

Bell Canyon Riding Academy

Curriculum and Program Overview

Welcome to the Academy!

Mission Statement

Here at the academy, our goals are to develop safe and effective riders in a positive learning environment through FUNctional activities and lessons in order to build confidence, compassion, discipline, sportsmanship, goal setting, and reinforce the recognition of progress and personal achievement.

Foundation Arc

The BCRA program curriculum is built in an arc to help guide riders and trainers together to find tangible starting, mid, and end points in their goals and lessons, and serve as a basis for a general foundation of skills pertinent to the equine industry. All riders will be held to riding and horsemanship foundation standards as part of their overall curriculum throughout the program. The Foundation Arc of program progression and why we teach these is as follows:

Horse Care and Safety

Regardless of age or experience, all riders must have a common knowledge and understanding of horse care basics and safety procedures. Many of the first few lessons will incorporate these concepts as part of students' achievement requirements in order to move on to upper levels. Most of these concepts include: grooming, tacking, proper leading, mounting and dismounting skills, and safety procedures that address horse and human behavior. We teach these to give students tools for safety as they learn how to handle, care for, and ride horses, promote confidence as they grow more and more comfortable in doing so, and train a detailed eye when it comes to paying attention to the horse both on the ground and under saddle. This part of the Foundation Arc is an essential building block for every rider to experience and continue to practice throughout their studies and or future career to ensure proper development and understanding.

Position, Technique, and Communication

Students who have horse care and safety basics can start to work on Position, Technique, and Communication in tandem. This portion of the program builds the rider's position to create an accurate riding foundation that they may build upon and strengthen so as to limit any undesirable habits that could later form without the use of these techniques.

Most of these concepts include: balance and how this affects both horse and rider, lower leg position/strength and the stirrup, the seat, the upper body, the arm and elbow, the importance of a quiet hand, and the effects of the rein. Without a working knowledge of position, technique, and communication or the effect that these all have, especially including the lower leg and rein, riders will not be able to build proper habits for maneuvering nor a sensitive consideration for their horses in order to do so.

Backstepping can occur when there are missing pieces in this part of the rider's foundation, so we teach these concepts in order to provide students with the tools they need to progress at an appropriate and safe rate.

Maneuvering

Students with a common understanding and implementation of Position, Technique, and Communication may move on to this level or begin working on it in tandem. This portion of the program builds the rider's ability to utilize tools learned in the last level so they may safely navigate in the arena and begin to execute patterns during lessons. Depending on rider level, this portion might include letting riders off the lunge line if they have started on one.

Concepts introduced here are: learning to navigate with subtle aids and cues, and communicating what the rider wants to the horse through the use of specific body language through hand, rein, leg, seat, and more.

Most of these lessons will include: Steering from the leg, riding on and off the rail, riding in straight lines, circles, figure eights, serpentines, centerline, cones or minor obstacles, what do do when riding with other horses or students when applicable, turning too late or too early and the outcome. Riders without a working knowledge of this level and its corresponding concepts will not be able to properly or safely execute more advanced gaits such as trotting or cantering in the next levels.

Walk, Trot, Canter

Students with a working knowledge and proven practice of Position, Technique, and Communication as well as Maneuvering may safely and effectively move on to this level or begin working on it in tandem with the last one. This portion of the program consists of practicing and implementing the previous learned portions at each gait. Riders must understand how to execute these concepts at first the walk before moving to trot for any

length of time, and must also show the same working knowledge and proven practice of these at the trot before moving to the canter. This process ensures that safety measures are taken and limits the amount of error or negative consequences that can occur as riders progress.

Depending on level this portion may include many lunge line lessons to develop balance, mastering the post or two point, learning the horse's movement patterns and getting comfortable with each gait. During this portion, students may move on and off the lunge line to develop a solid foundation here. Students without the required achievements in flatwork may not move on to canter or jumping.

Coursework

Coursework is where students pull together all of their tools through the last few sections and put them to the test. Going through courses, whether as poles, cross rails or larger jumps, challenges students to utilize all safety precautions from earlier levels, implement their knowledge and practice of position, technique, and communication, prove their maneuvering and decision making skills, and demonstrate all of these at walk, trot, or canter. Students should have a strong foundation before making it to this last part of the foundation arc. Once they begin working here, they will continue to build and strengthen their foundations so they may participate in greater challenges and levels.

Students without the required achievements in the Flatwork Branch or the Walk, Trot, Canter section of the program may not move on to jumping or certain course work sections. Students in this section must continuously show a working knowledge and proven practice of their skills and maintenance of tools learned in order to keep progressing here, otherwise they will revisit other sections of the foundation arc again before returning to coursework in order to safely progress and contribute to confidence.

Achievement system

(Skill Trees)

The academy is now achievement based through the implementation of three separate skill trees: Horsemanship, Flatwork, and Coursework, which follow the general Foundation Arc described above. These skill trees can be worked on simultaneously or individually depending on the set goals or developed lesson plans per student. Each skill tree hosts multiple branches described in more detail below to give students a wide range of knowledge and achievable levels in which to set goals for and mark their progress once achieved. Each of these branches in turn contain attainable badges to represent each rider's progress, share with friends and trainers, and collect while they work their way through the curriculum and earn prizes as they complete branches or full trees.

Badges

There are two kinds of badges: Branch and Bloom badges. Branch badges are simpler, more achievable, or considered "starter" badges. They mean that students have completed the given requirements with a thorough understanding of the particular skill but sometimes may not be able to complete these skills entirely by themselves just yet.

In certain sections, a Branch badge is required before reaching a Bloom Badge. Bloom Badges are often harder to achieve, meaning they require more skill, time dedication, or proven practice. Achieving this kind of badge is an indicator that the student is proficient in the given skill. Bloom Badges are often placed at the end of a branch and may require other badges before they can be attained.

How are badges earned? Each badge requires a certain amount of stamps to earn. These stamps are given out by trainers for hard work, effort, and participation during each lesson. Sometimes one or more stamps may be given at a time, and sometimes it may take an additional lesson to earn the same amount. Stamps can also be earned outside of lessons, like at game days for particular accomplishments, at camps, clinics, classes, or even home shows.

Once the required amount of stamps have been achieved for any one badge, the student will be eligible for an evaluation (described in a later section), at which point in passing the requirements for the given badge, they will be able to receive it.

Evaluation days

Evaluation days are held when one or more students of similar level have earned enough stamps in one or more badges and are ready to display their expertise.

Evaluations may be scheduled during lessons, or outside of them if larger groups might be testing for the same or similar badges. Students may be assessed for multiple branches if applicable, for example a badge in the Horsemanship skill tree and one in the Flatwork skill tree. An assessment will be scheduled and held at that time, whereupon if passing, they will be issued an achievement sticker for their progress journal as well as a the Bloom or Branch Badge for the relevant section.

Evals may occur in monthly intervals, and if a student misses one, they can catch the next. Evaluation days are for development, growth, and learning, and structured closely to an interview so as to introduce healthy presentation and preparation skills to the student. Evaluation days serve as a fun way to achieve goals and plan for the next one, demonstrate learned skills, make new friends in the program, earn experience points, and move to the next section in the program. Stamp achievements or a Branch Badge must be made before an evaluation can be given and the next 'level up' may only be made after this eval.

If a student doesn't pass their evaluation, they will receive experience points just for participating in the evaluations as well as notes in their progress journals to help them out in the future for the next evaluation day. They may be evaluated for any particular branch as many times as they wish in order to pass, but will be issued another set of stamps for "growth" to get stamped off before being eligible for the next assessment.

Each trainer will guide their students through their skill trees and help them to determine whether or not they are ready for their evals.

Study days will be held for earnable experience/participation points at the clubhouse to prepare for certain sections of evaluations where students can go over verbal portions of their badges, test each other, make friends, and ask questions.

Skill Trees

As aforementioned, the three skill trees are Horsemanship, Flatwork, and Coursework. Each will be described in greater detail below, along with their corresponding branches. Use this section of the packet as a guide for what is being taught and why per section.

Each tree can be worked on in tandem with another, with students and trainers working together to pick appropriate and achievable badges to plan for. For each badge a student receives, they will also get a collectible sticker to place in their progress journals on the appropriate skill tree as a representation of their growth and progress and to watch the tree fill out with leaves as they learn.

Students who complete individual branches of each tree will receive rewards relating to the branch. Students who complete the entire skill tree will be awarded a certificate of completion and a student spotlight.

Horsemanship Skill Tree

The Horsemanship Skill Tree encompasses everything from horse care, groundwork and grooming, to tack and equipment, horse behavior, anatomy, and more. This tree gives each student the tools to become effective and confident equestrians from the base up, how to read horse's on the ground and translate that into their riding, how to understand horse's movement and how equipment affects that, how to handle specific situations whether it's an injury, emergency, or a behavioral sign and much more. This skill tree is split into the following branches:

Groundwork Branch

The groundwork branch works specifically on how to work with, handle, and understand horses on the ground. The earnable badges for this branch are as follows:

Haltering Branch Badge: 15 stamps

Cross tying Branch Badge: 20 stamps

Leading Branch and Bloom Badges: 20 stamps each

Showmanship Branch and Bloom Badges: 20 stamps each

**Prerequisites:* Horse Behavior Class, Showmanship Clinic

Extras:

Lungeing Bloom Badge

Grooming Branch

The grooming branch includes all aspects of grooming and coat, legs, hoof care a student will need to know to take care of their horses before and after lessons, how to prevent health issues from forming and treatment when they do. The earnable badges for this branch are as follows:

Branch Badges:

Currying Branch Badge: 15 stamps

Brushing Branch Badge: 15 stamps

Leg Care Branch Badge: 15 stamps

Hoof Care Branch Badge: 10 stamps

Bathing Branch Badge: 15 stamps

**Prerequisite: Bathing Class*

Grooming tools Branch Badge: 15 stamps

Bloom Badges:

Currying Bloom Badge: 15 stamps

Brushing Bloom Badge: 15 stamps

Leg Care Bloom Badge: 15 stamps

**Prerequisite: Leg Care, Horse Anatomy II*

Hoof Care Bloom Badge: 10 stamps

**Prerequisite: Hoof Care, Horse Anatomy III*

Bathing Bloom Badge: 15 stamps

**Prerequisite: Bathing*

Grooming tools Bloom Badge: 15 stamps

**Prerequisite: Coat Care*

Ear, Eyes, Nose Bloom Badge: 20 stamps

**Prerequisite: Horse Anatomy II*

Coat Care Bloom Badge: 20 stamps

**Prerequisite: Coat Care*

Extras:

Clipping Bloom Badge: 40 stamps

**Prerequisite: Clipping Clinic, Leg Care, Horse Anatomy I-III*

Braiding Bloom Badge: 20 stamps

**Prerequisite: Braiding Clinic, Coat Care*

Tacking Branch

The Tacking Branch includes everything students need to know and understand to have a working knowledge of how to properly tack a horse on their own, and equipment basics for safety and function. The earnable badges for this branch are as follows:

Branch Badges:

Saddling Branch Badge: 20 stamps

Bridling Branch Badge: 20 stamps

Booting Branch Badge: 20 stamps

**Prerequisites: Leg Care, Horse Anatomy II*

Tack Cleaning Branch Badge: 10 stamps

Equipment Branch Badge: 10 stamps

Bloom Badge:

Saddling Bloom Badge: 20 stamps

**Prerequisite: Tack + Equipment I*

Bridling Bloom Badge: 20 stamps

**Prerequisite: Tack + Equipment II*

Booting Bloom Badge: 20 stamps

Polo Wrapping Bloom Badge: 20 stamps

**Prerequisite: Leg Care, Horse Anatomy II, Polo Wrapping Clinic*

Tack Fitting Bloom Badge: 20 stamps

**Prerequisites: Saddle, Bridle, Equipment Branch Badges, Horse Anatomy i - III, Tack + Equipment I - II, Tack fitting clinic*

Tack Cleaning Bloom Badge: 20 stamps

**Prerequisites: Tack Cleaning and Assembling Clinic*

Equipment Bloom Badge: 20 stamps

**Prerequisites: Tack + Equipment I - II*

Horse Care Branch:

The Horse Care Branch gives students the tools to care for their horses before and after riding as well as overall horse care from how to treat or wrap the legs and why, to anatomy and how this pertains to each ride, to nutrition and supplies. The earnable badges for this branch are as follows:

Branch Badges:

Nutrition Branch Badge: 15 stamps

Wound Care Branch Badge: 20 stamps

**Prerequisite: First Aid Class*

Health + Fitness Branch Badge: 15 stamps

Anatomy Branch Badge: 20 stamps

**Prerequisite: Anatomy I - III*

Supplies Branch Badge: 15 stamps

Ownership Branch Badge: 20 stamps

**Prerequisite: Horse Owners Clinic*

Bloom Badges:

Stall Care Bloom Badge: 10 stamps

Nutrition Bloom Badge: 20 stamps

**Prerequisites: Nutrition class*

Wound Care Bloom Badge: 20 stamps

**Prerequisite: First Aid I - III Class*

Wrapping Bloom Badge: 20 stamps

**Prerequisite: Polo Wrapping Clinic, Leg Care Class*

Health + Fitness Bloom Badge: 15 stamps

**Prerequisite: Horse Owners Clinic*

Anatomy Bloom Badge: 20 stamps

**Prerequisite: Anatomy I - V*

Supplies Bloom Badge: 20 stamps

**Prerequisites: Coat care class*

Ownership Bloom Badge: 20 stamps

**Prerequisites: Horse Ownership Clinic, Horse behavior I - II class*

Flatwork Skill Tree

The Flatwork Skill Tree is aimed towards giving students the necessary tools to move forward in the Coursework Tree later on, as well as build stronger core foundations of riding, from equitation and theory to horse behavior under saddle and how to work as a team with the horse. This skill tree is split into the following branches:

The Walk Branch:

The Walk is often a forgotten gait, and is just as important as the others. Both student and horse must be able to accomplish various sets of skills at the walk to build understanding before moving to the trot or practicing at the trot a tlength. This branch helps students to practice difficult concepts at a slower pace so they may master them before visiting them at higher speeds. This branch also helps to give a confident foundation of many riders first few steps both in riding and handling the horse. The earnable badges for this branch are as follows:

Branch Badges:

Mounting Branch Badge: 20 stamps

Walk, Halt, Back Branch Badge: 20 stamps

Steering Branch Badge: 20 stamps

Heels Down Branch Badge: 20 stamps

Lower Leg Branch Badge: 20 stamps

Posting Branch Badge: 20 stamps

Two Point Branch Badge: 20 stamps

Bloom Badges:

Mounting Bloom Badge: 20 stamps

**Prerequisites: Horse Behavior I - II classes, Tack + Equipment I - II classes, Showmanship class*

Off the Line Bloom Badge: 20 stamps

Walk, Halt, Back Bloom Badge: 20 stamps

Steering Bloom Badge: 20 stamps

Heels Down Bloom Badge: 20 stamps

Lower Leg Bloom Badge: 20 stamps

Posting Bloom Badge: 20 stamps

Two Point Bloom Badge: 20 stamps

The Trot Branch:

The Trot is where a lot of balance begins. This branch focuses on implementing concepts and skills learned at the walk and how to manage them in a new gait. The earnable badges for this branch are as follows:

Branch Badges:

- First Steps Branch Badge:** 20 stamps
- Off The Line Branch Badge:** 20 stamps
- Transitions Branch Badge:** 20 stamps
- Steering Branch Badge:** 20 stamps
- Heels Down Branch Badge:** 20 stamps
- Lower Leg Branch Badge:** 20 stamps
- Sitting Branch Badge:** 20 stamps
- Posting Branch Badge:** 20 stamps
- Two Point Branch Badge:** 20 stamps

Bloom Badges:

- Off The Line Bloom Badge:** 20 stamps
- *Prerequisites: The Walk Steering Branch Badge*
- Transitions Bloom Badge:** 20 stamps
- Steering Bloom Badge:** 20 stamps
- Heels Down Bloom Badge:** 20 stamps
- Lower Leg Bloom Badge:** 20 stamps
- Sitting Bloom Badge:** 20 stamps
- Posting Bloom Badge:** 20 stamps
- Two Point Bloom Badge:** 20 stamps

Bonus Badges:

- Diagonals Bloom Badge:** 40 stamps

The Canter Branch:

The Canter branch is for riders who have both achieved the appropriate Branch and Bloom Badges at the walk and trot, and have shown a proven practice of them in their lessons while riding. This branch focuses on implementing everything learned at the trot and preparing the rider for coursework in the Coursework Tree. The earnable badges for this branch are as follows:

Branch Badges:

- First Steps Branch Badge:** 20 stamps
- *Prerequisites: Steering, Heels Down, Lower Leg, Sitting Trot Branch Badges*

Off The Line Branch Badge: 20 stamps

**Prerequisites: First Steps Canter Branch Badge*

Transitions Branch Badge: 20 stamps

Winners Lap Branch Badge: 20 stamps

**Prerequisites: Off The Line Canter Branch Badge*

Circles Branch Badge: 20 stamps

**Prerequisites: Winners Lap Branch Badge*

Heels Down Branch Badge: 20 stamps

Lower Leg Branch Badge: 20 stamps

Two Point Branch Badge: 20 stamps

Strides + Leads Branch Badge: 20 stamps

Bloom Badges:

First Steps Bloom Badge: 20 stamps

Off The Line Bloom Badge: 20 stamps

Transitions Bloom Badge: 20 stamps

Winners Lap Bloom Badge: 20 stamps

Circles Branch Bloom: 20 stamps

Heels Down Bloom Badge: 20 stamps

Lower Leg Bloom Badge: 20 stamps

Two Point Bloom Badge: 20 stamps

Strides + Leads Bloom Badge: 20 stamps

Lunge Line Branch:

The Lunge Line Branch is meant to address specific concepts such as balance, equitation, seat, hand, leg coordination, and confidence in the saddle to help strengthen students experiences off the line. This branch can be completed in tandem with any of the others to build a better rider from the roots up. The earnable badges for this branch are as follows:

Branch Badges:

At the Walk

Sitting (No hands) Branch Badge: 20 stamps

Posting (No hands) Branch Badge: 20 stamps

Two Point (1 hands/No hands) Branch Badge: 20 stamps

No Stirrups Branch Badge: 20 stamps

At the Trot

Sitting (No hands) Branch Badge: 20 stamps

Posting (No hands) Branch Badge: 20 stamps

Two Point (1 hands/No hands) Branch Badge: 20 stamps

No Stirrups Branch Badge: 20 stamps

At the Canter

Sitting (1 hand) Branch Badge: 20 stamps

Two Point (1 hands) Branch Badge: 20 stamps

No Stirrups Branch Badge: 20 stamps

Bloom Badges:

At the Walk

Sitting (No hands) Bloom Badge: 20 stamps

Posting (No hands) Bloom Badge: 20 stamps

Two Point (1 hands/No hands) Bloom Badge: 20 stamps

No Stirrups Bloom Badge: 20 stamps

At the Trot

Sitting (No hands) Bloom Badge: 20 stamps

Posting (No hands) Bloom Badge: 20 stamps

Two Point (1 hands/No hands) Bloom Badge: 20 stamps

No Stirrups Bloom Badge: 20 stamps

At the Canter

Sitting (1 hand) Bloom Badge: 20 stamps

Two Point (1 hands) Bloom Badge: 20 stamps

No Stirrups Bloom Badge: 20 stamps

Equitation Branch:

The Equitation Branch addresses the riders position, balance, strength, and effectiveness while riding. This branch builds not only builds upon other foundations garnered in other branches but continues to train the riders, hand, seat, upper body, and leg continuously while working through the program. The earnable badges for this branch are as follows:

Branch Badges:

Quiet Hands Branch Badge: 20 stamps

Quiet Leg Branch Badge: 20 stamps

Soft Seat Branch Badge: 20 stamps

Tall Torse Branch Badge: 20 stamps

No Stirrups (Trotting) Branch Badge: 20 stamps

Sitting (Trotting) Branch Badge: 20 stamps

Posting Branch Badge: 20 stamps

Two Point (Trotting) Branch Badge: 20 stamps

Bloom Badges:

Quiet Hands Bloom Badge: 20 stamps

Quiet Leg Bloom Badge: 20 stamps

Soft Seat Bloom Badge: 20 stamps

Tall Torso Bloom Badge: 20 stamps

No Stirrups (Cantering) Bloom Badge: 20 stamps

**Prerequisites: No Stirrups (Trotting) Branch Badge, Winners Lap Bloom Badge,*

Sitting (Cantering) Bloom Badge: 20 stamps

**Prerequisites: Sitting (Trotting) Branch Badge, Winners Lap Bloom Badge,*

Two Point (Cantering) Bloom Badge: 20 stamps

**Prerequisites: Two Point (Trotting) Branch Badge, Winners Lap Bloom Badge*

Patterns Branch:

The Patterns Branch challenges students to utilize skills learned in other areas of the Flatwork Tree and continue to build them through pattern work. This is the precursor to coursework and important to practice so as to continue with confidence before working over cross rails and poles. These patterns should all be achieved at the trot first before adding cantering portions. The earnable badges for this branch are as follows:

Branch Badges:

Squares Branch Badge: 20 stamps

Circles Branch Badge: 20 stamps

Figure 8 Branch Badge: 20 stamps

Serpentine Branch Badge: 20 stamps

Clover Branch Badge: 20 stamps

Sitting (Trot) Branch Badge: 20 stamps

Two Point (Trot) Branch Badge: 20 stamps

Bloom Badges:

Squares Bloom Badge: 20 stamps

Circles Bloom Badge: 20 stamps

Figure 8 Bloom Badge: 20 stamps

Serpentine Bloom Badge: 20 stamps

Clover Bloom Badge: 20 stamps

Sitting (Trot/Canter) Bloom Badge: 20 stamps

**Prerequisites: Select Canter Branch Bloom Badges*

Two Point (Trot/Canter) Bloom Badge: 20 stamps

**Prerequisites: Select Canter Branch Bloom Badges*

Movements Branch:

The Movements Branch implements more challenges concepts for riders to employ and are essential to moving forward in the Coursework Skill Tree. These concepts require previous achieved badges and a thorough understanding of the trot, canter, and patterns branches. The earnable badges for this branch are as follows:

Branch Badges:

True Bend Branch Badge: 20 stamps

Counter Bend Branch Badge: 20 stamps

Leg Yield Branch Badge: 20 stamps

Extended Trot Branch Badge: 20 stamps

Collected Trot Branch Badge: 20 stamps

Extended Canter Branch Badge: 20 stamps

**Prerequisites: Select Canter Branch Bloom Badges*

Collected Canter Branch Badge: 20 stamps

**Prerequisites: Select Canter Branch Bloom Badges*

Turn On the Haunch Branch Badge: 20 stamps

Haunches In/Out Branch Badge: 20 stamps

Shoulder In/Out Branch Badge: 20 stamps

Bloom Badges:

True Bend Bloom Badge: 20 stamps

Counter Bend Bloom Badge: 20 stamps

Leg Yield Bloom Badge: 20 stamps

Extended Trot Bloom Badge: 20 stamps

Collected Trot Bloom Badge: 20 stamps

Extended Canter Bloom Badge: 20 stamps

Collected Canter Bloom Badge: 20 stamps

Turn On the Haunch Bloom Badge: 20 stamps

Haunches In/Out Bloom Badge: 20 stamps

Shoulder In/Out Bloom Badge: 20 stamps

Coursework Skill Tree

The Coursework Skill Tree collects the many skills learned and badges earned in the Flatwork Tree and challenges students to utilize them while growing in this tree. Most of the badges here require the completion of many of the previous branches in the last tree and will need to be evaluated for before moving on. In this tree, students will learn how to ride through courses and plan appropriately, make good decisions about their approach, and focus on jumping for those who are ready or have goals here. This skill tree is split into the following branches:

Intro to Coursework Branch:

Intro to Coursework introduces students to what a course is and how to use the rider tools they already have to help them navigate. The earnable badges for this branch are as follows:

Branch Badges:

Course at Walk Branch Badge: 20 stamps

Course at Trot Branch Badge: 20 stamps

Approach + Planning Branch Badge: 20 stamps

Measuring Branch Badge: 20 stamps

Straight Lines Branch Badge: 20 stamps

Two Point (Walk/Trot) Branch Badge: 20 stamps

Evaluating (the course) Branch Badge: 20 stamps

**Prerequisite: Intro to Coursework Class*

Bloom Badges:

First Course Bloom Badge: 10 stamps

Course at Walk Bloom Badge: 20 stamps

Course at Trot Bloom Badge: 20 stamps

**Prerequisite: Squares, Circles, and Figure 8 Bloom Badges*

Approach + Planning Bloom Badge: 20 stamps

**Prerequisite: Course at Trot Branch Badge*

Measuring Bloom Badge: 20 stamps

**Prerequisite: Intro to Coursework Class*

Straight Lines Bloom Badge: 20 stamps

Two Point (Trot) Bloom Badge: 20 stamps

Evaluating (the course) Bloom Badge: 20 stamps

Poles Branch:

The Poles Branch continues to build off the Intro to Coursework branch, introducing more complicated patterns and obstacles once students are comfortable to move on to this section. The earnable badges for this branch are as follows:

Branch Badges:

Approach + Planning Branch Badge: 20 stamps

Straight Lines (Trot) Branch Badge: 20 stamps

Double Rails (Trot) Branch Badge: 20 stamps

Tripple Rails (Trot)Branch Badge: 20 stamps

Two Point (Walk/Trot) Branch Badge: 20 stamps

6 Obstacle (Walk/Trot) Course Branch Badge: 20 stamps

10 Obstacle (Walk/Trot) Course Branch Badge: 20 stamps

Bloom Badges:

Approach + Planning Bloom Badge: 20 stamps

Straight Lines (Trot/Canter) Bloom Badge: 20 stamps

Double Rails (Trot) Bloom Badge: 20 stamps

Tripple Rails (Trot) Bloom Badge: 20 stamps

Two Point (Trot/Canter) Bloom Badge: 20 stamps

6 Obstacl (Trot/Canter) Course Bloom Badge: 20 stamps

10 Obstacle (Trot/Canter) Course Bloom Badge: 20 stamps

**Prerequisites: All Bloom Badges for this Branch require select Trotting Branch Badges*

Crossrails Branch:

The Crossrails Branch continues to build off Poles Branch, introducing more complicated obstacles, and students first jumps. Students may only move on to this section after appropriate badges have been evaluated for as well as a proven practive of the previous branches in The Trot, Patterns, Poles, and Intro to Coursework have been completed. The earnable badges for this branch are as follows:

Branch Badges:

Crossrails (Trot) Branch Badge: 20 stamps

Single Lines (Trot) Branch Badge: 20 stamps

Bending Lines (Trot)Branch Badge: 20 stamps

Two Point Over Crossrails (Trot) Branch Badge: 20 stamps

4 Obstacle (Trot) Course Branch Badge: 20 stamps

6 Obstacle (Trot) Course Branch Badge: 20 stamps

Crossrail (Cantering) Branch Badge: 20 stamps

Bloom Badges:

First Crossrail Bloom Badge: 10 stamps

Crossrails (Trot/Canter) Bloom Badge: 20 stamps

Single Lines (Trot/Canter) Bloom Badge: 20 stamps

Bending Lines (Trot/Canter) Bloom Badge: 20 stamps

Two Point Over Crossrails (Trot) Bloom Badge: 20 stamps

4 Obstacle (Trot) Course Bloom Badge: 20 stamps

6 Obstacle (Trot) Course Bloom Badge: 20 stamps

**Prerequisite: Crossrail (Cantering) Branch Badge required for all cantering portions above as well as all Trot and Canter Branch Badges, Some Patterns and Poles Branch Badges from the Flatwork or Intro sections.*

Verticals Branch:

The Verticals Branch continues to build off the Crossrails Branch, introducing a slightly higher level that requires more precision and practice. The Crossrails branch builds a solid foundation for student to move on to jumping verticals. Many of the previous badges will need to be achieved before moving on to this section with a proven practice of the Patterns, Poles, and Intro to Coursework branches. The earnable badges for this branch are as follows:

Branch Badges:

Verticals (Trot) Branch Badge: 20 stamps

Single Lines (Trot) Branch Badge: 20 stamps

Bending Lines (Trot) Branch Badge: 20 stamps

Two Point Over Verticals (Trot) Branch Badge: 20 stamps

4 Obstacle (Trot) Course Branch Badge: 20 stamps

6 Obstacle (Trot) Course Branch Badge: 20 stamps

Vertical Cantering Branch Badge: 20 stamps

**Prerequisite: All Crossrail Bloom Badges*

Bloom Badges:

First Vertical Bloom Badge: 10 stamps

Verticals (Trot/Canter) Bloom Badge: 20 stamps

**Prerequisite: Vertical Cantering Branch Badge*

Single Lines (Trot/Canter) Bloom Badge: 20 stamps

Bending Lines (Trot/Canter) Bloom Badge: 20 stamps

Two Point Over Verticals (Trot/Canter) Bloom Badge: 20 stamps

4 Obstacle (Trot/Canter) Course Bloom Badge: 20 stamps

6 Obstacle (Trot/Canter) Course Bloom Badge: 20 stamps

**Prerequisites: Vertical Cantering Branch/Bloom Badge required for all cantering portions above as well as all Trot and Canter Branch Badges, Some Patterns and Poles Branch Badges from the Flatwork or Intro sections.*

Coursing Branch:

The Coursing Branch is the final arc of jumping foundations and continues to build off the previous jumping and coursework branches, utilizing all skills learned and badges achieved to build a stronger, more confident rider in the ring that is prepared to

complete courses at a higher level and address more complicated concepts on their own while making sound choices over fences and in between. This branch requires the completion of most of the Crossrails Branch and Vertical Branch, Patterns, Poles, and Intro to Coursework branches as well. The earnable badges for this branch are as follows:

Branch Badges:

Counting Steps/Strides (trot) Branch Badge: 20 stamps

Straight Lines (In a course) Branch Badge: 20 stamps

Bending Lines (In a course) Branch Badge: 20 stamps

Rollbacks (Trot) Branch Badge: 20 stamps

Bounce (trot) Branch Badge: 20 stamps

8 Obstacle Course (Trot/Canter) Branch Badge: 20 stamps

Combinations (trot) Branch Badge: 20 stamps

Gymnastics (trot) Branch Badge: 20 stamps

Distances (trot) Branch Badge: 20 stamps

Course Building + Walking Branch Badge: 20 stamps

Bloom Badges:

Counting Strides (Canter) Bloom Badge: 20 stamps

Straight Lines (In a course) Bloom Badge: 20 stamps

Bending Lines (In a course) Bloom Badge: 20 stamps

Rollbacks (Canter) Bloom Badge: 20 stamps

Bounce (Canter) Bloom Badge: 20 stamps

8 Obstacle Course (Trot/Canter) Bloom Badge: 20 stamps

Combinations (Canter) Bloom Badge: 20 stamps

Gymnastics (Canter) Bloom Badge: 20 stamps

Distances (Canter) Bloom Badge: 20 stamps

Course Building + Walking Bloom Badge: 20 stamps

**Prerequisites: Course Building Clinic, Course Walking Clinic*

**Prerequisites: Vertical Canter Branch/Bloom Badge required for all cantering portions above as well as all Trot and Canter Branch Badges, Some Patterns and Poles Branch Badges from the Flatwork or Intro sections.*

Monthly Themes

Each month there will be a theme or particular skill set to work on outside of the general foundation arc so trainers and students may incorporate this theme or skill set working together to try something new, or to go along with their progress journal. This introduces

variety in the lesson plan, lets students practice things they might not normally practice, and can build an interactive environment between students and trainers collectively.

Themes may range from concepts like trust and doing lunge line lessons with no stirrups or a hand behind the students back, to other concepts like learning how to ride through a gymnastic line, a bending line, or perfecting serpentine.

In general, despite monthly themes and besides following the Riding Foundations Arc, lesson plans will still be catered to the students' needs as much as possible, ensuring proper progression for each level.

Experience Points (Participation Points)

Earning Branch and Bloom badges, Skill Tree Certificates, participating in evaluations, clinics, home shows, and game days, all earn experience points that may be converted to Bell Canyon Bucks (BC Bucks) and used to purchase items from the Academy Catalog at the end of each year. Points may roll over to the next year if students wish to save up for something special.

Yearly Challenges

Each year there will be a set of challenges for extra Bonus Badges and Experience Points. Students who complete these by the end of the year will receive additional points or rewards. Examples include: 2-pointing for 5 laps, sitting trot no stirrups for 5 laps, posting with no stirrups for 3 laps, riding one full course at the 2-point, etc. These will be announced once the challenge starts.

Training Shows

Training shows may be held with an overall entry fee and additional classes stacked on top of that. Training shows will run in lieu of lessons for a given scheduled day and include classes for students to practice friendly competition, and demonstrate their skills. Badges and Experience points can also be earned at these functions. More information for Training Shows will be provided upon scheduling.

Clinics

Clinics will begin running occasionally as part of the curriculum for extra experience points, badge stamps, and earnable badges. Riding Clinics will run longer than the average lesson, will include larger groups, and oftentimes revolve around a particular focus. Other clinics might include tack cleaning, equipment, polo wrapping, etc. More information on these clinics will be provided when they are scheduled to allow for sign

ups. Clinics are another opportunity to again earn Experience points, stamps, and or badges.

Game Days

Game days will be held for students to take a break from formal riding, make friends, and implement learned techniques in a less traditional way. These days are meant for building bonds with horse and rider, strengthening love of the sport, and make sure students are always having fun.

Some Branch Badges must be achieved before students can take part in the riding portion of Game Days, but attending these are another way for earnable stamps or Experience Points.

Classes

Depending on the tuition package chosen, students will get 1 - 3 free classes per month. These will often run on a separate day and require a sign up. Some classes are prerequisites for select Branch and Bloom Badges, or great opportunities for extra Experience points and badge stamps. If students wish to attend more classes than the allotted free class per their package, they may do so at an additional cost.

Parent Trainer Conference

Parent Trainer Conferences are meant to keep parents in the loop and let them know they have a voice as well as an outlet to express any issues, concerns, or problems. These are held with parents, students, and trainers, utilizing student's progress journals and the trainer's notes to go over progress, places to improve, or call attention to any other details.

Each student enrolled will be eligible for one conference per semester. These will be scheduled to check in with both rider and parent on progress and check in with goals and or build new ones.

Horse Back Riding Attire

To attend the Academy, proper attire must be respected both for safety purposes and to build a better rider with proper equipment.

The list for acceptable and required equipment is as follows:

- Riding pants, breeches, or leggings**
- Paddock Boots**
- Long shirt that can be tucked in or won't lift**
- Helmet**

The list for unacceptable equipment is as follows:

- Jeans:** can damage our academy saddles and are inappropriate for riding at a higher level as they can cause rashes or blistering behind the knee and between the stirrups.
- Sweat pants:** can bunch and slip and make the students ride slippery and difficult to have a quiet seat or keep leg in place; they may slide around in the saddle more.
- Shorts:** can be dangerous if a student falls, gets bitten, or stepped on. Without a buffer of fabric, rash and blistering can also occur on the skin between leg and saddle or stirrups leather.
- Non Paddock Boots:** Boots with a heel are acceptable for an evaluation lesson but are not meant nor built properly to be placed in a stirrups iron. Clunky boots can get stuck in a stirrup and if a rider falls they can get dragged or twist a leg. Sneakers or shoes with no heel can slip all the way through a stirrup and result in the foot getting stuck, if a rider falls they may get dragged, kicked or stepped on. Paddock boots are made specifically to fit in the stirrup to help ensure that riders can be as safe as possible while riding.
- Crop tops and short shirts:** Crop tops are inappropriate for riding in a bouncy fast paced sport where the shirt can lift either over jumps or during a fall. Like shorts, if skin is exposed this creates a window for injury. Long or tucked shirts help to protect the torso, but also help trainers evaluation equitations and body form so they may better teach the student.
- No Helmet:** The BCRA always has an extra helmet on hand, but after the first few lessons, students should have their own helmet as part of equipment basics and to limit contact/sharing.