



Equestrian riding is an activity requiring tremendous skill and talent. Through COR, we at Room To Ride have condensed these skills into a logical format to track the student's progress and allow the student to set goals towards what she/he wants to achieve. Below, is a list of skills that each rider must know and be able to demonstrate in order to pass his/her respective level and advance to the next level. Furthermore, as horse riding builds upon skills previously learned, some skills may appear randomly on future exams.

Exams are divided into two sections: written and riding. Written tests will be taken at Room To Ride. Riding tests will be performed on the horse of the student's choice. Skills listed below may be tested on either or both forms of testing. In order to advance to the next level, students must pass both written and riding portions with a combined score of 70% or better. Good luck!

Advanced Intermediate: Level 1

- Student can properly wrap a horse's leg with a polo wrap and put on jumping boots
- Student can perform all schooling figures with confidence and precision at a walk, trot, and canter
 - Horse exhibits appropriate amount of flexion and balance (e.g. horse's hips are aligned with its shoulders) during all schooling figures
- Student can feel when the horse is on the bit and maintain that contact for 2 circles (10 meters) [will require that the horse is supple and flexed at the poll]
- Student can gallop a horse while staying in control and remaining calm
- Student can perform a flying lead change without relying on the rail for assistance
- Student is introduced to collection and extension
- Student can perform smooth walk-canter transitions with rider maintaining control over the first 5 canter strides
- Student develops a stronger form over fences
 - e.g. 2-point position, heels down, crest release
- Student can jump larger, individual cross poles and verticals
- Student can jump small courses (a series of at least 3 jumps)
- Student is introduced to grid work
- Student is introduced to working outside of an arena
 - e.g. cantering on hills and jumping outside of an arena
- Student can identify additional horse anatomy structures

Advanced Intermediate: Level 2

- Student is introduced to lunging a horse

- Student can perform all schooling figures (walk, trot, canter) with confidence and precision while outside of an arena
- Student can perform an extended walk
- Student can perform a collected and extended trot and canter
- Student can feel when the horse is on the bit and maintain that contact for 5 circles (10 meters) [will require that the horse is supple and flexed at the poll]
- Student can jump medium courses (a series of at least 6 jumps)
- Student can successfully complete a trot gymnastic
- Student is introduced to judging distances between fences
- Student is introduced to counting strides to a fence
- Student is introduced to the body condition scorecard
- Student is introduced to horse conformation and evaluation
- Student can identify a select number of poisonous and beneficial plants to horses

Advanced Intermediate: Level 3

- Student can skillfully lunge a horse without assistance
- Student can successfully complete a canter gymnastic
- Student can shorten & lengthen the number of strides to a fence
- Student can create and successfully jump their own jumping course (7 fences) keeping in mind distances between fences and fence difficulty
- Student can accurately evaluate a horse using the body condition scorecard
- Student can identify a select number of common horse ailments
 - e.g. colic, laminitis, checking for dehydration, taking horse's temperature