



# A Natural Approach to Horse Training

## Official Liberty 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](mailto:Auditions@Parelli.com) or call us at 1-800-642-3335.

# liberty



## SELF-ASSESSMENT CHECKLIST

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
<b>Area</b>	Small pen, stall.	50 – 60' round corral.	Any size corral / arena.	Open Areas and round corrals.
<b>Lines</b>	12-foot Line with slack in it.	No line.	No line.	No line.
<b>Tools</b>	Carrot Stick, Savvy String.	Carrot Stick, Savvy String.	Carrot Stick, Savvy String, Flag ( <i>Carrot Stick with plastic bag</i> ).	Carrot Stick, Savvy String, Flag, Telescopic Flag.
<b>Zones</b> <i>Appropriate use of zones for directing and supporting aids; progressively advancing to more sensitive zones.</i>	Zones 1 & 2.	Zone 3.	Zones 4 & 5.	All Zones.
<b>Phases</b> 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. Moves feet as needed. Calm horse. PROMISE.	Phase 1 – 3. Long phase 1, quick 2, 3. Phase 4 should rarely be necessary. Use of expression, body language. Can stay in personal circle most of the time. Confident horse, no fear, no defensiveness. TELL.	Phase 1 – 2. Subtle communication and direction. Can stay in personal circle all the time. Attentive, responsive horse, positive expression. ASK.	Phase 1 – 2. Elegant, subtle communication and direction. Expressive horse. SUGGEST.

Liberty PATTERNS	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
<b>Circles</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Figure-8</b>			<input type="checkbox"/>	<input type="checkbox"/>
<b>Weave</b>			<input type="checkbox"/>	<input type="checkbox"/>
<b>Push a Ball</b>				<input type="checkbox"/>
<b>Obstacles</b>				<input type="checkbox"/>

**Liberty SKILLS  
SEVEN GAMES**

	<b>LEVEL 1</b>	<b>LEVEL 2</b>	<b>LEVEL 3</b>	<b>LEVEL 4</b>
<b>Friendly</b>	<input type="checkbox"/> Horse faces up, stands still to be approached in stall or paddock.	<input type="checkbox"/> Horse faces up and approaches you in stall or paddock. <input type="checkbox"/> Friendly with stick and ropes.	<input type="checkbox"/> Horse comes to you willingly. <input type="checkbox"/> Stand on tarp, pedestal. <input type="checkbox"/> Extreme Zone 1, 2 and 3.	<input type="checkbox"/> Horse comes positively to you at trot or canter. <input type="checkbox"/> Extreme Zone 4 and 5.
<b>Porcupine</b>	Not required.	<input type="checkbox"/> Lead with your hands on neck / jaw. <input type="checkbox"/> Move front end over. <input type="checkbox"/> Back horse away. <input type="checkbox"/> Lower head. <input type="checkbox"/> Lift tail. <input type="checkbox"/> Pick up feet.	<input type="checkbox"/> Lead backwards by tail. <input type="checkbox"/> Lead backwards by hind leg. <input type="checkbox"/> Lead by ear, chin. <input type="checkbox"/> Move hindquarters.	<input type="checkbox"/> Lead backwards by tail, make turns.
<b>Driving</b>	Not required.	<input type="checkbox"/> Drive backwards 12 feet. <input type="checkbox"/> Drive front end. <input type="checkbox"/> Stick to Me at walk and trot. <input type="checkbox"/> Drive hindquarters.	<input type="checkbox"/> Draw at walk. <input type="checkbox"/> Stick to Me at canter. <input type="checkbox"/> Stick to Me Transitions: walk, trot, canter, halt and back up.	<input type="checkbox"/> Exuberant draw. <input type="checkbox"/> Draw backwards from Zone 5. <input type="checkbox"/> Close range 360°s.
<b>YoYo</b>	Not required.	<input type="checkbox"/> Transitions: walk, trot.	<input type="checkbox"/> Transitions: halt, walk, trot, canter and back up.	<input type="checkbox"/> Transitions: halt to canter <input type="checkbox"/> Transitions: walk to canter.
<b>Circling</b>	Not required.	<input type="checkbox"/> 4 – 6 laps. <input type="checkbox"/> Walk and trot.	<input type="checkbox"/> 6 – 10 laps. <input type="checkbox"/> Walk, trot and canter. <input type="checkbox"/> Change of direction at canter with simple change (left and right). <input type="checkbox"/> 3 laps with a barrel obstacle. <input type="checkbox"/> Single spin. <input type="checkbox"/> Change of direction at trot.	<input type="checkbox"/> 10 – 20 laps. <input type="checkbox"/> Change of direction at canter with flying change (left and right). <input type="checkbox"/> Single spin slow. <input type="checkbox"/> Circle close, walk or trot. <input type="checkbox"/> Change of direction at walk. <input type="checkbox"/> Backwards half a lap.
<b>Sideways</b>	Not required.	Not required.	<input type="checkbox"/> Slow. <input type="checkbox"/> Sideways over barrel or log.	<input type="checkbox"/> Sideways towards. <input type="checkbox"/> Sideways from Zone 1.
<b>Squeeze</b>	Not required.	<input type="checkbox"/> 3-foot gap.	<input type="checkbox"/> Squeeze over barrel.	<input type="checkbox"/> Trailer load at walk or trot. <input type="checkbox"/> Stop half way over barrel jump and Sideways towards.
<b>Seven Games at Liberty</b>	Not required.	Not required.	<input type="checkbox"/> All Seven Games at Liberty. Change of direction optional, Extreme Friendly Game.	<input type="checkbox"/> Games 4, 5, 6 and 7 with obstacles.



# LIBERTY

Name: \_\_\_\_\_ arElla member #: \_\_\_\_\_

Horse: \_\_\_\_\_ Horsenality: \_\_\_\_\_ Age: \_\_\_\_\_

- LEVEL 3
- LEVEL 3+
- LEVEL 3++
- LEVEL 4
- LEVEL 4+
- LEVEL 4++

## RELATIONSHIP

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

## SAVVY

- Friendly
- Porcupine
- Driving
- Yo-Yo
- Circling
- Sideways
- Squeeze

## SKILLS

Overall Feel

### LEVEL 3 COMPULSORIES

### LEVEL 4 COMPULSORIES

**EQUIPMENT**  50ft - 60ft Round Corral  Round Pen & Large fenced area (min 150ftx150ft)

**OBSTACLES**  2 Barrels  2+ Barrels  
 Pedestal  Trailer

**TASKS**  Lead with your hands  Draw at Trot or Canter  
 Transitions  Lead by tail  
 Flying change both directions

**GAITS**  Walk  Walk  
 Trot  Trot  
 Canter  
 Back Up

**PATTERNS**  Circling Pattern at trot (left & right) with transitions & change of direction  Circling Pattern at canter (left & right) with transitions & change of direction  
 Figure 8 at walk  Figure 8 at trot or canter

**IN A ROUND PEN SHOW:**  All Seven Games in sequential order

**IN A LARGE FENCED ARENA SHOW:**  Stick to me in both eyes  
 Trailer Loading  
 Jump

### 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++
<b>RELATIONSHIP</b>	Putting the Relationship First	Safety			Fun			Excellent			Fundamentals of Performance		
<b>EXPRESSION</b>	Positive, connected, focused	Obedient & Attentive 50% of time			Responsive, Attentive & Connected			Willing, Focused, Attentive&Connected			Positive, Focused, Attentive&Connected		
<b>RAPPORT</b>	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		
<b>RESPECT</b>	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		
<b>IMPULSION</b>	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)		
<b>FLEXION</b>	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		
<b>DRIVE</b>	Quality of response to rhythmic pressure	Responds by Phase 4			Responds by Phase 3			Responds by Phase 2			Responds at Phase 1		
<b>DRAW</b>	Desire to come back	Responds by Phase 4			Responds by Phase 3			Responds by Phase 2			Responds at Phase 1 Wants to be there		
<b>TECHNICAL</b>	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		
<b>TECHNIQUE</b>	Appropriate technique for the level of task tried Expertise	Novice			Confident			Competent More graceful			Refined, Graceful		
<b>ASSERTIVENESS</b>	"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		
<b>OBEDIENCE</b>	Positive Reflex vs. Opposition Reflex	50% of the time			70% of the time			80% of the time			90% of the time		
<b>EXUBERANCE</b>	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		