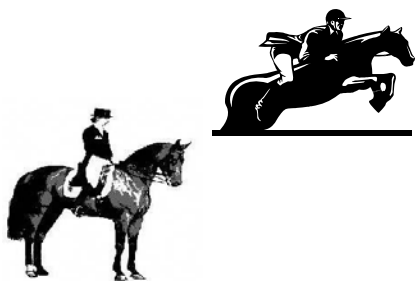


# 2017 Prix Caprilli Test 1

HOUSTON DRESSAGE SOCIETY



## TO OFFICIALS AND COMPETITORS

### PURPOSE:

Overall: Considered an introductory level: To confirm that the horse demonstrates correct basics. For the rider to show an understanding of riding the horse forward with the correct rhythm, an active tempo, suppleness and with the horse accepting a steady contact with the bit. For the rider to demonstrate independent, steady hands and a correctly balanced seat. To show proper geometry of figures in the arena with correct bend in corners, turns, curves and circles. To demonstrate willingness and ability over obstacles.

### SPECIFICATIONS:

Walk-trot test. A few canter strides allowed over obstacle.

Arena Size: Small (40m x 20m) or Standard (60m x 20m).

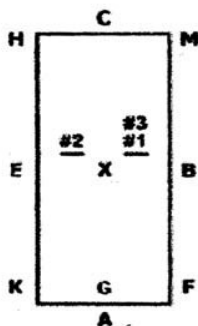
Crossrails/cavaletti maximum of 18 inches. Three efforts.

Test may be called.

Transitions into and out of halt may be through the walk.

Trot rising unless approaching obstacle or otherwise noted.

Knockdown: If the rail is in the way of the forthcoming pattern, the judge may ring the bell while the rail is replaced, then ring for the rider to begin from where she or he stopped without further penalty. (For jumping penalty specifics, see scoring box, over.)



\_\_\_\_\_  
Name of Competition

\_\_\_\_\_  
Competition Date

\_\_\_\_\_  
Horse – Name

\_\_\_\_\_  
Rider - Name

\_\_\_\_\_  
Competition Number for Rider + Horse Combination

POINTS EARNED	PERCENT SCORE
POSSIBLE POINTS = 220	

\_\_\_\_\_  
Name of Judge

\_\_\_\_\_  
Signature of Judge

# 2017 Prix Caprilli Test 1

Entry  
Number/ID

## HOUSTON DRESSAGE SOCIETY

		TEST	DIRECTIVE IDEAS	POINTS	CO	TOTAL	REMARKS
1	A D D-E E	Enter medium walk Halt, salute Proceed on diagonal left Working trot	Clear walk rhythm. Straight entry on centerline. Calm, obedient transitions. Immobile approx. 3 seconds. Clear trot rhythm.				
2	C	Circle right 20m, working trot	Clear trot rhythm. Bend, balance. Roundness and size of circle.				
3	After C  F-A-K	Turn down quarter line and take <b>obstacle #1</b> from working trot right Proceed working trot	Clear trot rhythm. Bend, balance. Willingness to cross obstacle and to trot before and after.				
4	Before E E	Develop medium walk Turn right	Willing transition. Clear walk rhythm. Bend, balance.		2		
5	Before B B	Working trot Turn left	Willing transition. Clear trot rhythm. Bend, balance.				
6	C	Circle left 20m, working trot	Clear trot rhythm. Bend, balance. Roundness and size of circle.				
7	After C  K-A-F	Turn down quarter line Take <b>obstacle #2</b> from working trot left Proceed working trot	Clear trot rhythm. Bend, balance. Willingness to cross obstacle and to trot before and after.				
8	Before B B	Develop medium walk Turn left	Willing transition. Clear walk rhythm. Bend, balance.				
9	Before E E	Working trot Turn right	Willing transition. Clear trot rhythm. Bend, balance.				
10	M-X-K  K	Change rein, working trot in 2-point position Working trot, rise or sit	Clear trot rhythm; steady tempo. Bend, balance. Straight diagonal.		2		
11	After A  M-C-H	Turn down quarter line Take <b>obstacle #3</b> from working trot left Proceed working trot	Clear trot rhythm. Bend, balance. Willingness to cross obstacle and to trot before and after.				
12	E X G	Turn left, working trot Turn left, working trot Halt through walk. Salute	Clear trot and walk rhythm. Bend, balance. Straight on centerline. Calm, obedient transitions. Immobile approx. 3 seconds.				

Leave arena at A in walk on a relaxed rein.

COLLECTIVE MARKS		POINTS	CO	TOTAL	
Gaits	Clear, correct rhythm. Freedom		1		
Forward, Straight, Confident	Travels forward in active tempo. Straight. Confident and capable in job.		2		
Harmonious	Willing, obedient, supple and attentive. Accepts bit. Responsive to aids.		2		
Rider, Riding - A	Correct, balanced and effective rider position and seat. Appropriate use of aids.		2		
Rider, Riding - B	Correct path of test; shape and size of figures and use of corners. Balance, bend.		1		

SUBTOTAL	FURTHER REMARKS
ERROR(S) ( )	
<b>TOTAL POINTS (of 220)</b>	
<b>JUMPING PENALTIES</b>	
Knockdown .....	4 points
1st Refusal .....	2 points
2nd Refusal .....	4 points
3rd Refusal or Horse/Rider fall ...	Elimination