

Prix Caprilli Test 2

1.	A X C	Enter working trot. Halt, Salute. Proceed working trot. Track left.
2.	E	Large 1/2 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 from fence in working canter.
4.	F	Working trot.
5.	A	10 meter circle working trot sitting.
6.	KEH H	Lengthen stride in trot. 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.	K - B B	Free walk. Working walk.
11.	M	Working trot.
12.	C	Working canter left lead.
13.	HEK K	Lengthen stride in canter. Working canter.
14.	FXH	Change rein over Jump #3. Change leads if necessary after jump.
15.	MBF F	Lengthen stride in canter. 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 F	Working trot. Leg yield left to line to Jump #2.
20.		Take Jump #2. Return to trot near M.
21.	E E	Circle 20 meters, letting the horse gradually chew the reins out of the hands at a working trot, rising. Before E gradually take up the reins. Straight ahead at working trot sitting.
22.	A X	Down centerline working trot sitting. Halt, Salute.

For horses with jumping experience competing First Level and above - maximum height of fences 2'6". 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 flying change or change through the trot. The quality of the change is what matters. Test may be called. Refusals will be penalized as an error of course. Knockdowns will be penalized at the judge's discretion. 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 continue from where he stopped.

