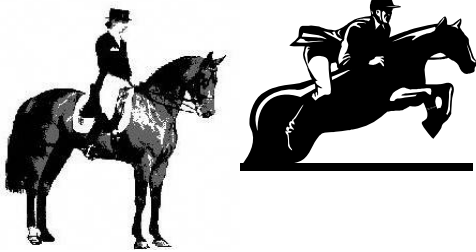


# PRIX CAPRILLI TEST 2

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.



Conditions \_\_\_\_\_

Arena: Standard 20m x 60m

Maximum Points: 250

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

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

\_\_\_\_\_  
Name and Number of Horse

\_\_\_\_\_  
Name of Rider

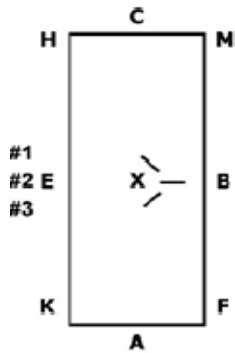
## FINAL SCORE

\_\_\_\_\_  
Points

\_\_\_\_\_  
Percent

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

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



# PRIX CAPRILLI TEST 2

NO.

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.

	TEST	POINTS		TOTAL	REMARKS
1.	A X C	Enter working trot. Halt. Salute. Proceed working trot. 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 B	Free walk Medium walk.	2		
7.	F	Working trot.			
8.	Between A & K	Working canter right lead.			
9.	KXM	Change rein over Jump #1, land in working canter.			
10.	M	M Working trot.			
11.	Between 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  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. Straight ahead.			
15.	HXF	Change rein over Jump #3. Return to working trot before F.			
16.	A X	Down centerline Halt. Salute. Leave arena at a free walk on a loose rein.			

## COLLECTIVE MARKS

GAITS	(rhythm and clarity) and jumping style		1	
SUPPLENESS & BALANCE	(longitudinal and lateral, ability to shorten and lengthen)		2	
RELAXATION & OBEDIENCE	(tempo, attention, confidence, harmony, acceptance of the bit)		2	
RIDER	Position and Seat, timing to jumps		3	

## FURTHER REMARKS:

Subtotal: \_\_\_\_\_

Errors: (- \_\_\_\_\_)

Total Points: \_\_\_\_\_

## JUMPING PENALTIES

Knockdown	4 points
1st Refusal	2 points
2nd Refusal	4 points
3rd Refusal	Elimination
Fall of Horse/Rider	Elimination

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