

**Trick Class in hand – (Level 1)**

 Min. space: 20x40m Arena  
 Max. time: 3 1/2 – 4 minutes

**Points**  
 max.

<b>Minimum requirements:</b>	
Halt & salute at the beginning of the test	10
Medium walk (minimum 20 m)	10
Rein back (1 horse length)	10x2
Half 10 m circle left or half circle with returning to the track <u>or</u> half 20 m circle left	10
Half 10 m circle right <u>or</u> half circle with returning to the track <u>or</u> half 20 m circle right	10
Working trot (Minimum 20 m)	10
Halt & salute at the end of the test	10
<b>Choice of trick elements:</b>	
→ Please choose <b>2 elements</b> from our catalogue and add those to your freestyle. Each one of those elements will get you a maximum of 10 points x 2. Make sure to perform all your elements in view of the camera and on the centre line.	
<ul style="list-style-type: none"> <li>• Interesting polework combination</li> <li>• Touch an object with the nose</li> <li>• List 1 leg on command (without touching the horse for support)</li> <li>• circling around handler</li> <li>• Turns, dancing</li> <li>• Side pass away from/towards handler</li> <li>• Fleming</li> <li>• Head shaking (saying „yes“ or „no“)</li> <li>• Crossing front legs („Dancing“)</li> <li>• Step up with one leg to a platform/pedestal</li> <li>• Roll out a carpet</li> </ul>	10x2
Leave the arena in the walk	
Rhythm, energy, ground cover in walk and trot	10x2
Harmony, communication, obedience	10x2
Handler's position, effectivity	10x2
Choreography, creativity	10x2
Execution of the trick elements	10x2
<b>Total:</b>	<b>200</b>
<b>Not permitted:</b>	
<ul style="list-style-type: none"> <li>• Elements requiring canter or extensions, pirouettes, piaffe/passage &amp; elements from level 2/3 of the EquiMind tests</li> </ul>	
<b>Music:</b>	
<ul style="list-style-type: none"> <li>• Please use license-free music if you do</li> </ul>	

**C**

**H**

**M**

**E**



**B**

**EquiMind<sup>®</sup>**

**K**

**F**

**A**