

Sebring Stables Riding Academy Accomplishment Levels

Beginner Level 1

- Proper grooming- 1. curry 2. body brush 3. mane and tail brush 4. hoof pick
- Proper tacking up- 1. saddle pads 2. martingale 3. saddle 4. girth 5. bridle
- Leading the Horse- 1. How to safely lead horse to and from the ring, on the left side.
- Mounting/Dismounting with stool- 1. check girth 2. hold reins 3. left foot in stirrup 4. swing leg over and find right stirrup 5. dismounting
- Reins- 1. proper holding of reins 2. proper shortening of reins
- Steering/Hauling- 1. proper directing of horse right and left 2. Hauling (making the horse come to a stop).
- Running up the Stirrups- Learn how to run the stirrups up on the saddle before walking back to stall. This prevents them from getting caught on stall doors.

Beginner Level 2

- Walking/ Steering on Wall- 1. Comfortable maneuvering horse around ring on the rail. 2. Directing horse around others at walk 3. Reversing direction.
- Half Seat- 1. Shorten reins 2. Stand up into half seat position 3. Hold position for one full trip around the ring
- Posting at the walk- 1. Comfortable standing up and sitting down in the saddle at the walk 2. Capable of not “flopping” back down on horse's back.
- Trotting on Lead/ Lunge- 1. Comfortable trying to post at trot, either on the lunge line or a lead with a helper.
- Carrying a crop- 1. Comfortable carrying a crop 2. Comfortable switching the crop when reversing direction.

Beginner Level 3

- Posting at the Trot- 1. Posting well with good rhythm and balance 2. Posting trot both on lunge and alone on the rail
- Control of Horse- 1. Comfortable asking horse to stop, steer across the ring, and trot without assistance from instructor
- Variety of Horses- 1. Comfortable riding all the beginner lesson horses
- Exercises- 1. Change diagonals 2. “sit, sit, post” exercise 3. half seat without hanging onto their neck 4. sitting trot
- Proper Position- 1. Saddle Seat Hands higher than your elbow 2. Hunt Seat hands down 3. “A” for awesome hands 4. heels down 5. proper leg position in saddle
- Begin Two Reins- 1. Learn how to hold two reins 2. Learn the names of the two reins, Snaffle and Curb.
- Youth Group- 1. Begin involvement with Youth Group Activities 2. Attending Youth Group Meeting and begin work on “Badges”.

Intermediate Level 1- Tournament/ Academy

- Working in Groups-1. Comfortable in semi private lessons 2. Starting group lessons for walk trotters
- Circles- 1. Comfortable asking a variety of horses to circle both ways of the ring. 2. Learning proper “16 stride” circle 3. Comfortable making proper shape circle.
- Maintaining Position- 1. Comfortable keeping proper position while maneuvering horse (i.e. keeping hands up while steering)
- Proper Reverse- 1. Learning how to reverse to the rail, STOP, Switch crop, then turn to the wall. 2. Walk small circle to reverse.
- Beginning Diagonals- 1. Learning how to tell if you are on the correct diagonal 2. Remembering to check for the diagonal on your own.
- Begin Academy Level shows- 1. Start showing at winter tournaments, and Academy division horse shows. 2. Invest in beginner horse show attire (i.e. Helmet, jods, boots, shirt, vest, and tie).
- Transitions- 1. Maintain good position when asking horse for the trot. 2. Maintain position when asking horse for the walk (i.e. make sure you are sitting in the saddle when you ask them to walk.)

Intermediate Level 2- Tournament/ Academy

- Reins- 1. Comfortable picking two reins up on your own 2. Understanding which rein does what (i.e. snaffle head up, curb head down) 3. Begin using draw rein.
- Ringmanship for Horse Shows- 1. Learn how to “work” the ring at a horse show (i.e. finishing your passes, 10 feet off the rail, coming to the line up).
- Horsemanship- 1. Understanding that the rider is in charge and the horse cannot take advantage of you. 2. Understanding that it is not the “horses fault” when things don’t go as planned.
- Keeping horses head straight-1. Recognizing when the horses head is not straight and learning how to fix it on your own.
- Proper use of aids- 1. Comfortable knowing which aid to use at appropriate times (i.e. not using your reins to try and make your horse walk or trot, remembering to use your legs, not just your whip).
- Proper use of Body-1. Learn how to use your body/legs to help steer/maneuver the horse.
- Proper speeds- 1. Comfortable rating a horses speeds (i.e. being able to slow them down properly, and aggressive enough to keep them going fast enough.

Intermediate Level 3- Tournament/ Academy

- Canter- 1. Begin learning how to ask horses to canter (i.e. outside rein, outside leg, and using words and “follow through”)

- Make it Happen- 1. A phrase we use to encourage riders to treat horses like animals not like a computer. Often people expect that if they “push the correct button” that it should just work!
- No irons- 1. learning to ride without your irons at walk and trot 2. Maintaining
- Beginner Patterns-1. NEHC Tests A and B 2. Understanding that patterns are a test in horsemanship (i.e. putting many skills together to create a pattern to see if a rider can handle a horse through different skills).
- Diagonals-1. Mastering Diagonals 2. Capable of checking and changing your diagonal without help or instruction
- Horse Shows- 1. Riders have shown in Academy level horse shows as well as winter tournaments. Most likely tried a “Pattern Class” at one of these shows.

Advanced Level 1- Horse Show Rider/ Youth Group Competition

- Consistent Group Rider- 1. Student most likely riding twice a week, one of the lessons being a group focusing on horse showing. 3. When riding twice a week, group lesson is discounted.
- Beginning Collection- 1. Learning the fundamentals of “Leg, Seat, and Rein”
- Canter Patterns- 1. Continued pattern work, but more advanced. 2. Canter circles
- Mastering Horsemanship- 1. Beginning to recognize horses behavior before they misbehave, and correct it before it happens.
- Canter No Irons- 1. Having the balance and leg strength to canter without irons.
- Begin Involvement in Youth Group Competition-

Advanced Level 2- Horse Show Rider/ Youth Group Competition

- Showing in 3 Day Horse Shows- 1. Competing at horse shows such as Granite State, Greater Boston, and Deerfield Fair. 2. wearing a full suit vs. academy wear
- Begin Full Bridle- 1. Start to learn how to use a full bridle vs. a work bridle and why we use different bits for different purposes.
- Canter- 1. Comfortable cantering and collecting the canter at all times, and also in groups. 2. Comfortable Canter in patterns, and various exercises (i.e. no stirrups, posting at canter, collecting, etc.
- Transitions-1. Working on more advanced transitions (i.e. trot to canter, canter to trot, and canter to halt).
- Active Youth Group Competitor- 1. Active participant in Youth Group Competitions (i.e. test, judging, speech, and pattern)

Advanced Level 3- Horse Show Rider/ Youth Group Competition

- Mastering Full Bridle- 1. Comfortable riding all horses in full bridle 2. Keen skills operating the snaffle bit vs. the curb bit 3. good understanding of what each bit does.

- Mastering Collection- 1. Comfortable collecting, bridling, and riding all horses in a “frame” to go to horse shows.
- Mastering Horsemanship- 1. Capable of riding an excited horse with composure, patience, and skill. Aware of horses behaviors, moods, and personalities. 2. Comfortably adjusting to horses in different elements (i.e. horse shows, outdoor environments, trail rides, and open areas.
- Mastering Pattern Work- 1. Comfortable with advanced patterns, trotting and cantering. 2. Figure 8’s, Serpentine, line changes on and off the rail.
- Mastering Youth Group Competition- 1. Ready to compete in and hopefully be successful in the Pattern, Speech, Test, and Judging.

******Academy Graduate- Competing at Morgan Horse Shows, State, Regional, and National Level with your own HORSE !!******