KEEP SKILLS EVALUATION
Senior Advanced Level

Member _____________________________________________ Club ___________________________________

The skill requirements for competition at the Fair are based on the rider. The horse is a “tool” for the member to display the skills they have mastered. All scoring should be on the abilities of the member; i.e. does the member recognize when the horse is on the wrong lead and does the member attempt to correct the lead; how does the member react to what the horse does, etc.

**Dismounted Abilities**

*Leaders: Please date AND initial beside each box verifying the member has learned these skills.*

<table>
<thead>
<tr>
<th>Demonstrate how to take a horse’s respiration.</th>
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<tr>
<td>Demonstrate how to perform the hydration level-capillary refill method.</td>
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<tr>
<td>Demonstrate how to perform the hydration level-pincher test.</td>
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<tr>
<td>Demonstrate/describe intestinal sounds for colic.</td>
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<tr>
<td>Demonstrate how to safely load your horse/pony into your horse trailer.</td>
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**Mounted Abilities**

- Horse should maintain an even tempo during all lead changes, neither speeding up nor slowing down.
- Flying changes should be scored as follows: 10 pts for a clean change front and back, if horse loses tempo deduct 1 pt, if lead change is only in front or only in back deduct 2 pts, if change involves trot steps deduct 2 points per trot step.
- All circles should be round. Trot circles the same size and canter circles larger and the same size. Loops in serpentine should be even with a straight path between the ½ circle ends.
- During side pass the horse’s head, neck and body should remain straight, with legs crossing over.
- A “lengthened” stride is a larger step but does not go faster, tempo remains the same.
- The rider should maintain a classic equitation position with head, shoulder, hip and heel in a vertical line perpendicular to the ground.
- Aids should be given softly, primarily through the seat and leg.

**Skills tested**

Previous: leading, mounting, back, walk, trot, canter, lengthen walk, trot, and canter, flying and simple lead changes, 90°, 180°, 360° and 450° turns on forehand or haunches, ground tie, side pass both ways.

New: Collected walk, trot, and canter, flying lead changes on straight-aways, ease of transitions, quiet communication between horse and rider.

Member’s Signature _____________________________________________

Parent’s Signature _____________________________________________

Leader or Evaluator’s Signature _____________________________________________ Date ______________
KEEP SKILLS EVALUATION
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Movement Score (1-10) | Score (1-10)
----------------------|------------------
1. Collected walk from cone A to B.          |
2. Lengthen walk from B to C.                |
3. At C, circle right at a trot/jog          |
4. At C circle left collected trot/jog        |
5. At C circle right at canter/lope          |
6. At C flying change of lead                |
7. At C circle left at collected canter/lope  |
8. Straight ahead to D. At D halt and settle.|
9. Do a 450° turn (1 ¼ turn) on haunches (Western) or forehand (English) |
11. Canter/lope a serpentine of 3 loops, right, left, right with flying lead changes on straight-aways. |
12. At A halt. Side pass to B then back to A. |
14. At D canter/lope left lead.              |
15. Lengthen canter G to H. Before H, working canter. |
16. At A halt and dismount.                  |
17. Ground tie and walk around your horse. Remount and walk out on a loose rein. |
18. Rider’s position and use of the aids.    |

Total Points (180 points possible) Passing score ≥ 144 points