

**CANADIAN TRIPLE CHALLENGE
EVALUATION SHEET**

**Combined Basic, Horsemanship Level 1, Level 2, Level 3
Horse must be at least 54 months of age**

This is a checklist for required elements. Score is either pass or fail. Elements do not have to be done in any order.

Catch horse (should not need treats or chasing—walking away a few steps OK if horse soon complies)

Lead horse

- from left
- from right
- from in front
- over obstacles presented (list failures)
- out gate safely and back in (horse should pause while handler opens)
- back up several steps

Side pass several steps both ways

For grooming and tacking, horse should stand quietly. “Dancing” from side to side is failure

Groom

- all body parts touched in process
- move over on request
- put on blanket or fly mask
- pick up feet

flexion (from shoulder, R, L, down) (can be done prior to or after tacking up)

tack up

- accept saddle (not “cinchy”)
- take bit easily

mount (mounting block encouraged)

- stand quietly before mounting
- stand quietly after mounting
- flexion (R, L, down)

Performance elements (again in any sensible order)

- leg yields
- flat walk easily both ways 100 ft min (approx)
- 3 halts after movement, stand min 10 sec (if more included in pattern, score best

3, i.e., score all but must be 3 good ones)

- 1
- 2
- 3

-3 back up 6 steps (must be a pause before any back-up)

-side pass 15 ft, (5 m) both directions

- run walk both directions,
- 20 m circles, 3 circles each direction (can be a fig. 8)

- 10 m circles, 3 each direction
- Canter/lope (any lead OK for level 2; correct lead level 3) (fig 8 required)
 - correct lead (mostly)
 - 20 m circles, (can be fig 8's, note lead changes)
 - 10 m circles
 - fig 8 simple lead change
 - fig 8 flying lead change
 - 10 m circles, flat walk into lope/canter, both ways, can be fig 8
- flying lead changes (min 2 each direction, may have been done in circles)
- counter canter, both directions, min 75 ft each direction
- 360 degree turn haunches, both directions
- 360 degree turn forehand, both directions
- back through cloverleaf (3 obstacles; stopping OK; forward movement not OK)