



## 2012 United States Eventing Association NOVICE THREE-DAY EVENTING TEST

(For Novice Level Three-Day Events)

### PURPOSE:

To confirm that the horse's muscles are supple and loose and that it moves freely forward in a clear and steady rhythm, accepting contact with the bit.

**EVENT:** \_\_\_\_\_

**DIVISION:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

**COMPETITOR NO.** \_\_\_\_\_

**NAME OF HORSE:**

\_\_\_\_\_

**NAME OF RIDER:**

\_\_\_\_\_

**FINAL SCORE:**

**Points:** \_\_\_\_\_ **Percent:** \_\_\_\_\_

**NAME OF JUDGE:**

\_\_\_\_\_

**SIGNATURE OF JUDGE:**

\_\_\_\_\_

### CONDITIONS:

1. **Bridle:** A plain snaffle bridle, made entirely of leather or leather like material, with either a regular cavesson, a dropped noseband, a flash noseband or crossed noseband. For drawings of permitted bits and nosebands please see Appendix 4 in the current *USEF Rules for Eventing*.

2. **Arena:** 20m x 60m (Standard).

3. **Ride Time:** Approximately 5:00 mins.

### SCORING:

10	Excellent	4	Insufficient
9	Very Good	3	Fairly Bad
8	Good	2	Bad
7	Fairly Good	1	Very Bad
6	Satisfactory	0	Not Performed
5	Marginal		

### PENALTIES/ERRORS:

**1st Error:** 2 points

**2nd Error:** 4 points

**3rd Error:** Elimination

**Leaving Arena:** Elimination



**FOR USE BY SCRIBE ONLY:**  
 Color of Horse: \_\_\_\_\_  
 Distinguishing Marks: \_\_\_\_\_

**NOVICE THREE-DAY TEST**  
 Competitor No. \_\_\_\_\_

**2012 UNITED STATES EVENTING ASSOCIATION, INC. NOVICE THREE-DAY EVENTING TEST**

(For Novice Level Three-Day Events)

Coefficient

TEST	DIRECTIVES	POINTS	↓	TOTAL	REMARKS
1. A Enter working trot. C Track right.	Straightness; quality of trot and turn.				
2. B Circle right 20 meters.	Size and shape of circle; bend; regularity of tempo.				
3. <b>Between F and A</b> Transition to walk 3-7 steps. Proceed working trot.	Balanced transition; quality of walk and trot.				
4. <b>KXM</b> Change rein, working trot.	Straightness; tempo; balance on turns.				
5. <b>Between M and C</b> Working canter left lead.	Balance; obedience and calmness of transition.				
6. C Circle left 20 meters.	Size and shape of circle; bend; regularity of tempo.				
7. <b>CHEK</b> Working canter. K Working trot.	Straightness, obedient balanced transition and turns.				
8. B Circle left 20 meters.	Size and shape of circle; bend; regularity of tempo.				
9. <b>Between M and C</b> Transition to walk 3-7 steps. Proceed working trot.	Balanced transition; quality of walk and trot.				
10. <b>HXF</b> Change rein, working trot.	Straightness; tempo; balance on turns.				
11. <b>Between F and A</b> Working canter right lead.	Balance; obedience and calmness of transition.				
12. A Circle right 20 meters.	Size and shape of circle; bend; regularity of tempo.				
13. <b>AKEH</b> Working canter. H Working trot.	Straightness, obedient balance in transition and turns.				
14. C Medium walk. M - E Free walk.	Obedient balanced transition; quality of walks; reach and ground cover of free walk.		x 2		
15. E - F Medium walk.	Obedient transition; quality of walk.				
16. F Working trot. A Down center line.	Willing transition, bend and balance on turn.				
17. X Halt, salute.	Balanced transition; immobility.				

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

**COLLECTIVE MARKS:**

18. Gaits	Freedom and regularity.	10		
19. Impulsion	Desire to move forward. Elasticity of the steps. Suppleness of the back and engagement of the hind quarters.	10		
20. Submission	Acceptance of the bridle. Attention and confidence. Harmony. Lightness of the forehand. Ease of movement.	10		
21. Rider	Position and seat. Correctness and effect of aids.	10		

**TOTAL POSSIBLE POINTS:**

**220**

**Errors:**  
 1st \_\_\_\_\_  
 2nd \_\_\_\_\_  
 3rd \_\_\_\_\_  
**Total Penalties:**

**SCORING PROCEDURES FOR EVENTING:**

- A) Divide the good marks (minus any error of course or test) by the maximum good marks obtainable.
- B) Multiply by 100 and round the result to **two** decimal digits. This value is shown as the individual mark for the judge.
- C) Subtract the value from 100. The result, **rounded to one decimal digit**, is the score in penalty points.

**FINAL PENALTY SCORE:**

\_\_\_\_\_  
*Judge's Signature*