



SANESA PRIX CAPRILLI

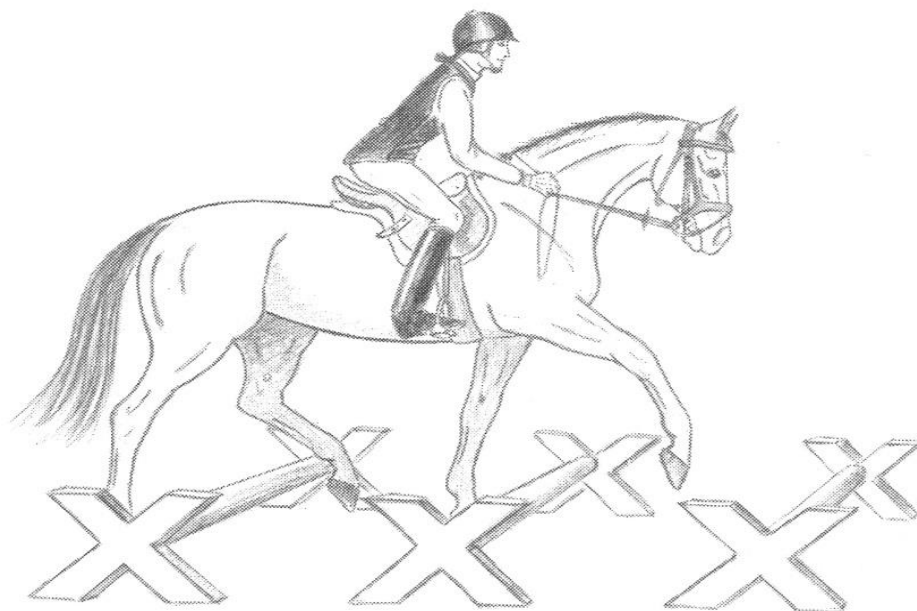
GUIDELINES

(Introduction, Rules, Dress code, Explanation)

A SANESA Prix Caprilli test is a combination of jumping and dressage performed simultaneously in the same arena. It is named after Captain Federica Caprilli who was an Italian cavalry instructor who is credited with inventing the forward seat. A Prix Caprilli is a dressage test for horses with jumping experience and is appropriate for beginner to advanced riders. The number of jumps and their heights vary with the test level. The heights of the obstacles range from poles on the ground to a maximum of 65cm(Prep) and 80cm (High). Prix Caprilli tests offer the horse some variety and are a good test of submission. The tests have the same movements as might be found in Prelim to higher Medium level dressage tests with the added requirement for horse and rider to trot and/or canter over single jumps.

The judges will judge a SANESA Prix Caprilli the same as a normal dressage test that includes technical marks for the movement, impulsion, submission and riding. The emphasis is not on 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. To get good marks, the horse should be submissive and move in balance with a rhythmic tempo. Jumping the fences or trotting over the poles should be done smoothly with a minimum of disturbance to the rhythm.

In every test there are directive ideas next to each movement to explain what the judges will be looking for. Comprehensive requirements of the different paces and the correct execution of figures can be found in the SAEA Dressage Rules book.



RULES AND DRESS CODE

SADDLERY

ALL tests to be ridden in a snaffle or Pelham with rein connectors and cavesson noseband. NO double reins permitted with Pelham. Permitted snaffles/pelhams can be seen in the SAEA Dressage rules pg. 69, 70, 72 and 73.

Permitted nosebands can be seen in the SAEA Dressage rules pg. 65 & 66

It is recommended to use a General purpose saddle.

Numnahs or saddle clothes are permitted and should be neat and not larger than necessary. Gel, air, foam or sheepskin pad may be used under the saddle

Breastplates, neck straps are allowed

A crupper may be used for ponies

During warm-up boots, bandages, running martingales and neck straps are permitted.

Side reins may **ONLY** be used when lungeing (unridden), but no bearing, running or balancing reins or any other gadgets of any kind may be used.

Lungelines may **NOT** be attached from the girth or any part of the saddle or surcingle.

The use of more than one whip is strictly prohibited

Exercising or warming up in anything other than the permitted saddlery shall entail elimination of both horse and rider from the event.

All riders when mounted, must wear protective headgear, secured by a three point harness, at all times.

Before entering the arena to ride the test, all boots, bandages, running martingales, bit guards, earmuffs, blinkers and saddle covers must be removed

RIDER DRESS CODE:

1. Protective head gear to be worn in all tests.
2. Jackets: black, navy, tweed or dark colour
3. Breeches/Jodphurs: Beige, off white, white.
4. Boots: Long black boots, leather gaiters or jodphur boots.
5. Shirts: White or conservative colour/pattern
6. Ties or American style collar
7. Gloves: white or same colour as jacket
8. Spurs: are permitted. NO ROWELS
9. Whips are allowed – maximum length including tassle 100cm.
10. As a courtesy to the judge it is recommended that your horse/pony be well turned out with the mane plaited.
11. All tests may be called, but the competitors must provide their own caller

EXPLANATION AND MOVEMENT BREAKDOWN

There are 2 levels of Prix Caprilli – Primary school and High school.

Each level has four grades – Beginner, Novice, Intermediate and Advanced. Each grade has 5 tests used in the qualifiers. Movements required are progressively increased through the tests. Heights of jumps are slowly increased through the tests and grades.

1. PRIMARY SCHOOLS

Level 1: BEGINNER: all tests ridden in a 40mx20m arena.

Movements: Are similar to the dressage level 1. (SANESA special tests)

- All trot work is rising
- 20m and 15m circles
- Change of rein across diagonal
- Transitions
- 3 loop serpentine
- Canter
- Half circle 10m diameter at trot
- Trot over fences

Jumps: minimum - poles on ground
Maximum - vertical 30cm

Level 3: NOVICE: all tests ridden in a 40mx20m arena.

Movements: Are similar to level 2&3 Dressage (SAEF pony rider Preliminary and Novice)

- All trot work is rising unless otherwise stated
- Walk, trot canter
- 20m and 15m diameter
- Transitions
- Serpentines
- Few strides of lengthening trot
- Sitting trot
- Stretching forward and downwards
- Lengthen canter a few strides
- Canter over fences

Jumps: Trotting poles
Minimum - 30cm verticle
Maximum - 40cm oxer and 45cm verticle

Level 5: INTERMEDIATE: All tests ridden in 60m x 20m arena

Movements: Are similar to level 5 Dressage (SAEF pony rider Elementary)

All trot work is rising unless otherwise stated

10m circles

Immobility halt

Rein back

Walk to canter

Loop through X at trot

Lengthen canter full side of arena

Canter to walk

Counter canter

Medium trot

Leg yield

Medium trot sitting

Jumps: Minimum - 35cm Cross pole, 40cm vertical, 40cm oxer

Maximum - 45cm Cross pole, 50cm vertical, 55cm oxer,

Level 6: Advanced: All tests ridden in 60m x 20m arena

Movements: Are similar to level 6 Dressage (SAEF pony rider Elementary-Medium and Medium)

All trot work is sitting

Leg yield

Medium trot

10m circles

Counter canter

Shoulder in

Extended walk

Medium canter

Travers

Turn on the haunches

Half pass at trot

Jumps: Trotting poles

Minimum - 45cm Cross pole, 60cm vertical, 50cm oxer

Maximum - 50cm Cross pole, 65cm vertical, 60cm oxer,

2. HIGH SCHOOLS

Level 1: BEGINNER: all tests ridden in a 60mx20m arena.

Movements: Are similar to the dressage level 1. (SAEF Preliminary test)

All trot work is rising

Walk, trot, canter

15m and 20m circles

Lengthening of rein at walk

3 loop serpentine

Loop through X at trot

Lengthening trot a few strides

Lengthening canter a few strides

Stretching forward and downwards

Canter over jumps

Jumps: Trotting poles

Minimum - 20cm Cross pole, 40cm vertical, 30cm oxer

Maximum - 35cm Cross pole, 40cm vertical, 40cm oxer,

Level 3: NOVICE: All tests ridden in a 60mx20m arena.

Movements: Are similar to the dressage level 2. (SAEF Novice test)

All trot work is rising unless otherwise stated

Sitting trot

10m circles at trot

12m circles at canter

Change rein at canter, changing leg through trot

Leg yield

Lengthen trot full side of arena

Lengthen canter a few strides

10m circles at trot and canter

Counter canter

Canter loop through X without change of leg

Lengthen canter full side of arena

Canter to walk

Jumps: Trotting poles

Minimum - 35cm Cross pole, 45cm vertical, 35cm oxer

Maximum - 50cm Cross pole, 60cm vertical, 60cm oxer,

Level 5: INTERMEDIATE: All tests ridden in a 60mx20m arena.

Movements: Are similar to the dressage level 3. (SAEF Elementary test)
All trot work is sitting
Shoulder in
Lengthening trot and canter
Rein back
Counter canter
Simple change of leg
Medium trot and canter
Shoulder in
Medium trot sitting
Extended walk
Turn on the haunches
Travers

Jumps: Trotting poles
Minimum - 50cm Cross pole, 60cm vertical, 60cm oxer
Maximum - 60cm Cross pole, 70cm vertical, 65cm oxer,

Level 6: ADVANCED: All tests ridden in a 60mx20m arena.

Movements: Are similar to the dressage level 5. (SAEF Elementary Medium test)
All trot work is sitting
Collected trot and canter
Counter canter
Half pass at trot
Entering at collected canter
Flying changes

Jumps: Trotting poles
Minimum - 60cm Cross pole, 70cm vertical, 70cm oxer
Maximum - 70cm Cross pole, 80cm vertical, 80cm oxer,