

USEF
USEA
FHF

For Scribe Only
Color of horse: _____
Distinguishing Marks:

NOVICE TEST A

Competitor No.

2006 USEF NOVICE EVENTING TEST A

	TEST	DIRECTIVES	Max Pts.	Points	Remarks
1	A C	Enter working trot, down centerline Track left	The regularity, rhythm & straightness Bend & balance on the turn	10	
2	HXF	Change rein, working trot	regularity of the steps Straightness on the diagonal	10	
3	A-C	Serpentine, 2 loops width of arena	Regularity & uniformity of bend on half circles; change of bend	10	
4	Between C & H:	Working canter, left lead	Balance & ease of transition	10	
5	E	Circle left 20 m, working canter	Regularity, rhythm + uniformity of bend	10	
6	Between E & K:	Working trot	Ease & balance of the transition	10	
7	A-C	Serpentine, 2 loops width of arena	Regularity & uniformity of bend on half circles; change of bend	10	
8	Between C & M:	Working canter, right lead	Balance & ease of the transition	10	
9	B	Circle right 20m, working canter	The regularity, rhythm & uniformity of the band	10	
10	Between B & F:	Working trot	The ease & balance in transition	10	
11	A	Medium Walk	The ease & balance in transition	10	
12	KXM	Change rein, free walk	The regularity of the steps, the stretching of the neck in free walk	10	
13	C	Working trot	The ease & balance of the transition	10	
14	HXF	Change rein, working trot	Regularity of the steps Straightness on the diagonal	10	
15	A	Turn down centerline	The regularity, bend & balance in the turn, straightness	10	
16	G	Halt. Salute.	The transition & Immobility	10	

Leave arena at walk at A. All trot work may be performed rising or sitting unless stated otherwise.

COLLECTIVE MARKS:

		Points	Comments
17 Gaits	Freedom and regularity	10	
18 Impulsion	Desire to move forward, elasticity of the steps. Suppleness of the back & engagement of the hind quarters.	10	
19 Submission	Acceptance of the bridle. Attention and confidence. Harmony, lightness of the forehand. Ease of movement.	10	
20 Rider	Position and seat. Correctness and effect of aids.	10	

TOTAL POSSIBLE POINTS:

200

Errors:

1st _____

SCORING PROCEDURES FOR EVENTING:

A) Divide the good marks (minus any error of course or test) by the maximum good marks obtainable.