LEVEL 3 REQUIREMENTS

To complete Level 3 you must be able to pass each of the following requirements. This can be done by performing the Level 3 Arena Test, which includes all the movements in it (or an alternate test made up by your instructor), or by having your CHA instructor check off each requirement as you pass it. This can be done in regular riding lessons, as a group or individual test.

Riding Requirements

1. Ride with good position, balance and control for Level 3 at the:
   a. Walk, with and without stirrups or bareback.
   b. Sitting trot or jog, with and without stirrups or bareback.
   c. Posing trot on correct diagonal, demonstrating change of diagonals. (optional Western)
   d. Jumping position (English) or standing (Western)
   e. Canter or lope in both directions on the correct lead, identifying lead.

2. Demonstrate the following aids and explain what they ask the horse to do.
   a. Leading rein
   b. Direct rein of opposition
   c. Indirect rein
   d. Neck rein or bearing rein (optional English)
   e. Pulley rein
   f. Both leg aids used in normal position near the girth
   g. One leg aid used in normal position near the girth
   h. One leg aid used three or four inches behind the girth
   i. Seat aid (weight aid)

3. Show Level 3 form and control while riding through the following movements.
   a. Circle at sitting trot or jog
   b. Figure 8, large or small
   c. Smooth transitions
      1. Walk to trot or jog
      2. Walk to canter or lope
      3. Trot or jog to stop
      4. Canter or lope to walk
   d. Serpentine or alternate riding pattern
   e. Change of direction on the diagonal
   f. Turnback on the rail (Western only)

General Requirements

1. Identify the type of bit used by your horse and explain how it works.
2. Check the adjustment of your horse’s bridle and saddle and correct any problems.
3. Clean a saddle and a bridle.
4. Identify two kinds of roughage and four kinds of concentrates and assist with feeding horses.
5. Pass written test.
TRAIL REQUIREMENTS

1. Check out your horse, tack and equipment before a trail ride.
2. Demonstrate good trail gaits at a:
   a. Long striding walk
   b. Jog trot
   c. Long striding trot
   d. Canter
3. Demonstrate how to pass another rider and how to handle your horse when being passed.
4. Give 5 rules for being a responsible trail rider.

JUMPING REQUIREMENTS

Jumping is NOT required to pass any CHA level. It is mandatory that riders pass the Level 3 Jumping Test before beginning Level 4 jumping. *(You may wish to give a special award for passing Level 3 Jumping requirements.)* Only a CHA certified instructor may issue rider awards at any level.

1. Demonstrate a secure jumping position with heels down, body in balance, eyes up and a correct release in elementary jumping exercises by
   a. Trotting over cross-rails and a trotting grid.
   b. Canter over a line of fences *(crossrail or fences approximately 12" high)*
   c. Canter over a single fence *(not to exceed 2' high)*
2. Demonstrate ability to turn horse accurately and line up with a single fence or line of fences.
   *(not to exceed 2' high)*
3. Ride over a simple course at a trot or canter with good form and control.
4. Jump a fence that varies from simple post and rails (brush, coop, panel or any other type of fence).
   *(not to exceed 2' high)*
5. Demonstrate or tell how to handle a refusal and a runout.

NOTES TO INSTRUCTORS ON TESTING

The goals of Level 3 are to continue to improve on the use of the aids and control. Level 1, 2 and 3 tests must be passed before a rider may take the Level 4 tests.

Requirements for Level 3 may be tested:
- individually
- in a group
- or by checking off as the rider passes each requirement

Students should be scored on their technique and safety rather than on the performance of the horse.

The Arena Test is not a requirement in itself, but one way of testing the rider. Alternate tests such as group tests are also acceptable.
MULTIPLE CHOICE (select the best answer)

1. When a horse lays his ears flat back against his neck:
   a) He is feeling sleepy
   b) He is feeling angry
   c) He is interested in something behind him

2. Bits are used to communicate and control horses by:
   a) Pressure
   b) Pain
   c) Shutting off the horse's wind

3. If you use the inside leg aid in the normal position near the girth, the horse should:
   a) Move straight forward
   b) Swing his hindquarters to the right
   c) Move forward and bend

4. When using a direct rein of opposition with the left hand only, the horse should respond by:
   a) Turning left
   b) Slowing down and stopping
   c) Moving sideways to the right

5. To change direction or rein on the diagonal means:
   a) Ride directly down the center line of the ring changing rein at X
   b) Ride from corner to corner changing rein at X
   c) Ride directly across the center line from where you are changing rein at X

6. When the rider keeps a steady, even feel of the horse's mouth with his hands, he is:
   a) Riding on loose rein
   b) Riding on simple contact
   c) Pulling on the horse's mouth

7. To get a left lead, you should:
   a) Lean to the left and kick on the right
   b) Sit up and use your inside leg at the girth and your outside leg behind the girth
   c) Lean forward and use both legs

8. Horses focus their eyes on faraway objects:
   a) By lowering their heads
   b) By raising their heads
   c) By opening their eyelids wider
   d) Just the same way people do

9. Smooth transitions are achieved by:
   a) Using the aids to prepare the horse
   b) Using a whip or spurs
   c) Using an indirect rein

10. A martingale is used to:
    a) Keep the horse's mouth shut
    b) Keep the saddle from sliding back
    c) Prevent the horse from raising his head too high

SHORT ANSWERS (fill in the missing word)

1. Curb bits multiply the pressure the rider puts on the reins. They are called ____________ bits.

2. Snaffle bits that put the same amount of pressure on the mouth as the rider uses on the reins are called ____________ bits.

3. When a horse is on one lead in his front legs and on the other lead in his hind legs, he is said to be ____________.

4. A rein aid that is used for discipline or emergency stops is the ____________ rein.

5. If a horse does the same thing two or three times in a row, he is learning a ____________.

6. A bridle that works on the horse's nose and chin instead of his mouth is a ____________.

7. The four words to remember about caring for tack are:
   1. ____________
   2. ____________
   3. ____________
   4. ____________

8. Horses lose water and ____________ when they sweat in hot weather.

9. Hay and pasture are ____________ feeds. Grain and supplements are ____________.

10. A change of gait is called a ____________.
MATCHING (2 points each)

1. A horse that is on top of the pecking order is a ...
   A. Horse senses
   B. Herd instinct
   C. Danger
   D. Strong homing instinct
   E. Standing up to foes
   F. Courage
   G. Pecking order
   H. Emotions
   I. Defenses
   J. Easy to handle
   K. Boss horse

2. A horse mimics other horses because of ...
3. The horse's ears are the key to his ...
4. A horse should walk returning to the stable because of ...
5. Horses that are trained fairly and consistently are ...
6. To run in time of danger is one of the horse's natural ...
7. Touch, scent, taste, vision and hearing are ...
8. Horses's eyesight is geared to finding ...
9. All horse groups have a system of rank called ...
10. A horse that has heart has ...

TRUE OR FALSE

1. A horse should canter with the inside legs leading on a turn or circle.
2. A leg aid used 3 or 4 inches behind the girth tells the horse to go forward.
3. A horse should not be fed grain when he is hot and tired.
4. Bit shouldn't touch the corners of the horse's mouth.
5. Horses should be fed on a regular schedule.
6. All snaffle bits are mild bits.
7. A bit with shanks, a curb strap and a jointed mouthpiece is a snaffle bit.
8. Horses have very good memories.
9. It is not normal for a horse to try to boss or pick on other horses.
10. To back a horse all you need do is to pull back on the reins.
### Level 3 Arena Test • Score Sheet

*(Based on 5 points each, a total of 100 points)*

<table>
<thead>
<tr>
<th></th>
<th></th>
<th>POINTS</th>
<th>COMMENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Walk. Halt at X 5 seconds</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td>Sitting trot, X to C to M to B to X</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td>Jog/trot circle to right, X through X</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>4.</td>
<td>Posting left diagonal</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>5.</td>
<td>Left circle, X to X then turn left at E towards K</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>6.</td>
<td>Posting, correct diagonal</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>7.</td>
<td>Canter/lope, left lead A along rail towards C</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>8.</td>
<td>Circle at canter/lope at B</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>9.</td>
<td>Transition to sitting trot, C to H to X</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>10.</td>
<td>Halt from trot/jog at X</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>11.</td>
<td>Transition from halt to trot/jog, X to F to A</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>12.</td>
<td>Canter/lope, right lead A along rail towards C</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>13.</td>
<td>Circle at canter/lope at E</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>14.</td>
<td>Sitting trot at C</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>15.</td>
<td>Serpentine 3 loops full width of arena from C to A</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>16.</td>
<td>A turn down center of arena, halt from trot at X</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>17.</td>
<td>Walk on a loose rein, X to A through C and B</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>18.</td>
<td>Overall accuracy of pattern</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>19.</td>
<td>Overall control</td>
<td>(5 pts.)</td>
<td></td>
</tr>
<tr>
<td>20.</td>
<td>Overall equitation</td>
<td>(5 pts.)</td>
<td></td>
</tr>
</tbody>
</table>

**Possible 100 points**  
**Passing score 70%**

<table>
<thead>
<tr>
<th></th>
<th></th>
<th>TOTAL</th>
<th>SCORE</th>
</tr>
</thead>
</table>

**Scoring:**  
1 = Not performed  
2 = Unsatisfactory  
3 = Sufficient, fair  
4 = Good  
5 = Outstanding

**PASSING:** Yes  
No  
Instructor’s signature
# Level 3 Arena Test • Score Sheet

(Based on 10 points each, a total of 100 points)

<table>
<thead>
<tr>
<th>Letter</th>
<th>Directions</th>
<th>You are scored on</th>
<th>Points</th>
<th>Comment</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. A</td>
<td>Enter at walk</td>
<td>Position, seat</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Halt, pause 5 seconds</td>
<td>Aids &amp; control</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Continue at sitting trot or jog</td>
<td>Halt without roughness</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>C Track to the right</td>
<td>Ability to sit trot</td>
<td>(10 pts.)</td>
<td></td>
</tr>
<tr>
<td>2. M</td>
<td>Posting trot on correct diagonal</td>
<td>Correct diagonal</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Western balance position at jog</td>
<td>Position and seat</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>B Turn right across arena</td>
<td>Accurate turn and circle</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>X Circle right, width of arena (Posting trot on correct diagonal)</td>
<td>Not breaking gait</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3. X</td>
<td>Circle left, width of arena (change diagonals)</td>
<td>Position and seat</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>E Turn left along rail</td>
<td>Diagonal change</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Accurate circle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4. K</td>
<td>Sitting trot or jog</td>
<td>Aids for transition</td>
<td></td>
<td></td>
</tr>
<tr>
<td>A</td>
<td>Canter or lope, left lead</td>
<td>Correct lead</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5. B</td>
<td>Circle width of arena at canter or lope Left lead</td>
<td>Correct lead</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Continue along rail to C</td>
<td>Not breaking gait</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Seat in canter, aids</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6. C</td>
<td>Sitting trot or jog</td>
<td>Seat and aids while sitting the trot</td>
<td></td>
<td></td>
</tr>
<tr>
<td>H-X-F</td>
<td>Change directions on the diagonal</td>
<td>Accuracy of change of direction</td>
<td></td>
<td></td>
</tr>
<tr>
<td>X</td>
<td>Halt. Pause 5 seconds</td>
<td>Not breaking gait</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Continue at sitting trot or jog</td>
<td>Halt without roughness</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7. A</td>
<td>Canter or lope, right lead</td>
<td>Aids for lope or canter Correct lead</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8. E</td>
<td>Circle width of arena at canter or lope Right lead</td>
<td>Seat in canter or lope Correct lead, not breaking gait</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Continue along rail to C</td>
<td>Accurate circle</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9. C-A</td>
<td>3 loop serpentine Sitting trot or jog</td>
<td>Seat and aids in trot Accurate turns, Not cutting corners</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10. A</td>
<td>Turn down center line</td>
<td>Accurate turn</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>X Halt, pause 5 seconds Continue to walk on loose reins</td>
<td>Halt with control, without roughness Calmness and quietness of walk</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>C Track to right along rail Walk along rail to exit at A</td>
<td>On loose rein Seat and aids</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Total = 100 pts.
A score of 70% is considered passing.

**Scoring**

- 0 = Not performed
- 1 = Very bad
- 2 = Unsatisfactory
- 3 = Poor
- 4 = Insufficient, not good enough
- 5 = Sufficient, fair
- 6 = Satisfactory
- 7 = Fairly good
- 8 = Good
- 9 = Very good
- 10 = Outstanding

Passing scores are 5 and over. Note: 10 means outstanding, not perfect, (10 is a possible score, though rare).

PASSING: Yes ____ No ________ Instructor’s signature

CHAL Level 3
LEVEL 3 ARENA TEST

SITTING TROT
HALT
WALK
ENTER

POSTING TROT CIRCLE

CANTER CIRCLE

POSTING TROT CIRCLE

SITTING TROT CANTER

SITTING TROT
HALT SITTING TROT
WALK
Halt
EXIT