Notes on P&P Tests 2013.

Free Walk

The horse is allowed complete freedom to lower and stretch out his head and neck. The walk should be marching and regular and must be four beats.

Medium Walk

A clear and regular walk of moderate length. The horse, remaining on the bit, walks energetically forward with even steps. The hind feet touching the ground in front of the footprints of the forefeet. (Tracking up) There should be a light, soft and steady contact with the mouth

Working Trot

The horse should be properly balanced and remain on the bit. The horse should go forward with regular, elastic, and cadenced strides with good hock action. The trot is two-beat on alternate diagonal legs separated by a period of suspension.

Collected Trot

The collected trot is shorter than the working trot, but with increased lightness and mobility of the shoulders. The hocks should be well engaged, and the horse should remain on the bit.

Medium Trot (Lengthened strides)

A pace between the working and the extended trots. While remaining on the bit, the horse lengthens and lowers the neck slightly as the strides are lengthened. The medium trot is "rounder" than the extended trot. The steps should be regular and the horse should remain balanced.

Extended Trot

The horse should cover as much ground as possible while maintaining the cadence. While remaining balanced and on the bit, the horse lengthens the frame and the stride as a result of great impulsion from the hindquarters. In the forward movement of the extension, the movement of the fore and hind legs should be similar (parallel).

Serpentine.

Two loops – 5m. from centre line.

This means: starting at A - a loop is driven to X with an elongated half circle with the widest point of the loop being 5 meters from the centre line. 4 strides should be driven straight across X before the next loop is commenced that ends at C.

Three Loops – 5m from centre line

Starting at C, describe an elongated half circle to I with the widest point of the loop being 5 meters from the centre line. 4 strides should be driven straight across I before the next loop is commenced to L - again 4 strides across L - repeat again to end at A.