

# In-hand Dressage 2017

## MHCGB Dressage Tests 2017 Season

Date of show 22nd April 2017

Class Number 86

Competitor Number 146



To be long reined in a 15x30m arena  
Competitors are allowed a caller for this test

Marker	Movement	SCORE	COMMENT
A	Enter in working trot Proceed down the centre line	7	
X C	Halt, immobility, salute. Proceed in working trot Track left	6	
E	Circle left 15m diameter	5	
A	Halt, rein back (4 steps) Proceed in medium walk	4 x 2	Resistant, inefficient steps
FXH	Change rein	5	
C	Transition to working trot	4	Early
B	Circle right 15m diameter	6	
A	3 loop serpentine (each loop going to the side of the arena)	5 x 2	Lacked bend
MF	Shallow loop, to 3/4 line	6	
E B	Track right Track left	7	
HK	Shallow loop, to 3/4 line	6	
A	Down the centre line	5	
X	Transition to medium walk	6	
G	Halt, immobility, salute	6	
Collective Marks	Impulsion	6 x 2	
	Regularity of Pace & Freedom of Movement	6 x 2	
	Responsiveness & Willingness	6 x 2	
	Balance & Correct Performance of Movements	5 x 2	
	Handler Position	7 x 2	
	Correct & Effective Use of Aids	5 x 2	

Total Points **157 / 280**

Percentage **56%**

# In-hand Dressage 2017

## MHCGB Dressage Tests 2017 Season

Date of show 22nd April 2017

Class Number 86

Competitor Number 187



To be long reined in a 15x30m arena  
Competitors are allowed a caller for this test

Marker	Movement	SCORE	COMMENT
A	Enter in working trot Proceed down the centre line	4	Off line
X C	Halt, immobility, salute. Proceed in working trot Track left	4	Resting hock
E	Circle left 15m diameter	3	Not a proper circle
A	Halt, rein back (4 steps) Proceed in medium walk	6 x 2	
FXH	Change rein	6	
C	Transition to working trot	6	Poor round to bend
B	Circle right 15m diameter	4	Rushed, little bend
A	3 loop serpentine (each loop going to the side of the arena)	4 x 2	
MF	Shallow loop, to 3/4 line	6	
E B	Track right Track left	5	Rushed
HK	Shallow loop, to 3/4 line	2	Error of course
A	Down the centre line	2	Short of mark
X	Transition to medium walk	4	
G	Halt, immobility, salute	5	
Collective Marks	Impulsion	6 x 2	
	Regularity of Pace & Freedom of Movement	5 x 2	
	Responsiveness & Willingness	5 x 2	Resistant at times
	Balance & Correct Performance of Movements	4 x 2	
	Handler Position	6 x 2	
	Correct & Effective Use of Aids	4 x 2	

Total Points **131 / 280**

Percentage **47%**

# Novice Long Reined Dressage 2017

## MHCGB Dressage Tests 2017 Season

Date of show 22nd April 2017

Class Number 87a

Competitor Number 162



To be long reined in a 15x30m arena  
Competitors are allowed a caller for this test

Marker	Movement	SCORE	COMMENT
A C	Enter in working trot. Proceed down the centre line without halting Track left	4	Short on markers
E	Halt, immobility 4 seconds Proceed in medium walk	3	Poor immobility
KA	Transition to working trot	5	
A	Circle left 15m diameter	7 x 2	
FXH	Change rein	7	
C	3 loop serpentine (each loop going to the side of the arena)	5 x 2	Little bend
A KXM M	Transition to medium walk Change rein at a free walk on a long rein Transition to medium walk	7	
C	Transition to working trot	7	
EB	Change rein	7	
A	Circle right 15m diameter	8 x 2	
A	Down the centre line	8	
X	Medium walk	6	
G	Halt, immobility, salute	8	
Collective Marks	Impulsion	7 x 2	
	Regularity of Pace & Freedom of Movement	7 x 2	
	Responsiveness & Willingness	8 x 2	
	Balance & Correct Performance of Movements	8 x 2	
	Handler Position	8 x 2	
	Correct & Effective Use of Aids	7 x 2	

Total Points **192 / 280**

Percentage **69%**

# Novice Long Reined Dressage 2017

## MHCGB Dressage Tests 2017 Season

Date of show 22nd April 2017

Class Number 87a

Competitor Number 199



To be long reined in a 15x30m arena  
Competitors are allowed a caller for this test

Marker	Movement	SCORE	COMMENT
A C	Enter in working trot. Proceed down the centre line without halting Track left	5	Cutting corners
E	Halt, immobility 4 seconds Proceed in medium walk	6	
KA	Transition to working trot	5	No corner
A	Circle left 15m diameter	6 x 2	
FXH	Change rein	6	
C	3 loop serpentine (each loop going to the side of the arena)	5 x 2	Little bend
A KXM M	Transition to medium walk Change rein at a free walk on a long rein Transition to medium walk	6	
C	Transition to working trot	5	
EB	Change rein	6	Little bend
A	Circle right 15m diameter	6 x 2	
A	Down the centre line	8	
X	Medium walk	7	
G	Halt, immobility, salute	6	
Collective Marks	Impulsion	7 x 2	
	Regularity of Pace & Freedom of Movement	8 x 2	
	Responsiveness & Willingness	8 x 2	
	Balance & Correct Performance of Movements	7 x 2	
	Handler Position	6 x 2	
	Correct & Effective Use of Aids	6 x 2	

Total Points **178 / 280**

Percentage **64%**

# Novice Long Reined Dressage 2017

## MHCGB Dressage Tests 2017 Season

Date of show 22nd April 2017

Class Number 87a

Competitor Number 145



To be long reined in a 15x30m arena  
Competitors are allowed a caller for this test

Marker	Movement	SCORE	COMMENT
A C	Enter in working trot. Proceed down the centre line without halting Track left	4	Not straight
E	Halt, immobility 4 seconds Proceed in medium walk	6	
KA	Transition to working trot	3	Resistance
A	Circle left 15m diameter	7 x 2	
FXH	Change rein	5	
C	3 loop serpentine (each loop going to the side of the arena)	5 x 2	Little to no bend. Disobedience. Resistance.
A KXM M	Transition to medium walk Change rein at a free walk on a long rein Transition to medium walk	5	Little definition
C	Transition to working trot	5	
EB	Change rein	6	
A	Circle right 15m diameter	2 x 2	Very poor, very large
A	Down the centre line	3	Off centre line
X	Medium walk	6	
G	Halt, immobility, salute	6	
Collective Marks	Impulsion	6 x 2	
	Regularity of Pace & Freedom of Movement	4 x 2	
	Responsiveness & Willingness	4 x 2	
	Balance & Correct Performance of Movements	5 x 2	
	Handler Position	7 x 2	
	Correct & Effective Use of Aids	4 x 2	

Total Points **137 / 280**

Percentage **49%**

# Open Long Reined Dressage 2017

## MHCGB Dressage Tests 2017 Season

Date of show 22nd April 2017

Class Number 87b

Competitor Number 144



To be long reined in a 15x30m arena  
Competitors are expected to know this test, callers not allowed

Marker	Movement	SCORE	COMMENT
A	Enter in working trot Proceed down the centre line	7	
X C	Halt, immobility, salute. Proceed in working trot Track right	7	
MF	Shallow loop, to 3/4 line	8	
FA	Transition to working canter	8	
A	Circle right 15m diameter	8 x 2	
AK	Transition to working trot	7	
EXB	Change rein	8	
C	Halt, rein back (4 steps) Proceed in working trot	9 x 2	
E	Circle left 15m diameter	8	
A	3 loop serpentine (each loop going to the side of the arena)	8 x 2	
C HB B	Transition to medium walk Change rein in a free walk on a long rein Transition to medium walk	8	
F	Transition to working trot	5	Too early
A	Down the centre line	6	
G	Halt, immobility, salute	6	Off track
Collective Marks	Impulsion	8 x 2	
	Regularity of Pace & Freedom of Movement	8 x 2	
	Responsiveness & Willingness	8 x 2	
	Balance & Correct Performance of Movements	7 x 2	
	Handler Position	7 x 2	
	Correct & Effective Use of Aids	7 x 2	

Total Points	<b>218 / 290</b>
Percentage	<b>75%</b>

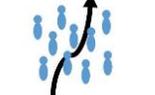
# Test your Horsepower at the Wacky Races

## MHCGB Long Reined Obstacles 2017 Season

Date of show 22nd April 2017

Class Number 88 - Long Rein



Obstacle	Each section is out of 10, max of 30 per obstacle	Competitor Number												
		144	147	145	141									
1 - Tarpaulin & Halt 	Handler	7	5	7	8									
	Horse	5	3	2	8									
	Completion	7	2	2	8									
2 - Floor Maze 	Handler	8	2	7	8									
	Horse	8	2	2	8									
	Completion	8	2	2	8									
3 - Ball Pit 	Handler	8	4	4	8									
	Horse	8	2	2	8									
	Completion	8	2	2	8									
4 - Weaving 	Handler	5	4	4	8									
	Horse	7	2	2	8									
	Completion	7	2	2	8									
5 - Bollards 	Handler	8	4	6	9									
	Horse	8	2	4	9									
	Completion	8	2	2	10									
6 - Curtain 	Handler	7	4	6	8									
	Horse	5	2	2	0									
	Completion	2	2	2	0									
7 - Halt & Rein Back 	Handler	7	4	7	8									
	Horse	7	2	6	6									
	Completion	7	2	4	8									
8 - Pedestal 	Handler	8	4	7	8									
	Horse	6	2	2	8									
	Completion	6	2	2	8									
<b>Total Points</b>		165	64	88	178									
<b>Class position</b>		2	4	3	1									

Each obstacle can be awarded up to 30 points.

Maximum of 10 points for handler, 10 points for horse, 10 points for completion

**Penalties:**

Kick of obstacle. Incorrect gait. Knock down. Refusal / evasion.

**Disqualification:**

Taking an obstacle in the wrong direction. Negotiating an obstacle from the wrong side. Off pattern. Baiting. Skipping an obstacle unless directed by the judge. Negotiating obstacles in the wrong sequence. Horse working outside the course boundary. Failure to follow the correct line of travel between obstacles

# Welcome to All the Fun of the Fair

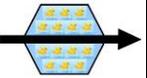
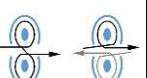
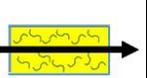
## MHCGB In-hand Obstacles

2017 Season

Date of show 22nd April 2017

Class Number 89 - Novice



Obstacle	Each section is out of 10, max of 30 per obstacle	Competitor Number														
		141	145	162	198	199	211	217	212	218						
1 - Gate 	Handler	8	8	8	8	7	8	8	7	8						
	Horse	8	8	8	8	8	8	8	7	8						
	Completion	8	8	8	8	8	8	8	7	8						
2 - Water Tray 	Handler	8	7	8	8	7	8	8	8	8						
	Horse	7	2	9	6	8	5	8	2	2						
	Completion	8	2	8	6	8	4	8	2	2						
3 - Ball & Skittles 	Handler	8	7	8	8	7	7	8	2	8						
	Horse	8	8	9	2	7	2	8	2	9						
	Completion	8	8	6	2	7	2	6	2	8						
4 - Ground Maze 	Handler	8	8	8	8	8	2	8	8	8						
	Horse	6	8	8	6	8	2	8	2	8						
	Completion	8	8	8	7	8	2	8	2	8						
5 - Jump 	Handler	8	8	8	8	8	8	8	8	8						
	Horse	6	6	8	8	8	8	8	8	8						
	Completion	8	8	8	8	8	8	8	8	8						
6 - Floor Hazards 	Handler	8	8	8	8	8	7	8	8	8						
	Horse	8	6	9	8	8	4	8	4	8						
	Completion	8	8	8	8	8	2	8	4	8						
7 - Raised Poles 	Handler	8	7	8	8	7	6	8	8	8						
	Horse	9	5	7	9	7	6	7	2	6						
	Completion	8	8	8	6	7	6	7	2	7						
8 - Weaving 	Handler	9	8	8	8	6	7	8	8	8						
	Horse	10	8	8	5	6	7	8	8	8						
	Completion	8	8	4	6	6	7	8	8	8						
<b>Total Points</b>		191	170	188	167	178	134	188	127	178						
<b>Class position</b>		1	4	2 (joint)	5	3 (joint)	6	2 (joint)	7	3 (joint)						

Each obstacle can be awarded up to 30 points.

Maximum of 10 points for handler, 10 points for horse, 10 points for completion

**Penalties:**

Kick of obstacle. Incorrect gait. Knock down. Refusal / evasion.

**Disqualification:**

Taking an obstacle in the wrong direction. Negotiating an obstacle from the wrong side. Off pattern. Baiting. Skipping an obstacle unless directed by the judge. Negotiating obstacles in the wrong sequence. Chain in mouth or over nose. Horse working outside the course boundary. Failure to follow the correct line of travel between obstacles

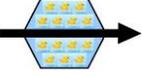
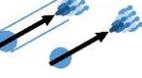
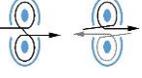
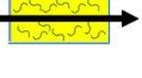
# Welcome to All the Fun of the Fair

## MHCGB In-hand Obstacles 2017 Season

Date of show 22nd April 2017

Class Number 90 - Junior



		Competitor Number											
Obstacle	Each section is out of 10, max of 30 per obstacle	147	187	146									
		1 - Gate		8	8	8							
	Handler	8	8	8									
	Horse	6	8	6									
	Completion	7	8	8									
2 - Water Tray		8	8	9									
	Handler	8	8	9									
	Horse	2	8	6									
	Completion	2	8	6									
3 - Ball & Skittles		8	8	8									
	Handler	8	8	8									
	Horse	8	8	8									
	Completion	8	8	8									
4 - Ground Maze		8	8	8									
	Handler	8	8	8									
	Horse	5	6	6									
	Completion	5	8	6									
5 - Jump		8	8	8									
	Handler	8	8	8									
	Horse	5	8	5									
	Completion	5	8	5									
6 - Floor Hazards		8	8	8									
	Handler	8	8	8									
	Horse	8	8	8									
	Completion	8	8	8									
7 - Raised Poles		8	8	8									
	Handler	8	8	8									
	Horse	8	7	6									
	Completion	8	6	6									
8 - Weaving		8	8	8									
	Handler	8	8	8									
	Horse	8	6	8									
	Completion	8	8	6									
<b>Total Points</b>		165	185	171									
<b>Class position</b>		3	1	2									

Each obstacle can be awarded up to 30 points.  
Maximum of 10 points for handler, 10 points for horse, 10 points for completion

**Penalties:**  
Kick of obstacle. Incorrect gait. Knock down. Refusal / evasion.

**Disqualification:**  
Taking an obstacle in the wrong direction. Negotiating an obstacle from the wrong side. Off pattern. Baiting. Skipping an obstacle unless directed by the judge. Negotiating obstacles in the wrong sequence. Chain in mouth or over nose. Horse working outside the course boundary. Failure to follow the correct line of travel between obstacles

# Welcome to All the Fun of the Fair

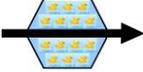
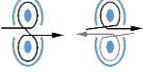
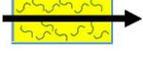
## MHCGB In-hand Obstacles

2017 Season

Date of show 22nd April 2017

Class Number 91 - Open



		Competitor Number												
Obstacle	Each section is out of 10, max of 30 per obstacle	144												
1 - Gate 	Handler	7												
	Horse	10												
	Completion	8												
2 - Water Tray 	Handler	8												
	Horse	8												
	Completion	8												
3 - Ball & Skittles 	Handler	8												
	Horse	8												
	Completion	8												
4 - Ground Maze 	Handler	6												
	Horse	2												
	Completion	0												
5 - Jump 	Handler	10												
	Horse	10												
	Completion	10												
6 - Floor Hazards 	Handler	10												
	Horse	10												
	Completion	10												
7 - Raised Poles 	Handler	6												
	Horse	4												
	Completion	5												
8 - Weaving 	Handler	10												
	Horse	7												
	Completion	8												
<b>Total Points</b>		181												
<b>Class position</b>		1												

Each obstacle can be awarded up to 30 points.

Maximum of 10 points for handler, 10 points for horse, 10 points for completion

**Penalties:**

Kick of obstacle. Incorrect gait. Knock down. Refusal / evasion.

**Disqualification:**

Taking an obstacle in the wrong direction. Negotiating an obstacle from the wrong side. Off pattern. Baiting. Skipping an obstacle unless directed by the judge. Negotiating obstacles in the wrong sequence. Chain in mouth or over nose. Horse working outside the course boundary. Failure to follow the correct line of travel between obstacles

# Jumper Class

MHCGB Jumping  
2017 Season



Refusal, circling or path crossing = 3 faults

Date of show 22nd April 2017

Knock down = 4 faults

Class Number 93 - Novice

Jump No	Competitor Number									
	211	199	198	187	145	162				
1	/	/ /	/	/ /	/	/				
2	/	/ /	<b>7</b>	/ <b>7</b>	/	/				
3	/	/ /	/	/ <b>E</b>	/	/				
4	/	/ /	/	/	<b>3</b>	/				
5	/	/ /	/	/	<b>3</b>	<b>4</b>				
6	/	/ /	/	/	/	/				
7	<b>3</b>	/ /	<b>3</b>	/	/	/				
8										
Total Faults - Round 1	3	0	10	0	6	4				
Total Faults - Round 2		<b>0</b>		<b>E</b>						
Total Faults - Round 3										
Total Faults - Round 4										
Total Faults - Round 5										
Class Position	3	1	6	2	5	4				

An "In" & "Out" is two jumps (if they refuse the second fence they cannot jump the first one again)

Increase of 1-6inch per round

After reaching maximum height (44 inch) keep jumping until tie is broken

A course is considered set once a horse has started the course

### Elimination:

3 Refusals. Off course. Fall of horse or handler. Baiting. Chain over nose or in mouth. Failure to pass between start and finish cones. Loss of control. Carrying a whip.

# Jumper Class

MHCGB Jumping  
2017 Season



Refusal, circling or path crossing = 3 faults

Date of show 22nd April 2017

Knock down = 4 faults

Class Number 94 - Open

Jump No	Competitor Number									
	144									
1	/									
2	/									
3	/									
4	/									
5	/									
6	/									
7	/									
8										
Total Faults - Round 1	0									
Total Faults - Round 2										
Total Faults - Round 3										
Total Faults - Round 4										
Total Faults - Round 5										
Class Position										

An "In" & "Out" is two jumps (if they refuse the second fence they cannot jump the first one again)

First round 18-28inches

Increase of 1-6inch per round

After reaching maximum height (44 inch) keep jumping until tie is broken

A course is considered set once a horse has started the course

**Elimination:**

3 Refusals. Off course. Fall of horse or handler. Baiting. Chain over nose or in mouth. Failure to pass between start and finish cones. Loss of control. Carrying a whip.

# Hunter Class

MHCGB Jumping  
2017 Season



Refusal, circling or path crossing = 3 faults

Date of show 22nd April 2017

Knock down = 4 faults

Class Number 95a - Novice

Jump No	Competitor Number									
	147	188								
1	3	/								
2	/	/								
3	/	/								
4	/	/								
5	/	/								
6	/	/								
7										
8										
<b>Total Faults</b>	<b>3</b>	<b>0</b>								
<b>Comments</b>										
<b>Score</b>	<b>62</b>	<b>75</b>								
<b>Class Position</b>	<b>2</b>	<b>1</b>								

An "In" & "Out" is one jump (if they refuse the second fence they must jump the first one again)

## Scoring

**90 - 100** - an excellent performer and good mover that jumps the entire course with cadence, balance and style

**80 - 89** - a good performer that jumps all fences reasonably well or an excellent performer that commits one or two minor faults

**70 - 79** - average fair mover that makes no serious faults but lacks the style, cadence & good balance of the scoper horses or good performer that makes a few minor faults

**60 - 69** - poor movers that make minor mistakes or fair to average movers that have one or two poor fences but no major faults or disobediences

**50 - 59** - a horse that commits one major fault such as a hind knockdown, refusal, break of gait, cross-canter or drops a leg

**30 - 49** - a horse that commits two or more major faults, including front knockdowns, refusals, or jumps in a manner that otherwise endangers the horse and/or handler

**10 - 29** - a horse that avoids elimination but jumps in such an unsafe and dangerous manner so achieves a minimal score

## Elimination:

3 refusals. Off course. Crossing own path. Fall of horse or handler. Jumping of obstacle by handler. Baiting. Chain over nose or in mouth. Unsound horse. Failure to pass between start and finish cones. Loss of control. Carrying a whip.

# Hunter Class

MHCGB Jumping  
2017 Season



Refusal, circling or path crossing = 3 faults

Date of show 22nd April 2017

Knock down = 4 faults

Class Number 95b - Open

Jump No	Competitor Number								
	144								
1	/								
2	/								
3	/								
4	/								
5	/								
6	/								
7									
8									
Total Faults	0								
Comments									
Score									
Class Position	1								

An "In" & "Out" is one jump (if they refuse the second fence they must jump the first one again)

Jumps to be set between 18-24 inches

### Scoring

**90 - 100** - an excellent performer and good mover that jumps the entire course with cadence, balance and style

**80 - 89** - a good performer that jumps all fences reasonably well or an excellent performer that commits one or two minor faults

**70 - 79** - average fair mover that makes no serious faults but lacks the style, cadence & good balance of the scoper horses or good performer that makes a few minor faults

**60 - 69** - poor movers that make minor mistakes or fair to average movers that have one or two poor fences but no major faults or disobediences

**50 - 59** - a horse that commits one major fault such as a hind knockdown, refusal, break of gait, cross-canter or drops a leg

**30 - 49** - a horse that commits two or more major faults, including front knockdowns, refusals, or jumps in a manner that otherwise endangers the horse and/or handler

**10 - 29** - a horse that avoids elimination but jumps in such an unsafe and dangerous manner so achieves a minimal score

### Elimination:

3 refusals. Off course. Crossing own path. Fall of horse or handler. Jumping of obstacle by handler. Baiting. Chain over nose or in mouth. Unsound horse. Failure to pass between start and finish cones. Loss of control. Carrying a whip.