

Partnership Level

PARTNERSHIP
OFFICIAL ASSESSMENT

Name: _____ Horse: _____

Addresses: _____

Email: _____

Assessor: _____ Date: _____

Basic Skills and Safety!

- Pre- Level 1
- Lv1 NCAA
(Needs Coaching After Assessment)
- Lv1
- Lv1 Advanced

Comments _____

Insert number of tasks scored in each category below:

Pre- Level 1

Lv1 NCAA

Lv1

Lv1 Advanced

LEVEL 1 ONLINE ASSESSMENT

Starting with just a 12 foot rope and a Carrot Stick & String and NO HORSE

OL1. Demonstrate the power position while someone tries to pull you over.

Level 1

You can hold your ground firmly in power position with hands and feet spread, steady and balanced.

Pre-Level 1

You lose your balance, lean backwards, hands or feet too close together and therefore not steady

Pre-
Level 1
Lv1

OL2. Whirl the end of your rope with your left hand, over your head, change hands on the rope and continue with the right hand. All in flow.

Level 1

Handles rope with competence. Changeover of hands is smooth.

Pre-Level 1

Difficulty keeping rope swinging, hits themselves, rope stops twirling during sequence.

Pre-
Level 1
Lv1

OL3. Demonstrate the “On the barn” knot with the halter

Level 1

the knot properly, so it is a quick release when you go to put it on.

Pre-Level 1

Knot is tied incorrectly, does not release with one pull.

Pre-
Level 1
Lv1

OL4. Carrot Stick Catch: Pick up your Carrot Stick by lifting the string and popping the stick up into your hand (Aka Quick Draw)

Level 1

Demonstrates practiced ease and successfully completes tasks.

Pre-Level 1

Cannot flick stick up accurately; misses catching stick.

Pre-
Level 1
Lv1

Items needed: 12 foot Line, Carrot Stick and string, Barrel, 3 Markers (cones, etc), Paper plate to stand on.

OL5. Halter your horse

Level 1

Demonstrates practiced ease and successfully completes tasks. Correct position of arms. Horse tips nose into halter and lowers head. Horseman puts arm over the horse's neck, smoothly slides the halter on and ties the knot correctly.

Pre-Level 1

Shows difficulty with task. Horseman's doesn't use the proper positioning and horse doesn't participate.

Pre-
Level 1
Lv1

OL6. Show hindquarter and forequarter yield in a continuous flow on both sides of the horse. (Driving Game)

Level 1

Demonstrates practiced ease and successfully completes tasks. Horse yield easily and stops with friendly game.

Pre-Level 1

Horse is afraid or won't move. Horseman uses inappropriate phases.

Pre-
Level 1
Lv1

OL7. Lead your horse at the trot, for about 20 feet, with him behind you. Stop and back up.

Level 1

Horse trots obediently behind the horseman, stops when they stop, and backs up. Stays out of personal space.

Pre-Level 1

Horse pushes into or over horseman, does not respect their space; Horse won't come forward at the trot.

Pre-
Level 1
Lv1

OL8. Massage your horse's front leg up and down with the last few feet of the rope (loop it around the leg).

Level 1

Demonstrates practiced ease and successfully completes task.

Pre-Level 1

Horse is afraid of rope; Horse cannot stand still; Horse tries to pull foot away and succeeds.

Pre-
Level 1
Lv1

OL9. Ask your horse to pick up their front feet and hold for 5 seconds

Level 1

Demonstrates practiced ease and successfully completes task. Note – OK to squeeze chestnut or snap fingers to pick up foot.

Pre-Level 1

Horse cannot stand still; Horseman does not use chestnut to pick up leg (tugs on or squeezes tendons); Horse tries to pull foot away and succeeds.

Pre-
Level 1
Lv1

OL10. Stand on a marker and Yo-Yo your horse backwards between two cones, stop for 5 seconds and bring him back to you.

Level 1

Demonstrates practiced ease and successfully completes tasks with maximum phase 2 or 3 'wiggle'.

Pre-Level 1

Horse does not back, takes Phase 4; Does not make it through the 'gate'; Cannot stand still for 5 seconds and Horseman does not know how to correct it; Horse resists and does not come forward or tries to go in another direction and Horseman does not quickly correct it.

Pre-
Level 1
Lv1

OL11. Send your horse in a short range circle (Zone 3 Driving) around you at a walk or trot for two laps left then right; while resting your stick with the string on his back in "neutral". Pivot without walking forwards, disengage and change directions, then bring back.

Level 1

Horse understands the task. If horse hesitates or stops, horseman shows competence to get him moving again (tap once or twice, then neutral again)

Pre-Level 1

Resists the direction of send; is agitated or scared, does not disengage – kicks out or speeds up. Horseman walks around (vs pivots), constantly taps the horse to keep him going.

Pre-
Level 1
Lv1

OL12. Show a Circle Game in both directions

Level 1

Shows proper position, send to 4 o'clock or 8 o'clock. Uses proper phases- lead, lift, swing, touch. Horse maintains gait and direction. Horse yields hindquarters for the bring back.

Pre-Level 1

Resists the direction of send; is agitated or scared; does not disengage – kicks out or speeds up. Horseman walks around (vs pivots), constantly taps horse to keep him going

Pre-
Level 1
Lv1

OL13. Show a Figure 8 at walk or trot around cones

Level 1

Demonstrates practiced ease and successfully completes tasks.

Pre-Level 1

Horse avoids cones or pulls away; Horseman does not use Zones or tools appropriately to direct horse; Phases too high or rope handling is rough and jerky;

Pre-
Level 1
Lv1
.....

OL14. Send your horse sideways down the rail for approx. 22 feet. Repeat in the other direction.

Level 1

Horse is almost perpendicular to the fence. Both hind and front legs cross over while going sideways. Sideways in each direction are equal (not a bad and a good side). Horseman shows good use of zones to communicate or correct the horse's position.

Pre-Level 1

Horse does not go sideways, won't go near the rail, pulls away, not really sideways (neck is bent, hindquarters dragging so tail is towards horseman and hind legs not crossing over. Horseman does not communicate to appropriate zones or is not effective. Does alright going one direction but not the other.

Pre-
Level 1
Lv1
.....

OL15. Squeeze your horse through a 3' gap between two barrels while standing on a marker. Stop for 5 seconds and Squeeze back the other way.

Level 1

Horse sends through the gap confidently, turns, faces and waits to be redirected.

Pre-Level 1

Horse won't go through the gap (jumps barrel instead); Can't stop and stand for 5 seconds and Horseman doesn't know how to correct it.

Pre-
Level 1
Lv1
.....

OL16. Pick up the spray bottle with water and show that you can "fly spray" your horse while he stands calmly.

Level 1

Horse is not afraid, and can stand still to be sprayed over the neck, back and legs.

Pre-Level 1

Horse is afraid, keeps moving away from the spray (a few steps is ok so long as he stands still within 10 seconds. Horseman pulls on horse, gets annoyed, punishes him / jerks on him.

Pre-
Level 1
Lv1
.....

OL17. Toss a stall blanket (or something similar) over your horse.

Level 1

Horse is not afraid, standing still while the blanket is tossed over its back.

Pre-Level 1

Horse is afraid, keeps moving away. Horseman tries to force the horse to stand still instead of controlling hindquarters.

Pre-
Level 1
Lv1
.....

OL18. Lower your horse's head, remove the halter and put it back on. (Keep the rope around his neck for safety).

Level 1

Demonstrates practiced ease and successfully completes tasks.

Pre-Level 1

Horse will not lower head. Causes the horseman to have to chase the nose with the halter to get it on. Doesn't tie halter with the correct knot.

Pre-
Level 1
Lv1
.....

OL19. Back your horse out of the arena 'gate' with your hand on the snap of the rope (Porcupine Game).

Level 1

Horse obediently backs up from the steady pressure. Horseman applies the pressure sensitively but effectively.

Pre-Level 1

Horse pushes back, flips its head, does not go through the 'gate', and is afraid. Horseman uses too much pressure, is jerky or forceful.

Pre-
Level 1
Lv1
.....