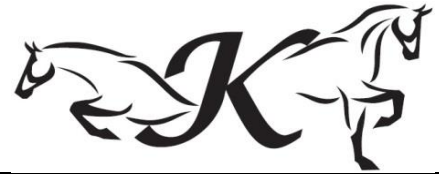


# PRIX CAPRILLI TEST 3

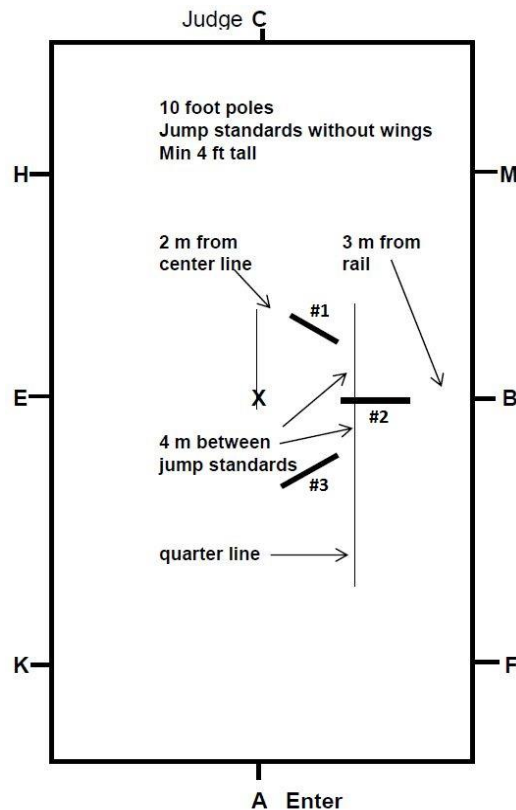


		TEST
1	A	Enter working trot.
	X	Halt. Salute. Proceed working trot.
	C	Track left.
2	E	Large half circle to Jump #2. After Jump #2 proceed straight ahead at working canter (changing leads if necessary).
3	HXF	Change rein over Jump #3, land in working canter.
4	F	Working trot.
5	A	Circle left 10m, working trot sitting.
6	KEH	Lengthen stride in trot.
	H	Working trot.
7	M	Leg yield right to a line to Jump #2.
8		Take Jump #2. Return to trot by F.
9	A	Halt 5 seconds. Proceed working walk.
10	KB	Free walk. (points X 2)
	B	Medium walk.
11	M	Working trot.
12	C	Working canter. Left lead.
13	HEK	Lengthen stride in canter.
	K	Working canter.
14	FXH	Change rein over Jump #3. Change leads if necessary after jump.
15	MBF	Lengthen canter.
	F	Working canter.
16	E	Large circle over Jump #2. Change leads if necessary after jump.
17	E	Straight ahead at working canter.
18	MXK	Change rein over Jump #1.
19	K	Working trot.
	F	Leg yield left to line to Jump #2.
20		Take Jump #2. Return to trot near M.
21	E	Circle 20m, letting the horse gradually chew the reins out of the hands at a working trot, rising. Before E gradually take up the reins.
	E	Straight ahead at working trot sitting.
22	A	Down center line working trot sitting.
	X	Halt. Salute.

Prix Caprilli Test for Horses with jumping experience competing First Level and above - maximum height of fences 2'6. Test may be called.

It is understood that in the working gaits, a jumping horse is not expected to be as round on the aids 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. Unless otherwise noted, trot work may be done posting or sitting. When allowed to change leads the horse may do a

Arena: Standard 20 x 60



## Jumping Penalties

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

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 proceed.