



A Natural Approach to Horse Training

Official Finesse Audition Details

The Parelli Auditions are a short, fun way to demonstrate your overall savvy, skills, and relationship with your horse. Auditions involve using the Seven Games to perform a few required compulsory tasks and are designed to allow you some free flow to use your imagination to show us what you can do with your horse. The dedicated Level 4 student would be accomplished in utilizing all Seven Games in all Four Savvys with ease.

There is no judgement in auditions, it is merely a way to measure where you are in time and space on your horsemanship journey.

Auditioning is one of the ways to earn an official horsemanship level in the Parelli program. When all Savvys are passed at a certain Level, you are then awarded a special colored Savvy String, much like the black-belt system in martial arts:

Level 1: On Line = Red Savvy String

Level 2: On Line + FreeStyle = Blue Savvy String

Level 3: On Line + FreeStyle + Liberty = Green Savvy String

Level 4: On Line + FreeStyle + Liberty + Finesse = Black Savvy String

How to Complete an Audition:

1. Complete the Self-Assessment Checklist for the appropriate Level and Savvy.
2. Film your Audition WITH ALL THE COMPULSORY TASKS INCLUDED. Compulsory tasks are listed at the bottom of the appropriate scorecard. (Remember, your video must be 10 minutes or less and presented without edits as if you were auditioning "live.")
3. Purchase your Audition in the shop: click the link below or copy and paste the link into your browser <https://shopus.parelli.com/products/official-audition-fee>
4. Upon Checkout you will receive an automated email with a Unique code NOTE: It may take up to 24 hours for your unique code to be emailed to you.
5. You can either click on the link in the email or go to <https://auditions.parelli.com/> and enter your unique code. This will "unlock" an audition ready for you to submit your details for processing.
*if you purchase more than one audition, you will receive all the appropriate code(s) in the email, and each code can be submitted for retrieval.

6. Enter your details; Name, Email, Contact Number, Address, etc and also details about your horse, and ensure you select what Savvy and Level you are submitting your Audition for.
7. Include a link for your Audition video. YouTube.com is preferred.
 - a. Please be sure to use royalty free music or no music and do not post to a private channel.
 - b. Please title the video with: "(YourFirstName) and (YourHorse'sName) (Level) (Savvy) Parelli Audition."
 - c. DVD's can be submitted via mail but this **may increase the response time**.

Questions:

Email: Auditions@Parelli.com

Who assesses your audition?:

Auditions received are assessed by Qualified Licensed Parelli Instructors under the direction of Pat Parelli.

If not using a YouTube Link, mail your DVD to:

Parelli Natural Horsemanship Inc

Attn: Auditions

PO Box 772976

Ocala, FL 34477 USA

When Your Audition has been Assessed:

Once your Audition has been assessed, you will be contacted by email and an electronic certificate will be sent to you upon passing the appropriate Level. If you have passed the number of Savvys required to complete a certain level (i.e. Online AND Liberty for Level 2) you will receive a colored Savvy String, along with a printed certificate and pin for that Level.

I look forward to helping you be successful on this wonderful journey in horsemanship. Have Fun and Keep it Natural and...may the horse be with you!

-Pat Parelli

Recommended Success Tips!

Want to receive accurate and speedy results? Follow these success tips!

- Use a tripod for camera stability (or at least a fence post)!
- Ask a friend to operate your camera.
- Use the camera's zoom to film at the appropriate distance. (If we can't see you, we can't assess you!)
- For OnLine and Liberty Auditions, show both the horse and the human in the picture.
- If adding music to your video is a challenge, you may omit it. Lack of music will not affect your assessment.
- Complete ALL of the required compulsory tasks for the Level and Savvy you are auditioning for.
- Compulsory tasks can be completed in any order.
- Show us what you can do, not what you can't do.
- Use a saddle or bareback pad for FreeStyle and use a saddle for Finesse.
- Send a click-able youtube.com link
- If uploading to youtube.com, mark your video as "public" or "unlisted." If your video is marked as "private," we will not be able to view it.
- If sending multiple Savvys on a DVD, you may burn them all to the same DVD and mail them in the same package. Please include one application for each Savvy submitted through the Audition site.
- Plan your Audition and practice before filming so that your video stays under 10 minutes.
- Present your Audition without edits as if you were performing it "live."
- If needed, coaching is available from Licensed Parelli Professionals. Please click here <https://shopus.parelli.com/pages/licensed-parelli-instructors> to locate one to help you.
- If you are auditioning to qualify for a course (Externship, etc.), please make a note of what course you are applying for in an email or on your application.

If you have any questions about completing your audition, including questions about specific tasks on the Self-Assessment Checklist, please contact the Audition Department at Auditions@Parelli.com or call us at 1-800-642-3335.

finesse



SELF-ASSESSMENT CHECKLIST

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Bits	Hackamore.	Snaffle or Cradle.	Confidence Snaffle or Cradle.	Cradle, Western Curb, Double Bridle, Savvy String or Myler Comfort Snaffle.
Contact	Not required.	Short reins, med-low neck.	Short reins, medium neck.	Short reins, high neck.
Posture	Not required.	Not required.	Developing top line.	Strong top line.
Weight	Not required.	Equal (forehand not heavier).	On hindquarters.	On hindquarters.
Rhythm	Not required.	Some fluctuations in rhythm accepted.	Rhythm maintained.	Rhythm maintained.
Energy	Calm.	Calm, relaxed.	Calm, responsive.	Calm, energized.
Phases 1. <i>Minimum, subtle.</i> 2. <i>Soft but more pronounced.</i> 3. <i>Firmer.</i> 4. <i>Firmest/Effective.</i> <i>Timing: Long phase 1; Hands that close slowly and open quickly.</i>	Phase 1 – 4 as needed. Attitude of Justice. Hands that close slowly and open quickly. Timing of release to appropriate response. Steady use of phases, not too quick.	Phase 1 – 3. Long phase 1, quick 2, 3. Phase 4 should rarely be necessary. Use of expression, body language.	Phase 1 – 2. Subtle communication and direction.	Phase 1 – 2. Elegant, subtle communication and direction.
Shaping	Not required.	Equalize ribcage, right and left bends.	Snakey Bends. Longitudinal stretching.	"Soft" collection. Light forehand.
Rein Positions	Not required.	'Short flex' minimum direct/indirect movement. Soft touch. Butterflies.	Concentrated Rein. Suspension Rein. Outside Rein. Supporting Rein. Fluid Rein.	All appropriate rein positions.

Finesse PATTERNS	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Follow the Rail			<input type="checkbox"/>	<input type="checkbox"/>
Figure-8			<input type="checkbox"/>	<input type="checkbox"/>
Weave			<input type="checkbox"/>	<input type="checkbox"/>
Million Transitions			<input type="checkbox"/>	<input type="checkbox"/>
Question Box			<input type="checkbox"/>	<input type="checkbox"/>
Sideways Box			<input type="checkbox"/>	<input type="checkbox"/>
Bullseye			<input type="checkbox"/>	<input type="checkbox"/>
Corners Game			<input type="checkbox"/>	<input type="checkbox"/>
180s			<input type="checkbox"/>	<input type="checkbox"/>
Clover Leaf			<input type="checkbox"/>	<input type="checkbox"/>

Finesse SKILLS SEVEN GAMES	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Friendly	Not required.	Not required.	<input type="checkbox"/> Soft feel at halt and walk. <input type="checkbox"/> Soft touch with open fingers.	<input type="checkbox"/> Soft feel at trot. <input type="checkbox"/> Soft feel at canter. <input type="checkbox"/> Fluid Rein, walk, trot with Longitudinal stretching.
Porcupine	Not required.	Not required.	<input type="checkbox"/> Leg yields at walk. <input type="checkbox"/> Back thru a corner. <input type="checkbox"/> 9 step back up.	<input type="checkbox"/> Leg yields at trot. <input type="checkbox"/> Leg yields at canter. <input type="checkbox"/> Rock your horse (side to side, forwards & backwards).
Driving	Not required.	Not required.	<input type="checkbox"/> Legs to support back up (barely visible).	<input type="checkbox"/> Jingle Bell Stops.
YoYo	Not required.	Not required.	<input type="checkbox"/> Walk-trot transitions.	<input type="checkbox"/> Slow-medium-fast walk, trot, canter. <input type="checkbox"/> Canter-walk transitions. <input type="checkbox"/> Simple Changes through walk or trot.
Circling	Not required.	Not required.	<input type="checkbox"/> Large circles (20 - 25 meters), walk, trot. <input type="checkbox"/> Snakey Bends, walk, trot with even Lateral stretching.	<input type="checkbox"/> Snakey Bends, canter. <input type="checkbox"/> Small circles (6 - 8 meters), walk-trot-canter. <input type="checkbox"/> Medium circles (10 - 12 meters), walk-trot-canter. <input type="checkbox"/> Large circles (20 meters), canter.
Sideways	Not required.	Not required.	<input type="checkbox"/> Sidepass 10 meters. <input type="checkbox"/> 45° off fence, walk.	<input type="checkbox"/> In and outs. <input type="checkbox"/> 10 meter zig zags at canter with flying changes. <input type="checkbox"/> Counter Arc. <input type="checkbox"/> Shoulder In, walk, trot, canter. <input type="checkbox"/> Haunches In (Travers), walk, trot, canter. <input type="checkbox"/> Haunches Out (Renvers), walk, trot, canter. <input type="checkbox"/> Half Pass, walk, trot (10 meters), canter (20 meters).
Squeeze	Not required.	Not required.	<input type="checkbox"/> Open a gate.	<input type="checkbox"/> Half Pirouette, walk. <input type="checkbox"/> 1/8 Turns on the haunches, forwards and back. <input type="checkbox"/> Jump and back up. <input type="checkbox"/> Small jump, 18 inches.



FINESSE

Name: _____ Date: _____
 Horse: _____ Horsenality: _____ Age: _____

PRE - L4	LEVEL 4	LEVEL 4+	LEVEL 4++	LEVEL 5	LEVEL 5+	LEVEL 5++	LEVEL 6	LEVEL 6+	LEVEL 6++
----------	---------	----------	-----------	---------	----------	-----------	---------	----------	-----------

RELATIONSHIP

Expression									
Rapport									
Respect									
Impulsion									
Flexion									
Technical									
Technique									
Assertiveness									
Obedience									
Exuberance									
Positive reflex									

SAVVY

Friendly									
Porcupine									
Driving									
Yo-Yo									
Circling									
Sideways									
Squeeze									
Overall Feel									

FLUIDITY

Focus									
Feel									
Timing									
Balance									

LEVEL 4 COMPULSORIES

- EQUIPMENT**
- Must ride in a 20x60 or 20x40 arena correctly measured & clearly marked with poles, cones, etc
 - Cradle Bridle or Parelli approved Myler bit (Snaffle or Curb)

TASKS *All tasks, except side pass, require Soft Feel (2 hands holding the reins, & horse with soft vertical flexion). You may release and pick up the reins throughout the assessment.*

- Select two Lateral Maneuvers - Shoulder in, Haunches in, Leg Yield, Half Pass
- Leg Yield at walk from center line to quarter line in both directions
- Leg Yield at trot from center line to quarter line in both directions
- 10-meter circle at trot in both directions
- 20-meter circle at canter with transition to walk 10-meter circle in both directions
- 2 flying lead changes & 2 simple changes (1 in each direction) OR 4 Simple lead changes on a straight line
- Side pass with reins in one hand & horse bent in the direction of travel at the walk.

- GAITS**
- Walk
 - Trot
 - Canter
 - 9-Step Back Up (20ft)
- PATTERNS**
- Follow the Rail (show upward & downward transitions on first track)
 - Weave

COMMENTS / SUGGESTIONS

ASSESSED BY -

Name: _____

Signature: _____

Audition Scorecard Descriptions

	OVERALL DESCRIPTION	LEVEL 1			LEVEL 2			LEVEL 3			LEVEL 4		
		1	1+	1++	2	2+	2++	3	3+	3++	4	4+	4++
RELATIONSHIP	Putting the Relationship First	Safety			Fun			Excellent			Fundamentals of Performance		
EXPRESSION	Positive, connected, focused	Obedient & Attentive 50% of time			Responsive, Attentive & Connected			Willing, Focused, Attentive&Connected			Positive, Focused, Attentive&Connected		
RAPPORT	Appropriate strategies for Horsenality	Horse is Calm			Horse is Calm and Trusting			Horse is Calm, Trusting and Motivated			Horse is Calm, Trusting, Motivated and Willing		
RESPECT	Yes vs. No Speed of Response and quality	Horse responds to request at Phase 3-4			Responsive at Phase 2-3			Focused & Responsive at Phase 1-2			Communication is Subtle and Refined Horse is ready! Phase 1-2		
IMPULSION	Controlled forward energy Go=Whoa Relaxed & Responsive in forward energy	Demonstrated in: Walk (Phase 1-3)			Demonstrated in: Walk, Trot (Phase 1-3)			Demonstrated in: Walk, Trot, Canter, Back-up (Phase 1-2)			Demonstrated in: Forwards, Backwards, Right, Left all equal (Phase 1-2)		
FLEXION	The shape of the body for the level and the task – Laterally, Longitudinally & Vertically	Does the task in any shape			Laterally flexed 25% of time			Flexed Latitudinally & Longitudinally 60% of time			Flexed Latitudinal, Longitudinal, & Vertically 95% of time		
DRIVE	Quality of response to rhythmic pressure	Responds by Phase 4			Responds by Phase 3			Responds by Phase 2			Responds at Phase 1		
DRAW	Desire to come back	Responds by Phase 4			Responds by Phase 3			Responds by Phase 2			Responds at Phase 1 Wants to be there		
TECHNICAL	Correctness of technique. Hand, leg, rein positions, etc.	Technique correct is 50+% of the time			Technique correct is 70+% of the time			Technique correct is 80+% of the time			Technique correct is 90+% of the time		
TECHNIQUE	Appropriate technique for the level of task tried Expertise	Novice			Confident			Competent More graceful			Refined, Graceful		
ASSERTIVENESS	“Somewhere between aggressive and being a wimp.” Effective, just & kind Attitude of “It’s a game”	3 seconds between phases			Long Phase 1, quick 2, 3, 4			Game of Response			Intention visible		
OBEDIENCE	Positive Reflex vs. Opposition Reflex	50% of the time			70% of the time			80% of the time			90% of the time		
EXUBERANCE	Level of try & effort put into a positive response	0 - Minimal			Minimal - Moderate			Moderate			High		

	OVERALL DESCRIPTION	LEVEL 1			LEVEL 2			LEVEL 3			LEVEL 4		
		1	1+	1++	2	2+	2++	3	3+	3++	4	4+	4++
SAVVY	Knowing it by heart	Please see self assessment criteria for suggested level of competence/savvy in the 7 games											
FRIENDLY	Confidence, Trust, Relaxation & Calmness												
PORCUPINE	Appropriate response to steady pressure												
DRIVING	Appropriate response rhythmic pressure												
YO YO	Equal 'north and south' Straightness												
CIRCLING	A test of responsibility (vs. micromanagement)												
SIDEWAYS	Lateral mobility												
SQUEEZE	Over/Under/Through												

	OVERALL DESCRIPTION	LEVEL 1			LEVEL 2			LEVEL 3			LEVEL 4		
		1	1+	1++	2	2+	2++	3	3+	3++	4	4+	4++
OVERALL FEEL	Quality on degree of Feel "Of-For-Together"	Safe			Confident			Skilled			Expert		
ROPE HANDLING SKILLS	Smoothness & Organization Hands that close slowly and open quickly	Effective, Sometimes disorganized			Adequate			Competent			Excellent		

	OVERALL DESCRIPTION	LEVEL 1			LEVEL 2			LEVEL 3			LEVEL 4		
		1	1+	1++	2	2+	2++	3	3+	3++	4	4+	4++
FLUIDITY	Moving in unison with the horse & the horse with them Natural riders look like they are a part of the horse	0 - Minimum			Visible Minimum - Moderate			Sometimes Visible Moderate			Invisible High		
FOCUS	Looking where you want to go Clear leadership plan Plan, Eyes, Belly Button, Leg, Rein	N/A			60% of time			80% of time with eyes, belly button and legs			100% of time with eyes, belly button and legs		
FEEL	Feel of, Feel for, Feel together	N/A			Uses clear phases and releases after appropriate response			Subtle communication and direction			Elegant, subtle communication and direction		
TIMING	Not too early not too late	Rewards the Physical Action			Rewards the Physical & Emotional			Rewards the Physical, Emotional & Mental			Rewards the Thought (Mental)		
BALANCE	Centered	N/A			Walk - Trot			Trot - Canter Transitions Walk, Trot, Canter			Canter - Gallop Jumps, Laterals, Transitions Walk, Trot, Canter, Gallop		