little. 2 points: Break gait, Freezing in rollback or spins, Loping in to middle of arena at start, Failing to hesitate before starting or stopping, No lope before first marker, Stopping before marker, Jogging 2+ strides but less than 1/2 circle or 1/2 arena length, Holding wrong lead (1/2). 5 points: Holding saddle, Spurring in front of cinch, Using hand for

praise or to instill fear, Disobedience (kick, rear, bite, buck, strike, etc)

#### TRAIL HORSE

Trail is a mounted discipline where horse and rider complete various obstacles in a progressive manner intensifying in difficulty.

Gaits: Walk, Jog, Lope, Hand Gallop.

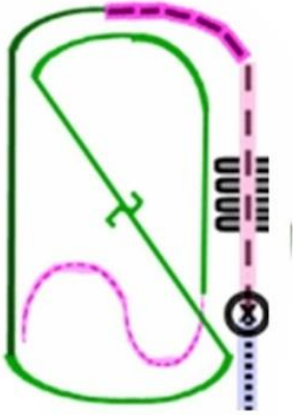
NOTES: A trail horse is a sensible horse that can easily and safely negotiate obstacles that are found in the natural landscape. The trail course is a challenge for both horse and rider to test their skills and training through the progressive levels of this course. These obstacles can add some spice to the pair's training regime. Each obstacle itself is a visual aid, where the rider must visualize, understand and cue the horse to perform. Rider error can cause

Gate	Rope	Metal
Walk-overs	16-18" apart, ground poles straight	Raised 8", raised up to 8" poles in zig zag shape, 36-42" apart
Jog-overs	36-42" apart, curved shape	1 side raised 8", straight or zig zag shape, 36-42" apart
Lope-overs	6-9' apart ground poles in box shape	Raised 8" around object @ clock points 12, 3, 6 9 o'clock
Back	'L' or 'U' shape, 28" apart, 6' long	2 poles in 'L' or 'V' shape, with 3-4 pylons or poles 28-36" apart
Bridge	Can be flat 3' wide, 6'- 8' long, raised up to 6-8"	Raised 6", 4' wide, rails 4' high
Serpentine	Walk, 4 cones 10' apart, 5-6' from rail	Jog, '0-0-0-0' shape, 4 cones 6-8' apart & 3 middle poles
Side-pass	Ground pole, 4' both ways	'T' or '=' shape, 3 poles raised 12", do bottom, top left & right
Box	Walk or jog in 5-7' big, turn on forehand 180° - 360° left & right	Lope in 12' big, turn on haunch 360° left & right, lope out
Other	Carry object 20' or Mailbox - Open, remove mail, replace mail, close box	Stop at post or table, put on slicker OR Cross water hazard of at least 6" deep

a mistake even for the best trail horse.

Judgment is placed upon the successful negotiation to the varying degree of difficulty. The horse must not shy, hesitate, panic, or spook. He must obey and understand what is being asked of him and perform with ease, grace and fluidity, never faltering or resisting. His classical training will shine through as he will hold himself balanced, engaged, and never heavy on the forehand or inverted.

Each horse must be able to walk, jog, and lope, with excellent carriage, meaning that the poll never dips lower than the wither, in each level. The gaits are pure, where the walk is a fluid, 4-beat gait, the jog is a slow, 2-beat gait, with legs moving in diagonal pairs, and the lope is a graceful, 3-beat gait, covering ground with each stride. Emphasis is on the horse's manners and the team is penalized for any delay due to hesitation, fear, or resistance, with the rider aiding with the least amount of cues.



#### RANCH PLEASURE

Much like the other three disciplines, Ranch Pleasure is designed to include a little bit of everything! This is a working class, therefore conservative tack and attire is requested. The horse must look like a pleasure to ride and work. Training is progressive.

Gaits: Walk, Jog, Lope, Hand Gallop.

Ranch Pleasure Pattern

Jog serpentine, then Lope left lead around the end of the arena and then diagonally across the arena. Change leads (flying) and lope on the right lead around end of the arena and Extend lope on the straight away and around corner to the center line.

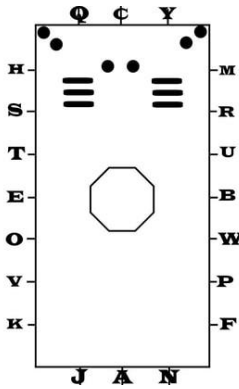
Extend jog around corner of the arena. Collect to a jog, jog over poles. Stop, do 360° turn each direction (either direction 1st) (L-R or R-L). Walk.

NOTES: Ranch Pleasure involves movements from western dressage, trail, western riding and reining into one test. The patterns involve lateral bending, precise transitions, fluid movement, pure gaits, perfect self-carriage, a balanced frame, full stops, fast turns and changes of the leading leg in the lope. These elements stem from ranch work, where a horse needs to work in harmony with his rider, have no resistance and to perform smoothly and effortless throughout a variety of working conditions during the day. He needs to be versatile, have a good attitude and excellent movement.

A ranch horse is one who moves freely with a stride length appropriate to his conformation and muscle ability. He moves with smooth and effortless strides in a balanced, free-flowing motion. His head and neck must always be in a natural and relaxed position. His poll must never drop below the withers. It is carried either level or slightly above the withers pending breed. He is alert and pleasant while performing in the vertical, on the bit yet with light but consistent contact and fairly loose reins. His classical training will shine through as he will hold himself balanced, engaged and never heavy on the forehand, never too low, nor too high, never short striding or shuffling and responds quickly and readily to all of the rider's cues and aids. He can collect, extend and give smooth transition making him appear to be an absolute pleasure to ride. Most of all, the ranch riding horse must be safe and sensible throughout the day and especially in his performance. There are four levels the help the horse progress to the perfect Ranch Pleasure horse.

The Ranch Pleasure horse is given credit for having reasonable speed with free moving gaits, balanced and harmonized with the rider's aids. It is different than Western Pleasure because you want a forward moving horse who is bright and alert.

## COWBOY DRESSAGE



This class has a specific court/arena with different patterns that increase with difficulty. The Academy offers one test only.

Even though this class is labeled dressage, it is still considered a "Stock" discipline.

Gaits: Walk, Jog, Lope, Hand Gallop.

Court/arena: The quarter-lines are marked at each end. The total size of arena is only 20x40 meters. Letters are marked every 5 meters. There is also the ground poles placed on the quarter-lines between H & S, and M & R, with pylons in the specific areas in the top corners and on each side of the centerline, and the octagon in the middle.

Cowboy Dressage - same tack, turn-out, and attire as any other Western/Stock discipline

### Cowboy Dressage

1 A - Enter working jog jog Halt in box, salute. Proceed working jog jog C - track right		2 R - Half 20m circle right		3 H - Working lope bowtie	
4 Change through jog		5 2nd Change through jog		6 H - Working Jog Y - Turn on 1/4 line over poles	
7 Halt. Half turn on Forehand left. Full turn on haunches right		8 Proceed working jog and track left Q - 1/4 line over poles		9 Halt. Half turn on Forehand right. Full turn on haunches left	
10 Proceed free jog, track right. M - Working Walk		11 R-V - Free walk V - Working walk		12 K - Working jog A - Turn on centerline Halt in box and salute	

## WORKING EQUITATION

### Maneability (Ease-of-Handling)

Description: Working equitation is basically field work on the farm through a variety of obstacles that increase with difficulty. Founding countries were Spain, Portugal, France and Italy, but it is no longer limited.

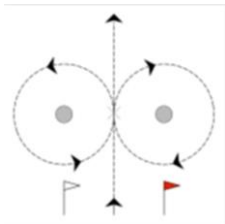
You design your course.

Gaits: Walk, Jog, Lope, Hand Gallop.

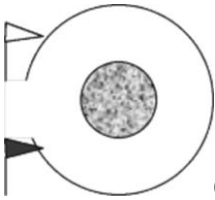
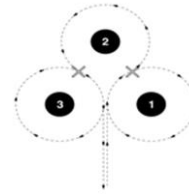
Credits: 1.0 credits upon scoring 55%

Title of Achievement: score of 70+%

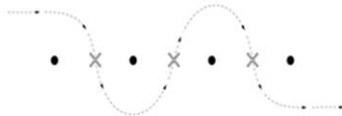
12 Obstacles:



Canter a figure eight between drums with a flying change

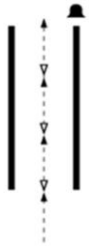


Canter the livestock pen

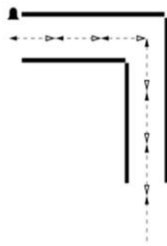


Canter single slalom with flying changes

Gate with right or left open



Trot or Canter the Bell Corridor



Remove a pole at the canter



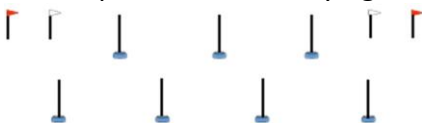
Canter to hit a target

Replace the pole at canter

Trot or Canter to sidepass

Walk or Trot to Reinback

Canter pirouettes with flying changes



Canter Double Slalom with flying changes

Canter over a jump

Lasso an object and drag it  
Bridge  
Ditch  
Bank  
Move a glass  
Jug  
Dismount, walk around, and remount

NOTES: "The discipline of Working Equitation was created with the aim of promoting the different types of equitation employed in countries that use the horse to work on the farm. The aim is to preserve and perpetuate not only this type of equitation in each country but also the various traditions, riding attire and tack that constitute part of the intrinsic cultural tradition of each country. The four founder countries of Working Equitation are Portugal, Spain, France and Italy. Each country has its own rules for Working Equitation competitions. The countries have come together to establish the rules for the international competition." ~ Working Equitation UK

This program combines different disciplines into one category that has been around since man first starting using the horse for work, pleasure, military and transportation. Horses had to be versatile and the same horse used for work in the fields, had to be used around the ranch, and in the manegé (riding arena performance). Riding used to be a lifestyle in fieldwork and has since changed to be a luxurious hobby. The classical, baroque methods of riding and training, mixed with today's science and technology, leads us to this program. Horses were the "all-around horse" quick, obedient and skilled. The purpose is to show that both the horse and rider are capable of precisely, calmly, with harmony perform obstacles that may be encountered at work. Working Equitation is comprised of four trials: Dressage (Flatwork), Ease of Handling or Maneability (Obstacle work with style), Speed (Obstacle course with precision) and Cow (no longer offered by the Academy).

Classifications: Team Championship – where each country submits a team of four riders, selected nationally and representing the tradition equitation of the country. Individual Championship – based on performance in the first three trials. Cow Trial – independent, collective classification only for the result of the cow trial test. For this reason, the International Riding Academy only offers the Maneability tests with the following penalties:

Each tick or touch of obstacle by horse = -0.5 mark,  
Horse lost rhythm of gait or gaits or immobility at halt = -1 mark,  
Horse lost impulsion = - 1 mark,  
Horse loses suppleness and/or shows tension = -1 mark,  
Horse shows resistance (no contact/no submissiveness) = -1 mark,  
Horse's head lowers below the wither or is inverted and back hollow = -1 mark,  
Horse does not travel straight/evenly/square under the rider's aids = -1 mark,  
Horse's loses balance = -1 mark,  
Poor transition = -1 mark,  
Each step on an obstacle by horse = - 1 mark,  
Improper leg sequence = -1 mark,  
Wrong leading leg with correction or break of gait= -1 mark,  
Stepping outside an obstacle = -4 marks,  
Knocking an obstacle down = -4 marks,  
Dropping an object = -5 marks,  
First refusal (balk, shy or 2+ backward steps) = -5 marks,  
Horse is disobedient = -5 marks,

Wrong leading leg without correction = -5 marks,  
Obstacle incomplete = -5 marks,  
Second refusal of same obstacle = -5 marks,  
Severe disturbance to an obstacle = -5 marks,  
Fall off or out of an obstacle = -5 marks.

#### VAQUERO DRESSAGE OR DOMA VAQUERA (COUNTRY DRESSAGE)

This class is like Working Equitation in tack and attire, however it is just flat work done in the dressage court using any of the dressage tests.

Even though this discipline is labeled as dressage, it is still considered a "Stock" discipline.

To perform in Vaquero, please refer to any of the dressage tests.

Gymkhana – under construction

# Show'n' Sport Program

English disciplines

GAITS - (The cardinal rule is "No snappy gaits!")

## WALK

The walk needs to be natural in appearance. It needs to be flat footed, which means that the leg and hoof action does not involve any toe flipping or excessive animation. It has a four beat gait with steady rhythm and cadence. He needs to travel straight, meaning not over bent or counter bent. As he travels, he is alert, happy and travels with a reasonable length of stride according to his body structure. He must not drag his feet or appear to be too slow. The walking gait is lively, graceful and full of animation, but he must not prance. His knees should flex, but not overly. His walk is graceful with elegant steps still flat.

NORMAL WALK, which is the same as WALK. The horse needs light rein contact and is not allowed to rush.

COLLECTED WALK, which contains shorter, higher strides, but the horse must not pace.

EXTENDED WALK, in which the horse must lengthen his frame to cover more ground with each step. The horse needs light rein contact and is not allowed to rush.

## TROT

The trot is smooth, never choppy and consists of two beats as the horses leg moved in diagonal pairs. His movement is square, even and balanced. He must travel forward with ease and both his front legs and his back legs need to reach forward. The hind legs must not appear to walk or shuffle. During the trot, the rider must always post.

NORMAL TROT, which is light, cadenced and crisp in appearance. The rider posts. The English Pleasure horse must appear to be in a collected frame, but not with a hollow back or inverted nose. Smoothness is a higher priority than moving forward fast. The knees need to flex, but not more than a ninety degree angle and not high as seen in several breed shows. The hocks must engage well under the horse.

SITTING TROT, the rider does not post.

STRONG TROT, there should be a clear definition between the Normal trot and the Strong trot. The horse must do so willingly, quickly and show an increase in speed and a lengthened stride. The rider must post. It is called for as the horse is developing muscle, power and the ability to lengthen his stride.

COLLECTED TROT. There should be a clear definition between the Normal trot and the Collected trot. It is lighter and shorter with the same amount of impulsion and balance. The neck must raise and arch, but the head must still be in the vertical. The rider sits the seat while collecting the trot.

EXTENDED TROT. The hindquarters engage and create more impulsion creating a medium speed with a lengthened stride. The horse must do so willingly, quickly and the rider must post.

## CANTER

The canter has an even three beat gait. The horse is relaxed and travels forward to cover ground with ease. The correct lead should be easily taken and held throughout the canter. Excessive speed is prohibited, just as is the overly slow canter which may appear to have four beats to it.

EASY CANTER, which is forward and light.

COLLECTED CANTER, the horse needs to engage his hindquarters and move with impulsion. His weight must be transferred to the haunch to lighten the forehand, showing free and supple shoulders. The neck is raised



and arched. The steps are lighter and shorter while still covering ground. The horse's head is never in front or behind the vertical.

**EXTENDED CANTER**, which should be performed immediately when asked for and done without resistance or a hesitation in gait or lack of rhythm. The horse must show an increase in speed and a lengthened stride

**HAND GALLOP**, which is an increase in speed and stride length, as the rider switches to a 2 point seat.

## ROAD HACK

The horse and rider proudly show their versatility looking like they are ready to hack in the field. This class is not as formal as Show Hack, so typical, conservative hunter tack and attire are recommended.

Gaits: Walk, Normal Trot, Sitting Trot, Strong Trot, Easy Canter and Hand Gallop

**NOTES:** English riding is considered to be a formal and traditional way of riding. It may be a harder form to learn, but it can also help with other disciplines. The rider uses two hands and sits very tall and straight. The Hack horse is to be considered one of the most prestigious horses and a pleasure to ride. He should show versatility and lovely animation. He does not jump during any evaluations or performance in the arena. The purpose of the Hack tests is to confirm that the horse is suitable for riding with showy gaits and have presence and animation. The history stems from the use of horses for transport across the country scape. The Hack horse is judged 10% on manners, 15% on conformation, 20% on substance, and 55% on performance. English horses cover more ground with high-stepping strides travelling smoothly and swiftly. The legs have a stepping action, with flexed knees. The horse needs to show the ability to lengthen gaits with vitality and lively animation. The gaits should have a definitive cadence, correctness, giving the horse presence, yet the horse is natural and unconstrained. The horse's head must be in the vertical or slightly in front. The road hack's head may be carried slightly higher than the withers, but never lower. The road hack may have a lower set neck and less arch than a show hack horse. There is more bending at the poll. The horse must be bright, alert, and willing. He needs to react to light leg and hand contact, and respond immediately in transitions. Most importantly, he is safe, athletic and very efficient for his purpose, with clear versatility in his actions. The Road Hack horse should have excellent conformation the same as the dressage horse. Much like the English horse, he is athletic, balanced and his front feet appear to float across the ground. He must be able to flex and to extend. This action needs to be counter balanced with a long, shapely neck set relatively high on the shoulder. He has a higher head carriage, but he is relaxed and happy. Overall the Hack horse presents a versatile appearance being in between the Hunter under saddle and the English horse.

## SHOW HACK

This class is similar to Dressage, using the same tack and attire as upper level. This class is similar to Road Hack, however it is considered formal. Horses are a bit more animated and flashy, but gaits are never snappy. The horse must look like an absolute pleasure to ride.

Gaits: Walk, Normal Trot, Collected Trot, Extended Trot, Normal Canter, Collected Canter and Extended Canter

**NOTES:** English riding is considered to be a formal and traditional way of riding. It may be a harder form to learn, but it can also help with other disciplines. The rider uses two hands and sits very tall and straight. The Show Hack horse is to be considered one of the most prestigious horses and a pleasure to ride. He should show versatility and lovely animation. He does not jump during any evaluations or performance in the arena. The purpose of the Hack tests is to confirm that the horse is suitable for riding with showy gaits and have presence and animation. The history of Show Hack started in England, where exhibitors showed their horse to a maximum performance of style, elegance and self carriage. The Hack horse is judged 10% on manners, 15% on conformation, 20% on substance, and 55% on performance. English horses cover more ground with high-stepping strides travelling smoothly and swiftly. The legs have a stepping action, with flexed knees. The horse needs to show the ability to lengthen gaits with vitality and lively animation. The gaits should have a definitive cadence, correctness, giving the horse presence, yet the horse is natural and unconstrained. The horse's head must be in the vertical or slightly in front. The show hack's head carriage must be higher than the withers as

the horse must be in a collected frame. The show hack needs a higher set neck and with more arch. There is more bending at the poll. The horse must be bright, alert, and willing. He needs to react to light leg and hand contact, and respond immediately in transitions. Most importantly, he is safe, athletic and very efficient for his purpose, with clear versatility in his actions.

The Show Hack horse should have excellent conformation the same as the dressage horse. Much like the English horse, he is athletic, balanced and his front feet appear to float across the ground. He must be able to flex and to extend. This action needs to be counter balanced with a long, shapely neck set relatively high on the shoulder. He has a higher head carriage, but he is relaxed and happy. Overall the Hack horse presents a versatile appearance being in between the Hunter under saddle and the English horse.



see video

#### PLEASURE HACK

This class is similar to Hunter under Saddle, using the same tack and attire, however the horse does not need to be as big and sporty. Manners are more important. The horse must look like an absolute pleasure to ride. Gaits: Walk, Trot, and Canter.

NOTES: Pleasure Hack, everything is virtually the same as the Hunter under Saddle, except there is no hand gallop. Also, there is more emphasis placed upon the horses manners, where he should seem to be a pleasure in the saddle. The reins should be a bit looser than the hunter under saddle horse. The horse himself may be smaller in stature, not as strong and not as big boned as the hunter under saddle horse. The pleasure hack horse must not be speedy or have extreme motion. There must be no resistance. He should be obedient, alert and responsive to move freely. The best tip about the Pleasure Hack horse is that he should look like anyone can ride him.

For Tack, Turnout and Attire see video for Hunter under Saddle

#### HUNTER UNDER SADDLE

This class is also called Hunter Pleasure. It is designed to show off the hunter horse who does not jump during the test. Horses are bigger, sporty and look as though they could go off jumping through the fields without any problems.

Gaits: Walk, Trot, Canter and Hand Gallop.

NOTES: The Hunter Pleasure horse is the same thing as that of the Hunter under Saddle horse. Both of these terms refer to a hunter horse that appears to be a pleasure to ride, but does not jump during any evaluations or performance in the arena. The purpose of the hunter pleasure tests are to confirm that the horse is suitable for fields and jumping with long, low strides covering ground smoothly and easily. The legs have a sweeping action, with flat knees. The horse needs to show the ability to lengthen gaits in a relaxed and free flowing correctness. The gaits should have a definitive cadence.

The horses conformation is the most important aspect in his overall performance, suitability and longevity in the sport. The ideal hunter horse has a little more muscling for endurance across the fields. He still needs to

stand square and fit into a box, meaning that the legs are directly underneath him. His body can easily be divided into thirds. One third is the shoulder area, one third is the body and one third is the haunch. The withers and the point of croup are level. Longer back horses have the better ability to arch, creating a scope over the jump. The hunter horse may not need to jump as high, so may not need as long a back. Overall, the horse needs symmetry and a smoothness of muscling blending together. He needs to appear like he can work easily, happily and for long hours in the saddle. He is relaxed and ready to work, conserving his energy for a long afternoon in the fields, over jumps. He moves efficiently so as to conserve energy and is able to cope with different jumps, scenery, land terrain. Even though he travels long and low on a looser rein, he is ready for a change of pace or a sudden turn, such as what happens in the hunt field. The horse's head must be in the vertical or slightly in front. His head carriage must be level with the withers or slightly higher. The poll must never be lower than the withers for more than any length of time. He has a lower neck and has less arch in the neck. There is less bend at the poll. The horse must be bright, alert, and willing. He needs to react to light leg and hand contact, and respond immediately in transitions. The Hunter is more relaxed and is not as animated in his actions as other types of horses such as the English Pleasure horse. Instead, he has a longer, more rectangular frame. He has a fairly level top line. He is safe for the rider and appears to be athletic and very efficient for his purpose. The horse's performance, appearance, condition and suitability will account for 60% of the total score in testing.

See video

#### ENGLISH PLEASURE (NATURAL)

This is a showy kind of class where the horse needs to be well-mannered but also have a little more animation. It stems from English riding around in parks on Sundays in their best attire, showing off their horsemanship abilities and wealth. Unlike today, horses are not asked for snappy gaits and still adhere to Classical Horsemanship principles.

Gaits: Walk, Normal Trot, Strong Trot or Extended Trot, and Canter.

NOTES: English riding is considered to be a formal and traditional way of riding. It may be a harder form to learn but it can also help with other disciplines. The rider uses two hands and sits very tall and straight. The English Pleasure horse is to be a pleasure to ride, but does not jump during any evaluations or performance in the arena. The purpose of the English pleasure tests are to confirm that the horse is suitable for riding with showy gaits and be appealing to the eye. The history of English riding has been started with the evolution of riding with saddles. However English Pleasure has evolved into what it is today. It started with field hunts and evolved into formal riding on Sundays as a chance to socialize and show off one's expertise as well as social hierarchy among the aristocrats. It was a chance to show off fashionable outfits and flashy horses in the park. It was a chance to court; therefore attire took on a different fashion, called period dress consisting of very elegant clothing. Ladies would ride aside, which is now somewhat outdated, but there is still room for the option. This type of riding also evolved into the Saddle seat discipline in the United States, where plantation owners would travel across their vast fields and need a comfortable horse. English horses cover more ground with high-stepping strides travelling smoothly and swiftly. The legs have a stepping action, with flexed knees. The horse needs to show the ability to lengthen gaits with vitality and lively animation. The gaits should have a definitive cadence, correctness, giving the horse presence, yet the horse is natural and unconstrained. The horse's head must be in the vertical or slightly in front. His head carriage must be higher than the withers as the horse must be in a collected frame. The horse needs a higher set neck and with more arch. There is more bending at the poll. The horse must be bright, alert, and willing. He needs to react to light leg and hand contact, and respond immediately in transitions. Most importantly, he is safe, athletic and very efficient for his purpose.

Unlike Hunter under saddle, where the horse's conformation plays such an important role in the horse's scoring; the English horse's scores are largely represented by his manners. Therefore, he must be very well-mannered. His performance, conformation, appearance, condition and suitability accounts for 60% of the total

score in his test. He should have excellent conformation and have a flashy appearance. This coins the term “Saddle horse” or “Show Horse”. Of course, the horse needs to be sound and the Academy strives to promote useful horses with longevity in all disciplines. He's square, well balanced and athletic. His power needs to come from the hind end, which will lighten the front end and allow the horse to save his shoulders and create a light, airy causing the horse's front feet to appear to float across the ground. He must be able to flex and to extend. This action needs to be counter balanced with a long, shapely neck set relatively high on the shoulder. The neck must not appear to be thick and not have a pronounced crest. He needs a laid back shoulder for obvious extension. The English horse is more refined, elegant and has small bone structure than a stock horse, hunter horse or sport horse, but must still have substance. They should carry their tails higher naturally. Even though the horse always shows a higher head carriage, he is relaxed and happy. Overall the English horse presents a brilliant appearance.

There are several different types of English Pleasure classes. One is the most basic and covers most small shows. It is just English Pleasure which allows a broader base of tack and attire. Specific breeds have their own definitions of English Pleasure ranging in movement and animation. The highest categories have movement that is very lively and snappy. It is considered stylish and for the finished horse. The problem is that most of the movement comes through false training methods. Therefore, the Academy will not hold courses and have tests for these disciplines. The Arabian and the Friesian breeds have Country English Pleasure, English Pleasure and Park. The Morgan breed has Classic English Pleasure, English Pleasure and Park. The National Show horses have Classic Country Pleasure, Country Pleasure and English Pleasure. The Saddlebred breed has Park Pleasure, English Country Pleasure, English Show Pleasure, and Park. The Andalusian and Lusitano breeds have English Pleasure for Dressage Suitability, Country, Saddle Seat Horse and Formal Saddle Horse. Gaited breeds have their own English pleasure with five gaits. These breeds are as American Saddlebred, Tennessee Walker, and Missouri Fox Trotter. Concours d'Elegance has different types of attire as well. The main purpose of concours d'Elegance is to have an elegant poise and riding habit, for the purpose of courting and socializing on Sundays in the park. This needs to be kept in mind when choosing an outfit so as not to lose the integrity of the class. Starting in the 1750s the fashion became quite popular and English Pleasure began to evolve.  
See video

#### SADDLE PLEASURE

This class is almost exactly the same as English Pleasure except it is not as fancy, the clothes are more conservative in color choice and also the gaits are simple.

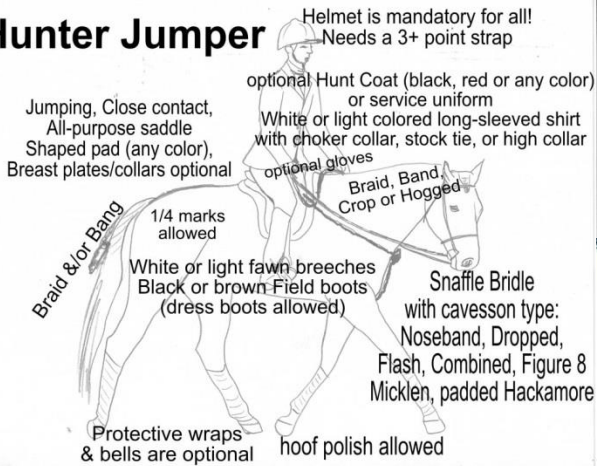
Gaits: Walk, Trot, and Canter.

For Tack, Turnout and Attire see video for English Pleasure

Notes: See English Pleasure

# HUNTER JUMPER

## Hunter Jumper



Levels	Min. height	Max. height	Spread Max.	Triple Bars/Liverpool
	<b>6 or less</b>	<b>6 - 12</b>		<b>optional</b>
I	2'	2'6"	3'6"	4'0" triple bars
II	2'6"	3'	4'0"	4'3"
III	3'	3'6"	4'3"	5'0", Water 9'
IV	3'6"	4'	4'6"	5'3", Water 10'

NOTES: Credits for overall score: Even hunter pace, Jumping in the center of fence, Free flowing stride, Even arc of travel over the fence, Jumping fences without breaking, Even hunter pace, Jumping in the center of the fence, Free flowing stride, Even arc of travel over the fence, Jumping fences without breaking, and Good hunter conformation.

Penalty Points: 0 – 5 – Play, ½ - Tick/light touch of rail, out of lead (per stride in line), 1 - Drift along fence, early unfold of knees, rap of rail, 2 - Uneven knees, swinging knees or hind, loose lower leg, gaping or pulling down in bridle, out of lead, 2 – 5 - Weak departure, hard rap on rail, chip, 3 - Swap Out, 5 - Add stride, stalling or propping, hanging knees down, slapping front legs down, 5 – 10: Off all fours or kick out.

Major Faults: 10 - Hanging one leg down, use of whip, Equitation: Wrong diagonal to trot fence, 10 – 20: Trade leads, leaving off of one leg, Equitation: Jump ahead/left behind, 20 - Add stride in an “in & out”, rail down, trotting on course, failure to obtain lead through corners and end, 30 - Refusal, bucking, dropping a rein, loss of stirrup.

The judges classify the horse by the following criteria: amplitude and regularity of the paces, ease of the transitions, execution of flying changes, submission to the aids, nature of approach to demands of the course, position, posture and outline when performing the different obstacles. The judges should classify the rider by the following criteria: position, correct execution of the jumps, correct and effective use of aids and the use of the reins.

The hunter horse has many different definitions such as show hunter, or hunter under saddle otherwise known as hunters on the flat. There is also hunter over fences, low working hunter, high working hunter and handy hunter which combines flat work and jumping. The horse needs a sloped shoulder in order to be able to lift up the front end to clear the jumps. If the horse is a little more muscled and heavy set, he will not be able to jump as high. However, if the horse is light, but the shoulder is too sloped, he will not be able to lift his shoulder and roll the scapula as much. He will have trouble clearing any jumps at all. If the shoulder is not sloped enough the strides will be shorter and the horse will not be able to cover as much ground.