

PRIX CAPRILLI TESTS

A Prix Caprilli, named after the great Italian rider who was the father of the modern forward seat for jumping, is a dressage test with jumps included.

The tests have the same movements as a preliminary/novice dressage test and include the requirement for horse and rider to trot and/or canter over single jumps.

The judges will judge this test the same as a normal dressage test that includes technical marks for the movement, impulsion, submission and riding.

The emphasis is not the jumping style of the horse, it is on the horse's relaxation, obedience and evenness of pace.

It is a dressage test that happens to have jumps in the way and the jumps should not disrupt the standard performance expected in a dressage test.

It is worth thinking about the riding style you will adopt over the jumps as you will need to establish a position over the jumps that assists the horse in freely jumping over the jump without any resistance.

Practice at home in your own dressage arena before the day. It's something different to the normal dressage test and a bit of fun. Why not have a go!

This test is an encouragement test and there for the trotting / canter stage is optional to the rider but you will get scored higher in the canter than trot for giving it a go.

Let the judge know what option you take before the test so they can mark you correctly.



Trot work is to be done rising. Jumping whip, spurs, breastplate, bandages and boots may be used. **Martingales and dressage whips may not be used.** Riders are expected to shorten their stirrup length.

Jumping Penalties

Knockdown 4 points
 1st Refusal 3 points
 2nd Refusal 6 points
 3rd Refusal Elimination
 Fall of Horse/Rider Elimination

Encouragement Prix Caprilli Test circle option **TROT** or **CANTER**

Canter is optional – must notify judge of choice of either trot or canter before you take the test.

Horse: _____ Rider: _____

		TEST	DIRECTIVE IDEAS	MAX MARKS	JUDGE'S MARKS	CO-EFFICIENT	TOTAL	JUDGE'S COMMENTS
1	A X C	Enter working trot Halt. Salute. Proceed working trot Track right	Straightness on centre line. Transitions. Quality of halt and turn C.	10				
2	B	Circle right 20m	Quality of trot. Shape of circle.	10				
3	After A turn down ¾ line	Proceed over jump #1 (jump on ¾ line, in from E)	Rhythm of approach. Quality of jump	10				
4	Continue on ¾ line	Proceed in working canter or trot, right lead	Correctness of canter or trot lead. Rhythm of depart from jump.	10				
5	C	Circle right 20m diameter	Quality of canter or trot. Shape of circle.	10				
6	C MXK	Working trot. Change rein.	Balance during transition. Straightness	10				
7	B	Circle left 20m diameter	Quality of trot Shape of circle	10				
8	C HEV V	Medium walk Free walk on long rein Medium walk	Quality of walks Straightness	10		2		
9	K	Working trot	Smoothness of transition	10				
10	After A turn down ¾ line	Proceed over jump #2 (jump on ¾ line in from B)	Rhythm of approach Quality of jump	10				
11	Continue on ¾ line	Proceed in working trot or canter left lead	Correctness of trot or canter lead Rhythm of depart from jump	10				
12	C	Circle left 20m diameter	Quality of trot or canter Shape of circle	10				
13	C HXF	Working trot Change rein	Balance during transition Straightness	10				
14	A G	Down centre line Halt. Salute.	Straightness on centre line Quality of halt	10				

Collective Marks

Paces (freedom and regularity) extra 10 points for trying canter.				10		3	
Impulsion (desire to move forward, elasticity of steps, relation of the back and engagement of the hind quarters)				10		2	
Submission (attention and confidence, harmony, lightness and ease of movements, acceptance of the bridle, calmness of jump)				10		2	
Rider's Position and Seat (balance over jump, effectiveness of aids)				10		2	
Total Marks				210			Judges Name (Print)
Course Errors	1 ST -2	2 ND -4 (=6)	3 RD Elimination	Total			Judges Signature
Jumping Penalties	Knockdown -4	1 st Refusal -3	2 nd Refusal -6	Total			
NB If a knocked rail impedes access to the course, the judge will indicate (bell/horn) to pause the test while the jump is cleared.				Final Mark		%	