

# **Basic Riding Certification**

## **For the 14<sup>th</sup> Virginia Cavalry Regiment**

The Washington Civil War (WCWA) requires every rider and mount to pass a basic certification test before they can be allowed at a reenactment or event. The Safety committee for the 14<sup>th</sup> Virginia Cavalry has developed a Basic Riding Certification that meets and exceeds the WCWA minimum Certification.

The test is broken down into 16 parts that tests the overall ability of the rider and mount. It induces a low level of stress to see how the rider and mount reacts to a stressful situation. As we all know we expect more from our mounts and it is a "little" more than "just a trail ride"!

The Certification has to be done prior to bringing your mount to an event. We have at least 2 regularly scheduled drills before the season starts for this reason, but the Certification can be given at any time during the year. You must pass all phases of the test, but they can be broken down into parts if you have a space restriction. The tests must be completed during a set time frame, ie: not over a couple of days. Only Officers, Senior NCO's, or they can designate individuals to administer the Certification tests.

The following tests make up the Basic Riding Certification:

1. JR's Step Over
2. Jackson's Bridge
3. The Zigzag
4. The Tangle
5. Barrel and Javelin Throw
6. The Tangle, reverse direction
7. Zigzag, reverse direction
8. Jackson's Bridge, reverse direction
9. JR's Step Over, reverse direction
10. Marshall's Key Hole
11. Jessie's Pole Bending
12. Jessie's Pole Bending, reverse direction
13. Halt on Command
14. Backup
15. Eat the Flag
16. Salute the Officer (In honor of our own J Waters Windimier III!)

Sometime during this exercise two shots will be fired from a safe distance. This will be used to evaluate the horse and rider for excessive reaction.

To successfully pass the Basic Riding Certification you must accomplish the tests on the following page:

1. JR's Step Over: At a walk, go to JR's Step Over and step over it. Knocking over rail is OK!  
    Passing - going over without refusing or running out.
  2. Jackson's Bridge: Trot or walk to Jackson's Bridge. Walk over the bridge.  
    Passing - stay on bridge, and the goal is to walk across without stopping.
  3. Zigzag: Guide your horse through the zigzag and over the rail at a walk or trot.  
    Passing - stay within the zigzag, you can step on, but not outside the rails.  
    You can knock over the rail that crosses the zigzag but not stop.
  4. Tangle: Walk through the Tangle.  
    Passing - Making it through the Tangle, knocking or pushing them around is OK. You can not run out or refuse to go over.
  5. Barrel & Javelin: Go to barrel and walk around the barrel and stop at or before the line. Reach down and pull out a "javelin". Proceed to target, you must be at a canter within 10 feet of barrel, at a safe distance throw the javelin at the target, then turn left or right. You can have up to 3 attempts to pick up the javelin AT A STOP at the barrel...  
    Passing - Stopping at barrel, horse to stand still while you pick up javelin.  
    Maintaining a canter, and horse does not balk when you throw the javelin.  
    You do not have to hit the target!
- Tests 6-9: Repeating tests 1-4 in reverse direction.  
    Passing - Same for all tests as outlined above, also will not show excessive reaction to gunfire, a little is OK!
10. Marshall's Keyhole: Enter Marshall's keyhole at a walk. Enter the large area and halt. Turn completely 360 degrees in any direction. Halt, then continue to turn and walk out of the keyhole. Turn around and enter the keyhole again and turn in the opposite direction for 360 degrees. Halt and turn and walk out of the keyhole.  
    Passing - Do not step out of the lines! We are looking smooth and controlled movement, it can be halting movement, but the goal is to stay in the lines!
  11. After the Keyhole position yourself so you can do the Jessie's Pole Bending at a canter. Canter as you weave through the poles.  
    Passing - Maintaining a canter through all of the poles. You can knock over 2 poles but must weave through all of the poles. Missing a pole you have to start over all tests.
  12. Reverse and TROT the poles again.  
    Passing - Same as eleven, but must remain at a trot and in control.
  13. After the poles listen for the command "prepare to halt" and at the command "halt" halt your horse. Do not anticipate the command to halt, and halt only when the command is given.  
    Passing - Halting on command. If you halt before or a ways after the command, you will need to do it again!
  14. Backup 3 to paces.  
    Passing - Horse backs up without too much problems.
  15. After given the command to walk, walk up to the flag and put the horses nose into the flag.  
    Passing - Your horse "eats lunch". Horse needs to be still and not too nervous.  
    At the command "congratulations" Walk your horse to the commander and do a proper military salute!!!! (Troopers Salute, Civilians bow head)

