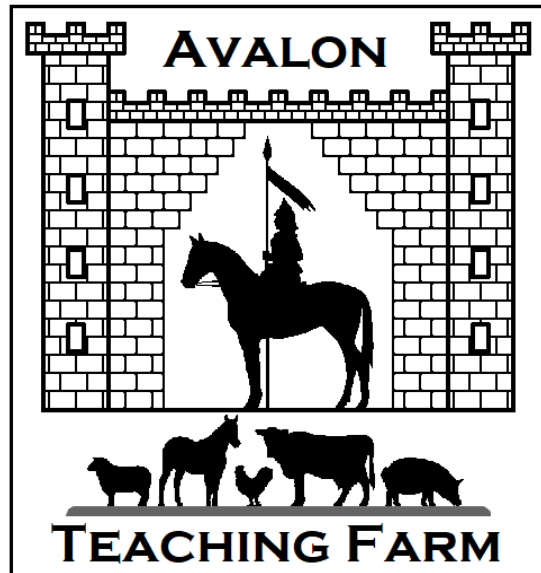




AVALON RIDING LEVELS

We have assigned levels of accomplishment to our riding program. For fun, and because we like medieval things, we have titled the riding levels after special medieval names for types of horses.

RIDING LEVEL – *DESCRIPTION* – “SHOW LEVEL”

SUMPTER – *PACK HORSE* – NEW BEGINNER

ROUNCY – *COMMON HORSE* - BEGINNER

DRAUGHT – *PLOUGH HORSE* – BEGINNER CANTER

PALFREY - *TRAVELING HORSE* – ADVANCED BEGINNER

COURSER - *HUNTING HORSE* – JUNIOR

CHARGER - *WAR HORSE* - SENIOR

DESTRIER - *KNIGHT’S GREAT HORSE* - OPEN

On general principles, skills are introduced as riders are ready, though as a rule of thumb, a rider should have mastered about ½ of the skills at one level before undertaking skills from the next level. There are several cases where specific skills must be mastered before beginning to learn a specific new skill.

Unless otherwise specified, trot and jog are considered the same gait, as are canter and lope. Items marked with an *E*, are general English tasks, *J* for those who jump. Items marked with a *W* are specifically Western.

Rider _____ date completed _____

Mounted skills should be demonstrated on a variety of horses for each level.

Rider _____ date completed _____

PHILOSOPHY AND DIRECTION OF FARM

THE EQUESTRIAN CENTRE AT AVALON TRIUMVIRATE ACADEMY IS AN EDUCATION ORIENTED LESSON BARN. WE SPECIALIZE IN HORSEMANSHIP LESSONS AND SUMMER CAMPS FOR YOUTH PRIMARILY, IN A SAFE AND FUN SETTING. IN ALL ACTIVITIES, STUDENTS ARE ENCOURAGED TO GROW AND DEVELOP AT THEIR OWN RATE. THROUGH REGULAR LESSONS AND WORKING WITH HORSES OUR STUDENTS LEARN:

- ☀ CONFIDENCE - IF YOU CAN MAKE 1000 POUNDS OF ANIMAL DO WHAT YOU WANT, YOU CAN DO ANYTHING! AND, BRAVADO DOESN'T WORK!
- ☀ COMMUNICATION - STUDENTS LEARN TO COMMUNICATE WITH AN ANIMAL THAT DOES NOT SPEAK 'THE SAME LANGUAGE'!
- ☀ PATIENCE - IT TAKES TIME TO ACHIEVE THE BEST RESULTS.
- ☀ GOAL SETTING - STUDENTS ARE ENCOURAGED TO SET REALISTIC SHORT AND LONG-TERM GOALS FOR THEMSELVES AND THE HORSES THEY ARE WORKING WITH.
- ☀ RESPONSIBILITY - THESE MAGNIFICENT ANIMALS NEED OUR HELP DAILY TO SUCCEED, YOU CANNOT DECIDE ONE DAY JUST NOT TO FEED THEM OR TAKE CARE OF THEM.
- ☀ TEAMWORK - ALL STUDENTS ARE ENCOURAGED TO HELP OTHERS, EVEN NEW BEGINNERS.
- ☀ UNCONDITIONAL LOVE - THE HORSE WILL LOVE YOU NO MATTER WHAT MISTAKE YOU MAKE, WHAT GRADE YOU GET, OR WHAT YOU WEAR.
- ☀ BOUNDARIES - THERE ARE CERTAIN THINGS YOU MAY DO, SOME THINGS YOU ARE EXPECTED TO DO, AND OCCASIONAL THINGS YOU MAY NOT EVER DO.
- ☀ RESPECT - FOR OTHERS AND THEMSELVES.
- ☀ FAILURE IS A GOOD THING! - STUDENTS COME TO SEE THAT "FAILURE" IS NOT AN END PRODUCT, AN IMPERFECT RESULT MEANS FIGURING OUT WHERE THINGS GOT OFF TRACK AND MAKING IT BETTER.

IN ADDITION TO REGULAR LESSONS AND CHORES PROGRAMS, WE OFFER STUDENTS THE OPPORTUNITY TO ATTEND COMPETITIONS AT THE HOME, 4-H, AND LOCAL LEVELS ON A REGULAR BASIS. ALL STUDENTS PREPARE THEIR OWN HORSE AND EQUIPMENT FOR SHOWS WITH MORE EXPERIENCED RIDERS GUIDING LESS EXPERIENCED ONES. STUDENTS WHO WISH TO COMPETE AT HIGHER LEVELS MUST SHOW THE KNOWLEDGE NECESSARY TO CARE FOR THEIR ANIMAL WHILE "AWAY FROM HOME".

Rider _____ date completed _____

LEVEL

DATE AWARDED

AWARDED BY

SUMPTER - _____ - _____

ROUNCY - _____ - _____

DRAUGHT - _____ - _____

PALFREY - _____ - _____

COURSER - _____ - _____

CHARGER - _____ - _____

DESTRIER - _____ - _____



Rider _____ date completed _____

New Rider

* Ground skills

- _____ Approach the horse
- _____ Put on a halter
- _____ Proper use of the lead rope
- _____ Move around the horse
- _____ Demonstrate grooming
 - _____ Currycomb
 - _____ Dandy brush
 - _____ Finish brush
 - _____ Hoof pick
- _____ Tack-up the horse
 - _____ Know which tack
 - _____ Saddle Pad
 - _____ Saddle
 - _____ Girth (know to tighten girth before mounting)
 - _____ Bridle
- _____ Untack the horse
- _____ Turn out the horse
- _____ Remove the halter

* Knowledge:

- _____ Identify Walk, Trot, and Canter
- _____ Know simple parts of horse
- _____ Know the main parts of the saddle
- _____ Know the main parts of the bridle
- _____ Care for tack
- _____ Choose a proper fitting helmet

* Mounted

- _____ Mount and dismount with some aid
- _____ Heels down most of time
- _____ Upper body steady
- _____ Pick up and hold reins correctly, shorten & lengthen at walk
- _____ Hand(s) occasionally on saddle
- _____ Weave cones at walk using eyes, seat, and hand
- _____ Demonstrate proper slowing technique without pulling
- _____ Halt on command
- _____ Drop and pick up stirrups at walk (may use hands properly)
- _____ Identify safe distance
- _____ Posting trot in rhythm consistently
- _____ Walk bareback without leader

SUMPTER (New Beginner)



Rider _____ date completed _____

New Beginner

* Ground Skills

- _____ Use of the cross ties
- _____ Put on and remove blanket
- _____ Put on shipping wraps
- _____ Be able to give a horse a bath

* Knowledge

- _____ Identify parts of the horse
- _____ Identify types of tack
- _____ Identify horse colors
- _____ Identify horse breeds
- _____ Know the difference between a pony/horse by sight
- _____ Know the signs of a healthy horse

* Mounted

- _____ Estimate stirrup length before mounting
- _____ Mount unaided
- _____ Hands consistently free of saddle
- _____ Legs used to aid steering
- _____ Passing safely
- _____ Circles at jog
- _____ Weave cones at trot
- _____ Sitting trot without stirrups
- _____ Sitting jog bareback
- _____ Backing in a straight line
- _____ Remember and execute a simple pattern
- _____ Drop and pick up stirrups at walk (without using hands)
- _____ **E** Posting trot on correct diagonals consistently
- _____ **J** 2-point position over poles
- _____ **W** Neck rein around rail and to pass safely

2 – Rouncy (Beginner)



Rider _____ date completed _____

Beginner

* Ground Skills

- _____ Demonstrate safely loading a horse in a trailer
- _____ Using a tape, measure height and weight
- _____ Demonstrate show preparation for seat ridden most
- _____ Put on standing wraps
- _____ Put on polo wraps for exercise
- _____ Longe quiet horse

* Knowledge

- _____ Discuss simple nutrition
- _____ Discuss simple health
- _____ Identify lameness
- _____ Treat for thrush
- _____ Identify scratches & rain rot

* Mounted

- _____ Adjust stirrups before mounting
- _____ Halt, walk, and trot transitions at mark
- _____ Ride accurate circles at walk and trot
- _____ Extend and collect walk and jog
- _____ Posting trot without stirrups twice around the ring at a time
- _____ Posting trot 2x2 rhythm
- _____ Ride bareback posting trot
- _____ **J** Hold 2-point / crest release over not higher than 12" course
- _____ **W** Neck rein figure 8 at trot
- _____ * canter/lope and initiate transitions

*All mounted skills previous to this must be mastered before **starting** to canter.

3 – Draught (Beginner canter/lope)



Rider _____ date completed _____

Beginner canter/lope

* Ground Skills

- _____ Put on Bell boots
- _____ Fit bridle
- _____ Identify poorly fitting saddle

* Knowledge

- _____ Define colic
- _____ Define founder
- _____ Define abscess
- _____ Estimate horse age range
- _____ Estimate size in hands
- _____ Identify use/function of different pieces of tack and bits
- _____ Identify English vs. Western frame & movement
- _____ Give normal vital signs
- _____ Identify signs of an unhealthy horse

* Mounted

- _____ Adjust stirrups and check girth while mounted
- _____ Canter on both leads at mark
- _____ Leg yield at walk and trot
- _____ Work trail obstacles (weaving, backing L, jog overs, mailbox, jog to halt, 180°, rain coat over saddle, bridge)
- _____ Ride several schooling figures
- _____ Extend and collect stride at walk, jog, and lope
- _____ Sit at canter with a following seat
- _____ **J** Jump 15" – 18" courses
- _____ **W** Neck rein weaving cones at jog

4 – Palfrey (Advanced Beginner away)



Rider _____ date completed _____

Advanced Beginner

* Ground Skills

- _____ Handle for vet & farrier
- _____ Understand different means of restraint
- _____ Lead 2 compliant horses at once
- _____ Catch a horse that doesn't want to be caught
- _____ Longe a fractious horse

* Knowledge

- _____ Discuss routine health care and maintenance
- _____ Use teeth to identify age
- _____ Discuss short and long term care/treatment of colic, founder, and abscess
- _____ Define splint, navicular disease, soft tissue injury
- _____ Determine dehydration and discuss treatment
- _____ Fit saddle
- _____ Identify training aids
- _____ Identify riding strategies for individual performance event for seat
- _____ Discuss stride length & related distances for horses & ponies.
- _____ Identify frame differences within a seat
- _____ **E** Define 7- 10 jump types/arrangements
- _____ **W** Define reining pattern maneuvers

* Mounted

- _____ Tighten girth while mounted
- _____ Control lope circles
- _____ Demonstrate a simple lead change
- _____ Counter canter
- _____ Ride at the walk, jog, and canter without stirrups
- _____ Turn on forehand/haunches
- _____ Spiral in and out on a circle at walk and trot
- _____ Open/close gates mounted
- _____ Canter bareback, simple figures and/or small jumps
- _____ Back a figure 8
- _____ Bending through a series of turns
- _____ Demonstrate long rein, loose rein, and contact
- _____ Understand ½ halts and transitions from the hindquarters
- _____ Achieve a specific frame in your horse
- _____ **W** Roll back
- _____ **W** Run down
- _____ **J** Jump courses up to 2'3"
- _____ **J** Ride 21" gymnastic line
- _____ **D** Ride a shoulder in
- _____ **D** Ride round 20m circles at trot and canter consistently



Rider _____ date completed _____

Junior

* Ground Skills

- _____ Judge a horse show
- _____ Show how to treat dehydration, splint, navicular, soft-tissue injury

* Knowledge

- _____ Show understanding of the conformation of the hoof.
- _____ Discuss different shoes
- _____ **E** Set a simple course
- _____ **E** Discuss related distances
- _____ **E** Discuss tests within the course
- _____ **W & D** Discuss tests within different patterns.

*Experiences

- _____ Groom at an "A" rated horse show
- _____ Visit a breeding farm
- _____ Visit a large animal hospital and observe surgeries and post-ops
- _____ Visit the several types of barns/farms and take a lesson.
 - Reining farm
 - Cutting barn
 - Saddle Seat farm
 - 3-Day Event barn
 - Dressage farm

* Mounted

- _____ Demonstrate a flying lead change
- _____ Simple Changes on straight line
- _____ Correcting a disobedient horse
- _____ Demonstrate proper bending on a circle
- _____ Change the frame of your horse
- _____ **J** Jump 2'6" to 3' courses
- _____ **J** Ride gymnastic line without reins or stirrups
- _____ **W** Figure 8 simple changes
- _____ **W** Reining spins
- _____ **D** Ride round 15m circles at trot and canter consistently
- _____ **D** Begin 10m circles at trot

6 – Charger (Senior)



Rider _____ date completed _____

Senior

* Ground Skills

- _____ Begin training a green horse or pony
- _____ Administer an Intramuscular Injection
- _____ Medicate an eye

* Knowledge

- _____ Knowledge about the rules of showing your discipline and basics of others
- _____ Discuss conformation regarding physiology
- _____ **J** Define a hogsback, fan, offset, ramped oxer, dry ditch, grab, sunken road
- _____ **J** Set Hunter, jumper, equitation courses
- _____ **J** Walk a course to determine striding
- _____ **D** Identify good rhythm and frame for the various levels

* Experiences

- _____ Travel with the veterinarian
- _____ Travel with the farrier
- _____ Experience an international competition

* Mounted

- _____ Demonstrate lateral maneuvers
 - _____ Shoulder-in
 - _____ Haunches-in
 - _____ Half pass
 - _____ Renvers
 - _____ Travers
 - _____ Side pass
 - _____ Turn on haunches
 - _____ Turn on forehand
- _____ How to ride through a buck, rear, shying, or bolting
- _____ Change the frame of your horse
- _____ Flying Changes on straight line
- _____ Demonstrate controlling related distances
- _____ **W** Figure 8 flying changes large and small circles at appropriate speeds
- _____ **W** Weaving cones at lope simple changes
- _____ **J** Jump larger courses
- _____ **J** Jump 2' courses without stirrups
- _____ **D** Ride shallow serpentines at canter
- _____ **D**

