Name of Judge:

Signature of Judge:

## Prix Caprilli Test #1 (Training Level)

Purpose: For horses with jumping experience showing Training Level Dressage or above - maximum height of fences 2'. 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 where he stopped.

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		TEST	POINTS	↓	TOTAL	REMARKS	
	А	Enter working trot					
1	х	Halt, Salute, Proceed working trot					
	С	Track Left					
		Change rein over jump. Return to					
2	HXF	working trot after jump					
		Large 1/2 circle over jump near B,					
	E to B	landing in canter, change leads if					
3		needed					
	•						
4	А	20m circle at working canter					
	А	Working trot					
5	V	Medium walk					
	E-M	Free walk		2			
6	М	Medium walk		Z			
	С	Working trot					
	Е	Large 1/2 circle over jump, landing					
7		in canter, change leads if needed					
	С	20m circle at working canter					
8	Ľ	2011 CITCLE at WORKINg Califer					
	HXF	Canter jump					
9	F	Working trot					
	А	Turn down centerline					
	Х	Halt, Salute, Leave arena at free					
10		walk					

Coefficient

NO.

	Coefficient				
General Impressions	POINTS	$\mathbf{\Lambda}$	TOTAL	REMARKS	
Gaits (rhythm and clarity) and jumping style					
Suppleness and balance (longitudinal and lateral, ability to shorten and lengthen)		2			
Relaxation and obedience (tempo, attention, confidence, harmony, acceptance of the bit)		2			
Position and seat of rider (on the flat and over fences)		2			
Rider's preparation, use of arena, planning		2			

## **TOTAL POINTS:**

## MAXIMUM POSSIBLE:

200

PERCENT:



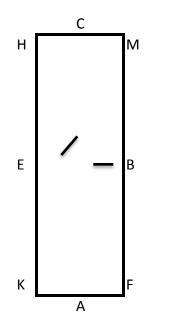


Diagram is not to scale and jumps are not placed exactly.