



## 2022 USEF BEGINNER NOVICE TEST A

**Purpose:** To show an understanding of riding the horse forward in a steady tempo and a clear rhythm. 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. To show proper geometry and bend in both directions at all gaits. All trot work may be done rising or sitting. Halt may be done through the walk.

<p><b>CONDITIONS:</b></p> <p><b>Bridle:</b> 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 Annex 1.</p> <p><b>Small Arena:</b> 20m x 40m <b>Time:</b> Approximately 4:00</p> <p><b>Large Arena:</b> 20m x 60m <b>Time:</b> Approximately 4:30</p> <p><i>Suggested to add at least 2 minutes for scheduling purposes.</i></p>	<b>Name of Event</b>	
	<b>Date of Event</b>	
	<b>Name and Number of Horse</b>	
	<b>Name of Rider</b>	
	<b>FINAL SCORE</b>	
	<b>Points</b>	<b>Percent</b>
	<b>NAME OF JUDGE:</b>	
<b>SIGNATURE OF JUDGE:</b>		

<b>SCORING:</b>			
<b>10</b>	Excellent	<b>4</b>	Insufficient
<b>9</b>	Very Good	<b>3</b>	Fairly Bad
<b>8</b>	Good	<b>2</b>	Bad
<b>7</b>	Fairly Good	<b>1</b>	Very Bad
<b>6</b>	Satisfactory	<b>0</b>	Not Performed
<b>5</b>	Marginal		

UNITED STATES EQUESTRIAN FEDERATION  
4001 Wing Commander Way : LEXINGTON, KY 40511

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*Updated December 18, 2021*



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Competitor #	
Color of Horse:	
Distinguishing Marks	

	TEST	DIRECTIVES	REMARKS	POINTS
1	A-X-M M	Enter working trot Track left	Quality and regularity of trot; straightness on centerline; balance on turns	
2	C	Circle left 20 meters, working trot	Quality and regularity of trot; bend and balance; size and shape of circle	
3	E Between centerline and B	Half circle left 20 meters Working canter left lead	Willing, calm transition; size and shape of half circle; quality and regularity of gaits; bend and balance	
4	B	Circle left 20 meters, working canter	Quality and regularity of canter; bend and balance; size and shape of circle	
5	Between B and M	Working trot	Willing, calm transition; quality and regularity of gaits; balance and straightness	
6	H-X-F	Change rein working trot	Bend and balance in corners; straightness on diagonal; quality and regularity of trot	
7	A	Circle right 20 meters, working trot	Quality and regularity of trot; bend and balance; size and shape of circle	
8	E Between centerline and B	Half circle right 20 meters Working canter right lead	Willing, calm transition; regularity and quality of gaits; bend and balance	
9	B	Circle right 20 meters, working canter	Quality and regularity of canter; bend and balance on circle	
10	Between B and F	Working trot	Willing, calm transition; quality and regularity of gaits; balance and straightness	
11	Between A and K	Medium walk	Willing, calm transition; regularity and quality of walk	
12	K-X-M	Free walk	Regularity and quality of walk with reach and ground cover; allowing complete freedom to stretch the neck forward and downward	
13	Between M and C	Develop medium walk	Willing, calm transition; regularity and quality of walk	
14	H A	Working trot Down centerline	Willing, calm transition; regularity and quality of trot; balance on turn; straightness on centerline	
15	X	Halt; salute	Willing, calm transitions; straight, attentive halt; immobility (min. 3 seconds)	

Leave arena free walk on long rein at A. All trot work may be done rising or sitting unless stated otherwise. Halt may be done through the walk.

COLLECTIVE MARKS		Points	Coefficient	Total
Harmony of athlete and horse	A confident partnership created by adhering to the scale of training.		2	
Comments:				

**TOTAL POSSIBLE POINTS: 170**

SCORING PROCEDURES FOR EVENTING:	Other Errors:		Errors of Course or Test	
A) Divide the good marks (minus any error of course of test) by the maximum good marks obtainable.	1st	-2	1st	-2
B) Multiply by 100 and round the result to two decimal digits. This value is shown as the individual mark for the judge.	2nd	-2	2nd	-4
C) Subtract the value from 100. The result, rounded to one decimal digit, is the score in penalty points for the test.	3rd	-2	3rd	E
	<b>Penalties</b>		<b>Penalties</b>	
<b>FINAL PENALTY SCORE:</b>				