



## FEIF Riding Horse Profile Form for trainer

### Introduction

The horse profile, developed by FEIF, is a tool to give systematic information from a professional trainer about the characteristics, riding abilities, education level and training condition of a horse at a specific moment.

### Who can complete a Riding Horse Profile?

An educated and experienced trainer should complete the Riding Horse Profile. Preferably the trainer is registered in the FEIF Trainer Matrix (level 2 or higher) and may also be a Sport Judge and/or Breeding Judge.

### How to perform the assessment?

The exercises should take place in the stable, outside, and in a riding arena/oval track. The first part of the assessment can take place in a riding arena/ oval track but the second part should take place riding in nature, along a road etc.

The location may be known or unknown to the horse. This important detail must be noted on the completed form. The trainer should consider how the location's familiarity effects the horse.

The trainer must secure all exercises are conducted safely and not in a wild or uncontrolled manner. As an example, opening an umbrella should happen the way and at the speed a normal calm person would do it.

The trainer should not cases where the horse is nervous or unable to perform a part of the exercises or if the trainer considers it unsafe to do part of the exercises.

The FEIF Horse Profile is a guideline to help the rider/buyer to find the right horse for fun and safe riding. FEIF is not responsible for the outcome when using these forms. The Horse Profile is only a guideline to describe a horse in a single moment in the hands of a professional trainer.

The Riding Horse Profile uses a linear assessment scale, which has two different descriptions on either side, for instance tense on one side and relaxed on the other. The trainer will indicate where on the scale the trait is most accurately described.

**Example:** When a horse has perfectly clear beat in tölt, place the mark placed in the first circle. A horse, which is slightly lateral (pacey) or diagonal (troty), gets a mark toward the middle of the scale. A horse with extremely lateral or diagonal tölt receives a mark in the last circle.

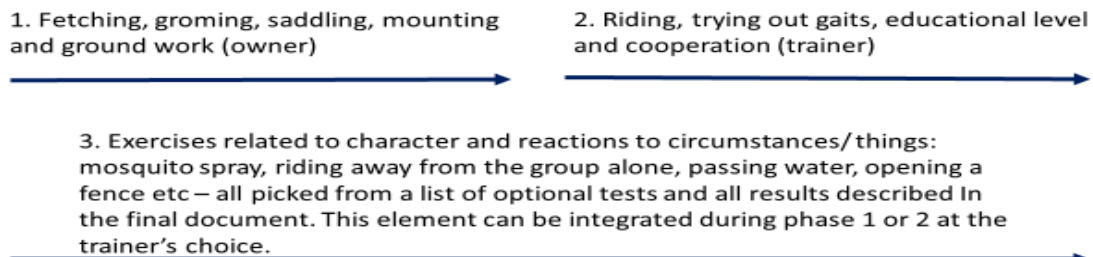
Beat                      Clear ○   ○   ○   ○   ○   ○   ○   Unclear

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Please share your comments about the FEIF Horse Profile at:  
<https://goo.gl/forms/DwtCL1nS36NRiWu43>



## The Riding Horse Profile consists of three elements:



### First part of the exercises

The **first part** (about 20 minutes) is performed by the owner, who is being monitored by the trainer, and includes:

- Fetching the horse from the field/paddock/stable.
- Leading the horse,
- Grooming, picking up hooves
- Saddling
- Riding: The owner rides the horse the way he is used to and shows all the gates, transitions, dressage skills. If the horse is used to doing groundwork before riding, this is allowed as well.

### Second part of the exercises

In the **second part** the trainer is riding the horse (about 20 minutes). This part should consist of:

- re-saddling the horse while no one is holding him
- mounting
- riding outside in nature and/or along a road, with another horse
- riding away from the other horse (opposite direction 10 meters or out of sight)
- stopping while other horse walks on (other horses continue 10 meters or out of sight)
- taking a turn in another direction than other horse (10 meters or out of sight)
- Getting off and mounting again
- Riding transitions (walk/trot/tölt/canter)
- If possible meeting traffic

During this ride, the trainer is assessing both the character, the riding abilities, the training level and the gaits. Fill in the form after completing the elements above.

### Third part of the exercises

The **third part** of the exercises illustrates how a horse reacts to different things and circumstances. This part can be integrated in both the first and the second part and should include at least three of the elements suggested in the form below.

When performing these elements, always think of the safety of the horse, rider and spectators. Always check with the owner/trainer if the horse can spook and start with something simple, preferably while standing next to the horse.

## FEIF Riding Horse Profile – Trainer’s Report

<b>General information on the horse</b>	
Date:	
Owner of the horse:	
Horse (name):	
Location of stabling:	
FEIF ID:	
Color:	
<b>Health /Look</b>	
General condition of the horse	
Mouth (wounds, scars)	
Legs (conformation, strength)	
Back (well balanced, forward sloping, straight or deep)	
<b>Shoeing</b>	
Front: 6 mm/ 8 mm/10 mm	Hind: 6 mm/ 8 mm/10 mm
Soles: No / yes / only front legs/ only hind legs	
Quality of the hoofs:	
<b>Training level of the horse</b>	
How has the horse been trained? (years, times/week, intensity, kind of rider, breaks in between)	Trainer’s level in FEIF’s Trainer Matrix*:
Participation in riding clinics	
Participation in competitions/shows	yes / no
Trainer’s name and signature	

\*An updated list of trainers may be found at:  
<https://www.feif.org/Education/HorseTrainersandRidingInstructors.aspx>

**The Riding Horse Profile is a picture and description of the horse on the date above. This may vary over time and under different circumstances and does not constitute any guarantee as to the character, gaits or educational level of the horse.**

## Gaits (evaluated in Parts 1 and 2)

The horse is:

- Five gaited
  Four gaited  
 Three gaited
  Irrelevant/Not sure

## Behavior on the ground (mainly evaluated in Part 1)

Place a mark in the appropriate circle.

Comments

Catching	Walking away	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Coming towards me
Brushing	Tense/Moving	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Relaxed/Standing still
Giving hooves	Tense/Moving	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Relaxed/Standing still
Saddling	Tense/Moving	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Relaxed/Standing still
Leading	Rushing/Tense	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Slow/Heavy
Mounting	Tense/Moving	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Relaxed/ Standing still
Start to ride (first steps)	Tense/In a hurry	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Relaxed

## General characteristics (evaluated through Parts 1-3)

Place a mark in the appropriate circle.

Comments

General Impression	Tense	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Relaxed
Cooperative	Very little	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very much
Respect	Very little	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very much
Reactiveness	Very little	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very much
Reliability on the ground	Very little	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very much
Reliability in riding	Very little	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very much
Spirit/Willingness	Lazy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Eager

## Educational level (evaluated in Part 1-2)

Place a mark in the appropriate circle.

Comments

Direction control	Very little	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very good
Speed control	Very little	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very good
Responsiveness to driving aids	Slow/Heavy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Quick/Light
Rein contact	Heavy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Light
Responsiveness to rein aids	Slow/Heavy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Quick/Light
Change of bend	Very little	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very good
Change of gait	Difficult/Heavy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very easy
Natural balance	Downhill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Uphill
Neck/topline	Low raises	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Well raised

### Exercises:

Place a mark in the appropriate circle.

Comments

Turning on forehand	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy
Walking backwards	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy
Leg yielding	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy
Shoulder in	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy
Haunches in	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy

### Gaits:

Place a mark in the appropriate circle.

Comments

#### Walk

Easiness	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy
Suppleness	Tense	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Relaxed
Beat	Unclear	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Clear
Length of strides	Short	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Long

#### Trot

Easiness	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy
Beat	Unclear	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Clear
Consistency	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy
Suspension	Little	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Much
Suppleness	Tense	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very supple
Movement	Low	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	High
Length of strides	Short	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Long
Speed capacity	Low	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	High
Speed range	Small	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Big

#### Tölt

Easiness	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy
Beat	Unclear	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Clear
Consistency	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy
Suppleness	Tense	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very supple
Movement	Low	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	High
Length of strides	Short	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Long
Speed capacity	Low	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	High
Speed range	Small	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Big

### Canter/Gallop

Easiness	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy
Beat	Unclear	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Clear
Consistency	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy
Suspension	Little	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Much
Suppleness	Tense	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very supple
Movement	Low	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	High
Length of strides	Short	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Long
Speed capacity	Low	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	High
Speed range	Small	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Big

### Pace *(if appropriate)*

Easiness	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy
Beat	Unclear	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Clear
Consistency	Difficult	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Easy
Suspension	Little	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Much
Movement	Low	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	High
Length of strides	Short	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Long
Speed capacity	Low	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	High

**Conclusion concerning character, gaits and educational level**

Character	
Gaits	
Education	

**Information on the circumstances of the evaluation**

Location	Unknown to the horse/ Home of the horse / Not home but horse knows the place/.....		
Weather conditions			
Temperature:			Wind
Rain			

**Part 1** (riding by the owner) was performed  
in a riding hall/ on an oval track/ in a nature area/ along roads/ other:

Other remarks:

**Part 2** (riding by the trainer) was performed:  
in a riding hall/ on an oval track/ in a nature area/ along roads/ other:

The exercises were performed while riding alone/ with one other horse/ with more horses

Other remarks:

**Part 3** (reaction to circumstances or things)

The below elements were tested (at least 3 should be tested, the way a horse reacts influences the way their general characteristics will be evaluated by the trainer).

- lifting a jacket or other object from one side of the horse, lifting it over the horse and putting it down on the other side
- opening and closing of an umbrella by someone passing by (2 meters away)
- loading/unloading of a trailer or entering narrow place
- traffic (on a small road, car/bicycle/truck please note what kind of traffic you trailer loading/entering a small space
- crossing water
- mosquito spray (along the backline and the belly)
- unfolding a map while mounted
- walking over plastic (a piece of 2 times 2 meters will do)
- people suddenly walking out from behind a tree or wall.
- riding with a flag held by the rider
- riding under branches moving (if no branches a line with flags on it)
- Bicycle passing
- Dogs barking
- Other (*please describe*):

Part 3 was not tested because of the following reasons:

Name and license level of the trainer who tested the horse:

Add photo taken from the side of the horse (or attach it separately):