

To be ridden in  
a bridle or rope  
halter

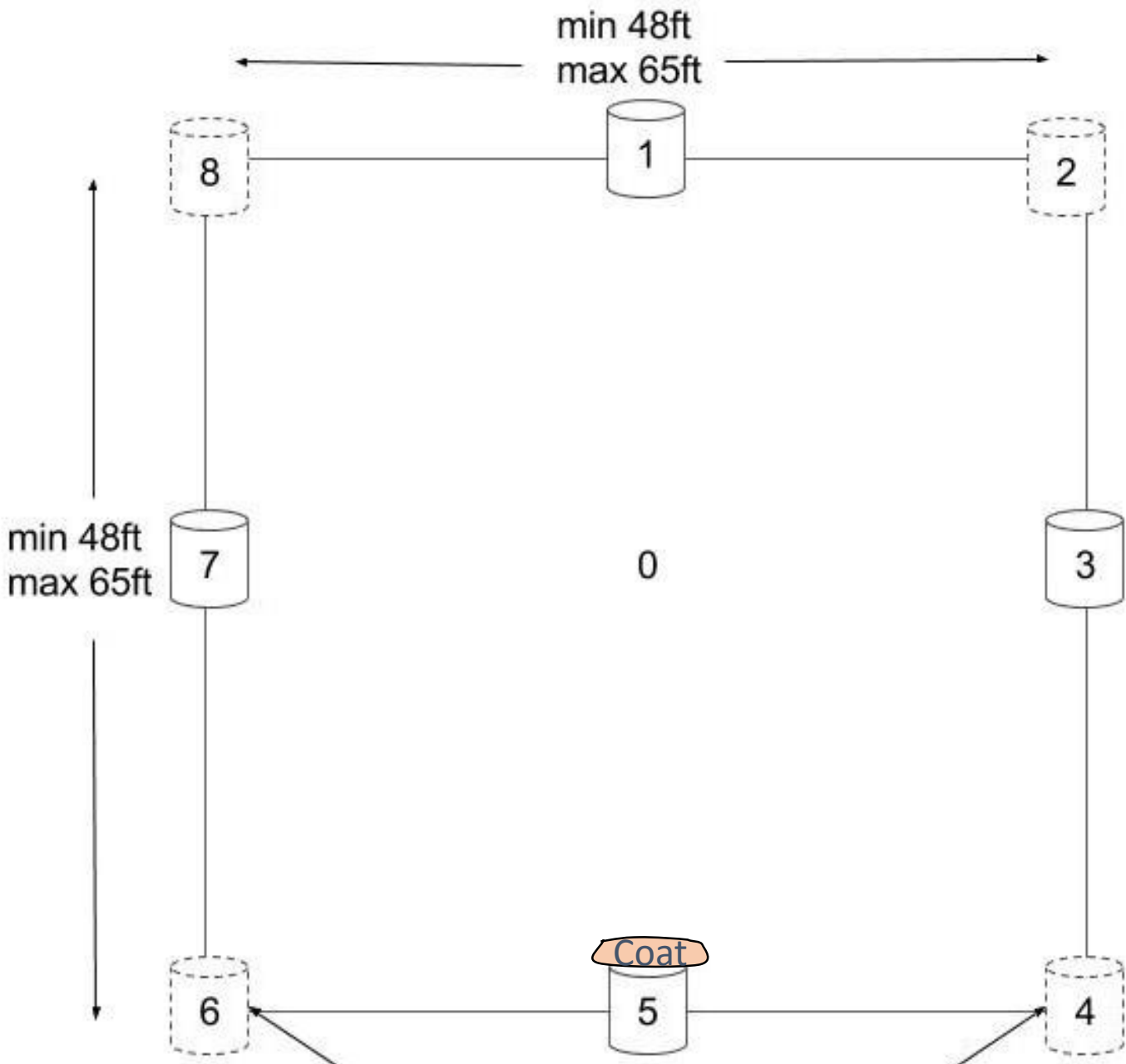


No  
Minimum  
Time Limit.  
Max Time  
**6 Minutes**

## Natural-e Test 51 - Advanced Ridden

Move	Marker	Instruction	Available Marks	Assessed Qualities	Suggested Max Time for Move (Secs)
i	1	Enter at trot. Halt at 0.	10	<i>Relaxation. Accuracy. Obedience.</i>	15
ii	0 to 7	Without touching reins, turn on forehand (move hindquarters) quarter turn clockwise and walk to 7.	10	<i>Lightness. Accuracy. Suppleness.</i>	25
iii	7 to 8	Go sideways to right to 8. Horse facing inwards.	10	<i>Lightness. Suppleness. Obedience. Accuracy.</i>	35
iv	8 to 0	Back horse to 0.	10	<i>Relaxation. Obedience. Accuracy.</i>	30
v	0	Without touching reins, turn on haunches (move forequarters) quarter turn anticlockwise to face 6.	10	<i>Lightness. Obedience. Accuracy.</i>	25
vi	6	Trot to 6 with no pressure on reins and halt at 6.	10	<i>Obedience. Accuracy. Lightness.</i>	20
vii	6 to 6	Ride one complete lap clockwise at canter with a loose rein making as few rein corrections as possible, finishing at 6.	10	<i>Rhythm. Relaxation. Accuracy.</i>	60
viii	6 to 5	Go sideways to left to 5. Horse facing inwards.	10	<i>Accuracy. Obedience. Confidence. Relaxation.</i>	35
ix	5	Pick up coat from 5 and rub horse on neck and back for 10 seconds. Put coat down.	10	<i>Obedience. Rhythm. Relaxation.</i>	20
x	4 to 5	Trot to 4. Halt and backup to 5 without touching reins.	10	<i>Accuracy. Relaxation. Accuracy.</i>	35
xi	5 to 1	Ride from 5 through 0 to 1 in trot.	10	<i>Obedience. Lightness. Accuracy. Suppleness.</i>	20
xii	1	Halt and half turn on haunches (move forequarters) anticlockwise to face 5 without using reins.	10	<i>Relaxation. Accuracy. Obedience.</i>	15
xiii	1	Trot down centre line.	10	<i>Accuracy. Obedience. Expression. Lightness.</i>	15
xiv	0	Halt. Immobility for 4 seconds.	10	<i>Accuracy. Obedience. Rapport. Confidence.</i>	10
xv		Mental connection of horse.	10 x 2	<i>Relaxation. Suppleness. Rhythm.</i>	
xvi		Emotional connection of horse.	10 x 2	<i>Obedience. Technique. Feel. Accuracy.</i>	
xvii		Physical connection of horse.	10 x 2		
xviii		Effectiveness of Rider	10 x 2		
Total Marks			220		

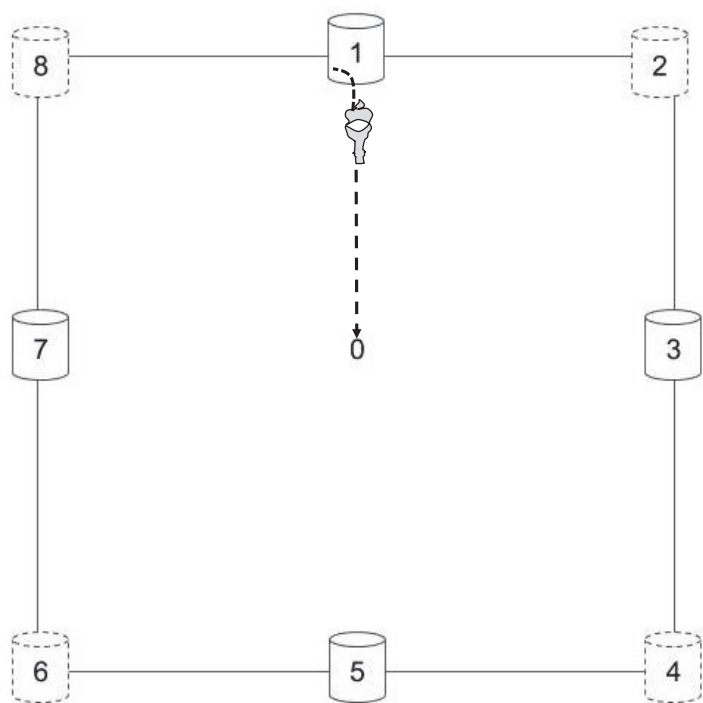
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Test Diagram for  
Natural-e Test 51  
Advanced Ridden

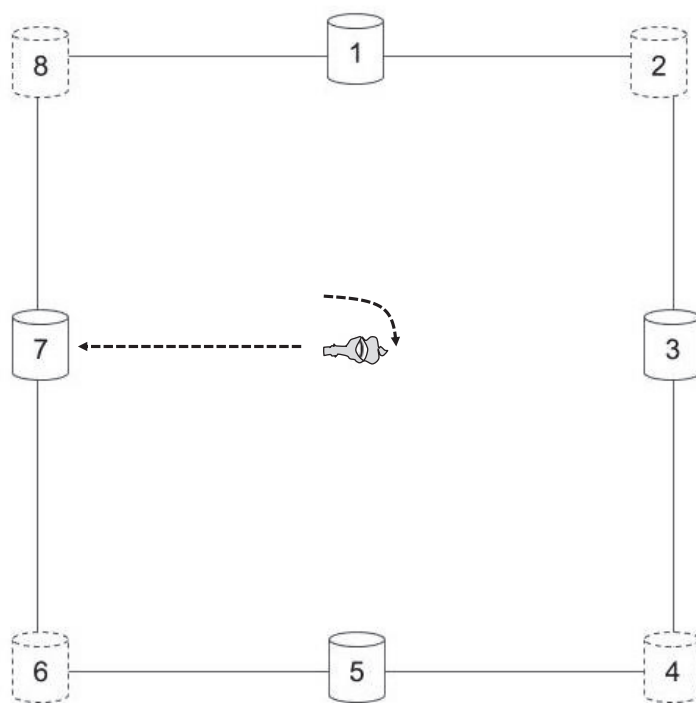
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- - - - - Walk  
 - - - - - Trot  
 ········ Canter

 Horse and Rider

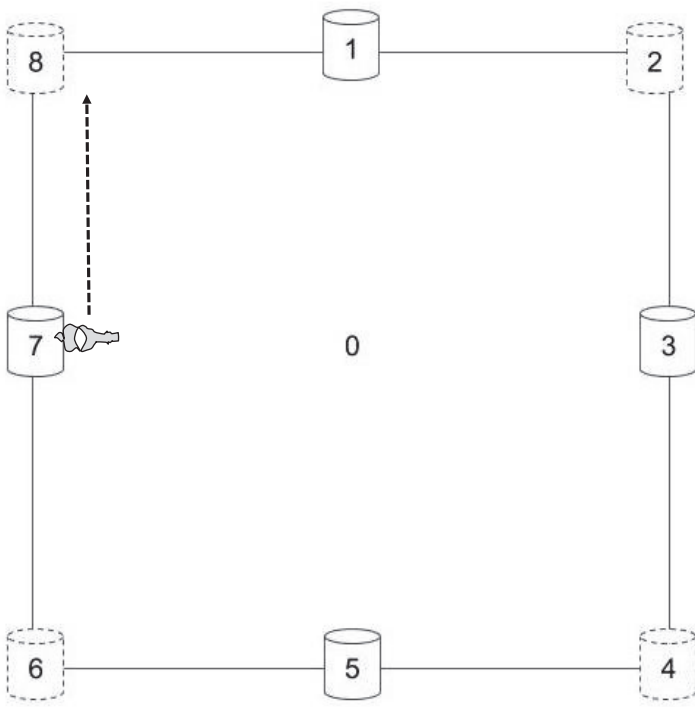
**i - 1 Enter at trot. Halt at 0.**



- - - - - Walk  
 - - - - - Trot  
 ········ Canter

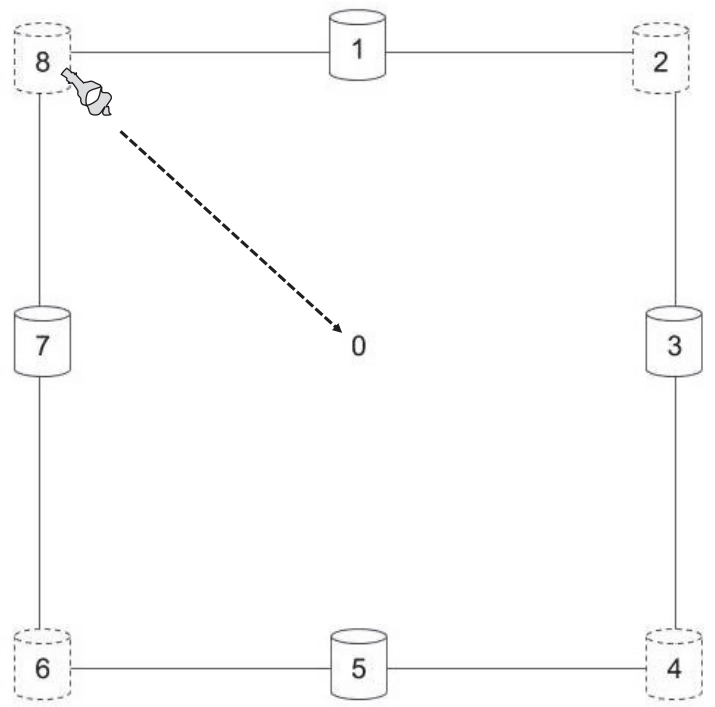
 Horse and Rider

**ii – 0 to 7 Without touching reins, turn on forehand (move hindquarters) quarter turn clockwise and walk to 7.**



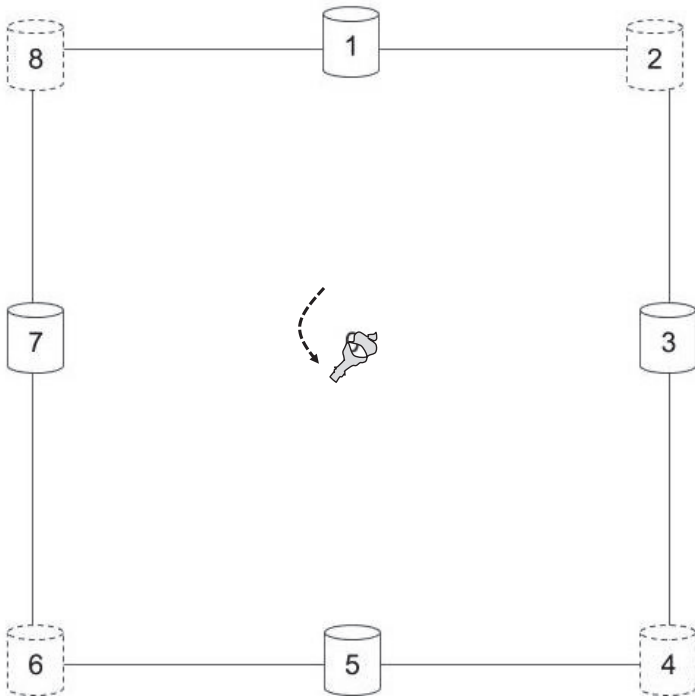
- - - - - Walk  
 - - - - - Trot  
 ..... Canter  
 Horse and Rider

**iii – 7 to 8 Go sideways to right to 8. Horse facing inwards.**



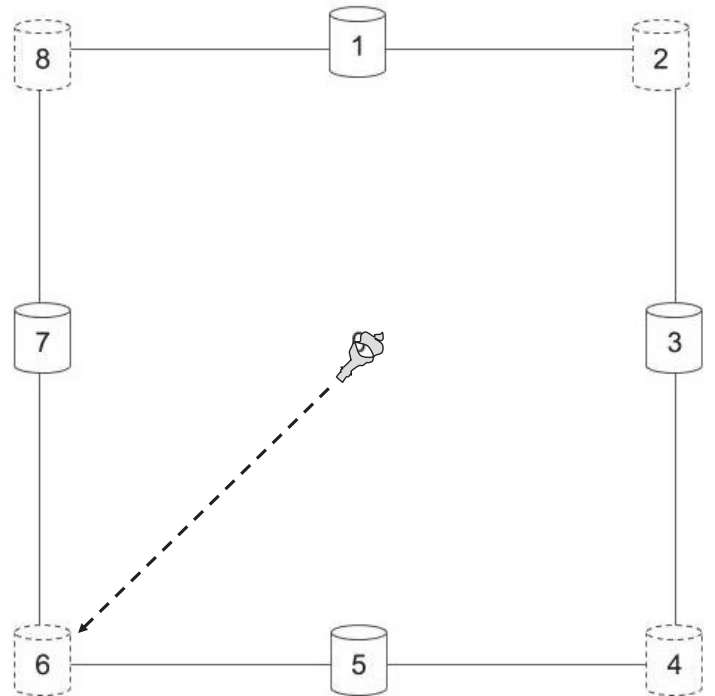
- - - - - Walk  
 - - - - - Trot  
 ..... Canter  
 Horse and Rider

**iv – 8 to 0 Back horse to 0.**



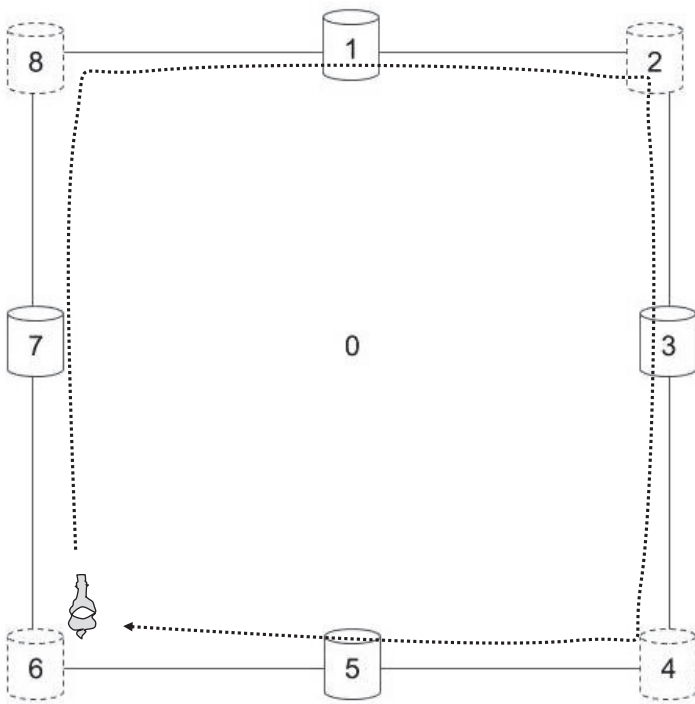
- - - - - Walk  
 - - - - - Trot  
 ..... Canter  
 Horse and Rider

**v – 0 Without touching reins, turn on haunches (move forequarters) quarter turn anticlockwise to face 6.**

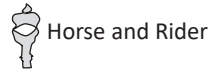


- - - - - Walk  
 - - - - - Trot  
 ..... Canter  
 Horse and Rider

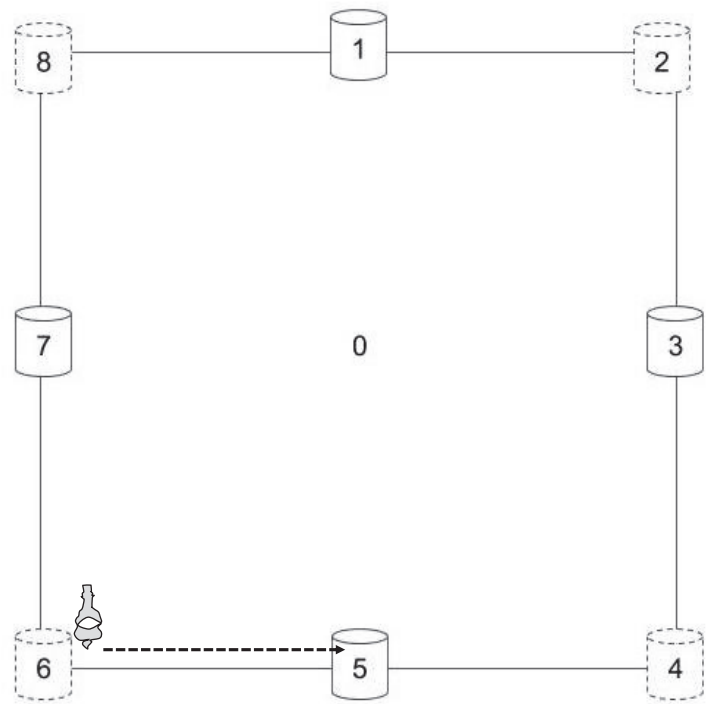
**vi – 0 to 6 Trot to 6 with no pressure on reins and halt at 6.**



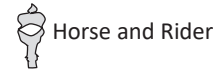
- - - - - Walk  
 - - - - - Trot  
 ······· Canter



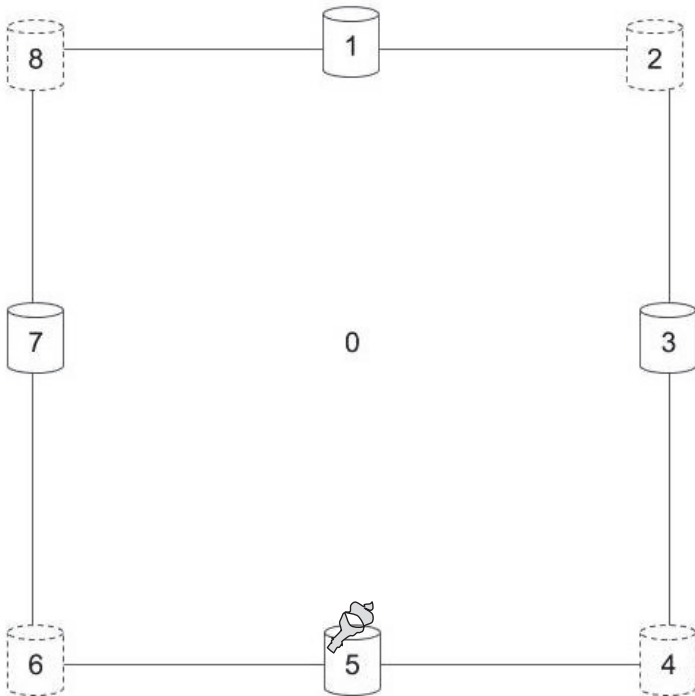
**vii – 6 to 6 Ride one complete lap clockwise at canter with a loose rein making as few rein corrections as possible, finishing at 6.**



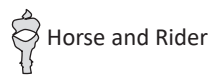
- - - - - Walk  
 - - - - - Trot  
 ······· Canter



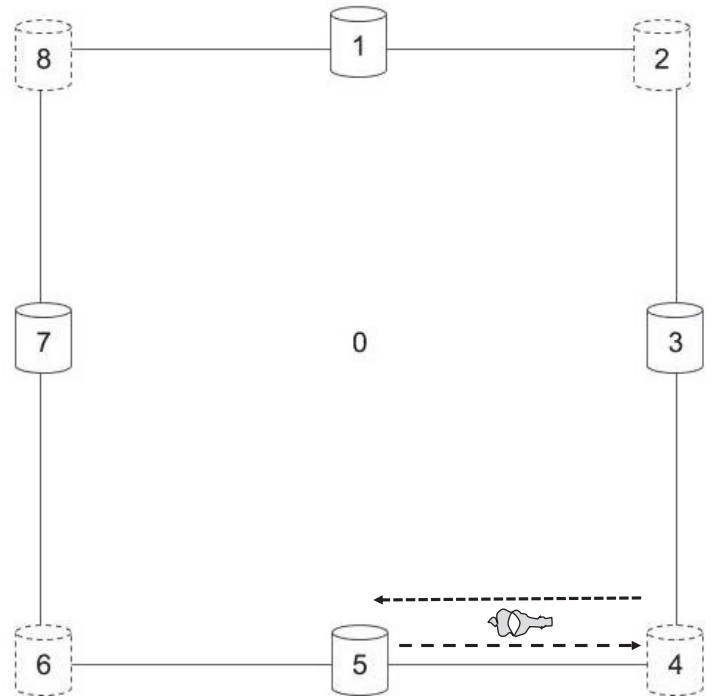
**viii – 6 to 5 Go sideways to left to 5. Horse facing inwards.**



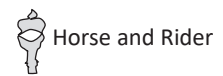
- - - - - Walk  
 - - - - - Trot  
 ······· Canter



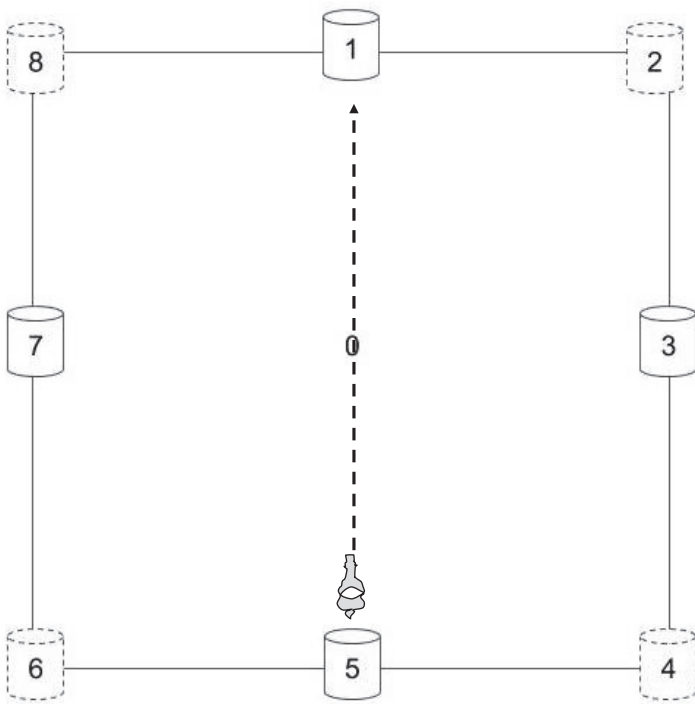
**ix – 5 Pick up coat from 5 and rub horse on neck and back for 10 seconds. Put coat down.**



- - - - - Walk  
 - - - - - Trot  
 ······· Canter

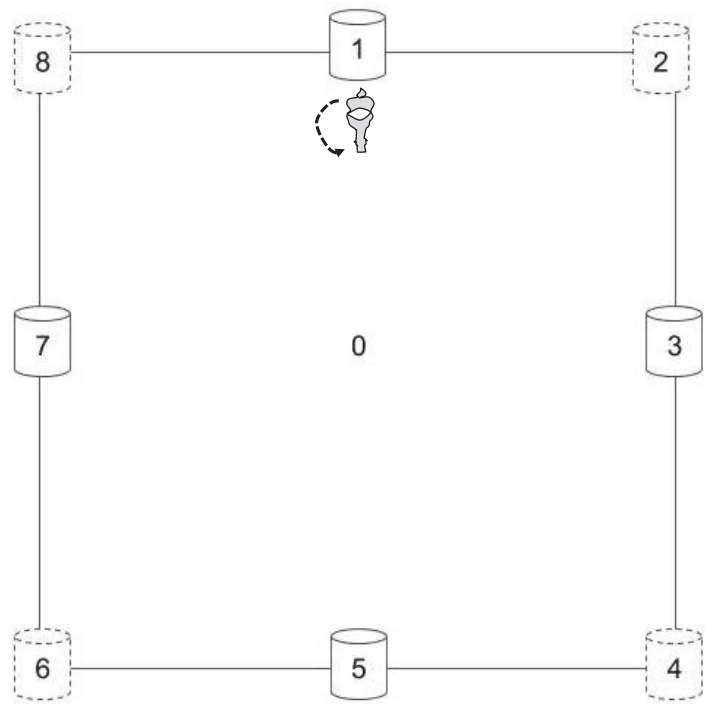


**x – 5 Trot to 4. Halt and backup to 5 without touching reins.**



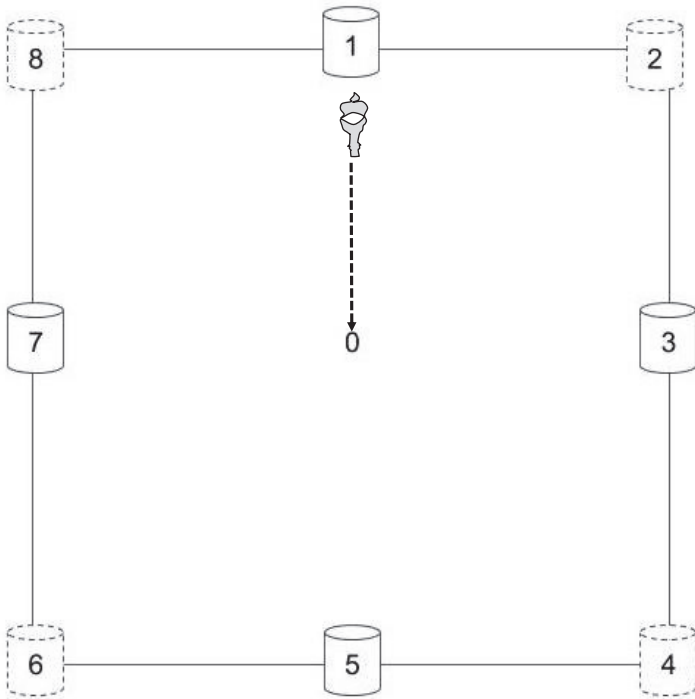
- - - - - Walk  
 - - - - - Trot  
 ······· Canter  
 Horse and Rider

**xi – 5 to 1 Ride from 5 through 0 to 1 in trot.**



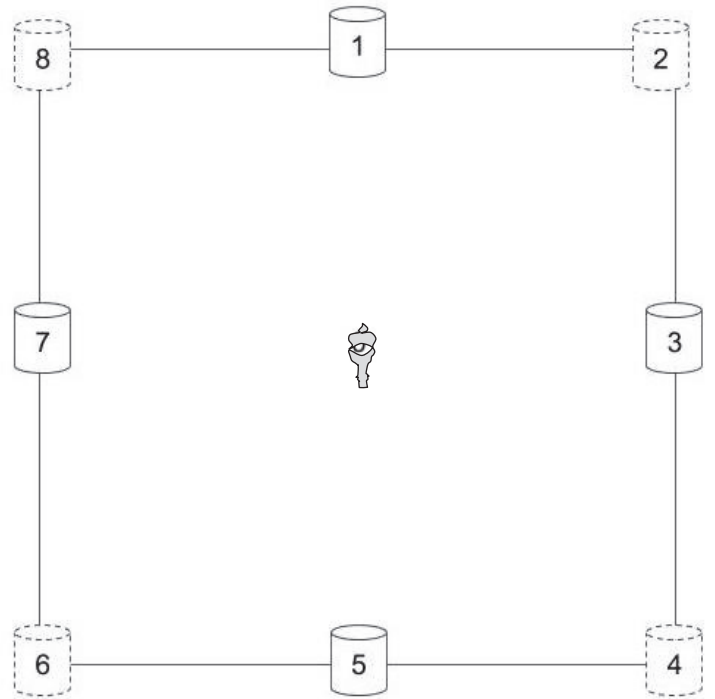
- - - - - Walk  
 - - - - - Trot  
 ······· Canter  
 Horse and Rider

**xii – 1 Halt and half turn on haunches (move forequarters) anticlockwise to face 5 without using reins.**



- - - - - Walk  
 - - - - - Trot  
 ······· Canter  
 Horse and Rider

**xiii - 1 Trot down centre line.**



- - - - - Walk  
 - - - - - Trot  
 ······· Canter  
 Horse and Rider

**xiv - 0 Halt. Immobility for 4 seconds.**