



A Natural Approach to Horse Training

Official On Line 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.

on line



SELF-ASSESSMENT CHECKLIST

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Lines	12-foot Line.	22-foot Line.	45-foot Line.	6-foot Line / 45-foot Line.
Tools	Carrot Stick, Savvy String, Basic Skills.	Carrot Stick, Savvy String.	Carrot Stick, Savvy String, Flag (plastic bag on Carrot Stick).	Neck Rope / Flank Rope, Long Reins, Carrot Stick, Savvy String, Flag.
Zones <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.
Overall	Safe	Confident	Skilled	Expert
Phases <i>1. Minimum, subtle. 2. Soft but more pronounced. 3. Firmer. 4. Firmest/Effective. 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. Calm horse. PROMISE.	Phase 1 – 3. Long Phase 1, quick 2, 3. Effective Phase 4 should rarely be necessary. Use of expression, body language. Confident horse, no fear, no defensiveness. TELL.	Phase 1 – 2. Subtle communication and direction. Attentive, responsive horse, positive expression. ASK.	Phase 1 – 2. Elegant, subtle communication and direction. Expressive horse. SUGGEST.

On Line PATTERNS	LEVEL 1 (medium short range)	LEVEL 2 (medium long range)	LEVEL 3 (long range)	LEVEL 4 (long range/long reins)
Touch It	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Figure-8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Weave		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Circles		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Push a Ball		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Obstacles		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

On Line SKILLS SEVEN GAMES

Friendly

Horse is confident and relaxed. No tension.

LEVEL 1 (usually)

- Rub horse all over with Carrot Stick (hind legs optional).
- Toss rope/Carrot Stick and String over neck and back 6 times, horse relaxed (no tension) and standing still.
- Massage front legs.
- Haltering with Savvy.

LEVEL 2 (mostly)

- Rub hind legs with Carrot Stick.
- Stand in Z3 and toss rope over head and back, front legs, hind legs, helicopter.
- Flapping rain coat.
- Umbrella opening and closing.
- Cross tarp.
- Front feet on pedestal.
- Scratch itchy spots around udder, sheath.
- Ball-move and bounce, while walking away.
- Massage tail.

LEVEL 3

- Extreme Helicopter.
- Slap ground 6 times hard with Carrot Stick and String.
- Rub and shake flag (plastic bag on Carrot Stick).
- Stand on pedestal.
- Hind feet on pedestal.
- Massage with clippers.
- Toothpick on neck, turns neck to you, softens (needle simulation).
- Massage inside ear (not deep!).
- Ball on horse.

LEVEL 4 (always)

- Swing rope or Carrot Stick and String overhead (Extreme Helicopter) standing in Zone 5.
- Play Friendly Game in Zone 1 from Zone 5.
- One foot on an object.
- Bounce ball on horse.
- Slap ground 6 times with Carrot Stick from Zone 5.

Porcupine

Appropriate response to feel or pressure, no fear, no resistance/opposition reflex.

- Move hindquarters full circle, both sides.
- Move forequarters full circle, both sides.
- Back up from nose (Zone 1) and chest (Zone 2).
- Lower head.

- Move sideways (keep your feet still).
- Lift and lead by front leg.
- Teach horse to stand on 3 legs (hold each leg up for 30 seconds).
- Pick up four feet from one side.
- Lift tail.

- Lead backwards by tail.
- Lead backwards by hind leg.
- Lead by ear.
- Lead by chin.
- Hold tongue.
- Lead by mane.

- Lead backwards by tail using just a few hairs (min. 10 steps).

Driving

Appropriate response to suggestion without touching. Line is used as safety net, has slack in it most of the time. Equalize Drive and Draw.

- Point A to Point B, 12-foot Line, Zone 2.
- Draw towards you, flowing hands on rope.
- Backwards from chest.

- Point A to Point B, 22-foot Line.
- Stick to Me at walk and trot, Zone 2.
- HQ & FQ yield 360°.
- Tap to lift feet.

- Point A to Point B, 45-foot Line.
- Stick to Me- move over, slow and fast
- Drive from Zone 5: one rein.

- Long reins- walk, trot, canter, turn, back up.
- Stick to Me- simple lead changes (mirror me).

YoYo

Forwards and backwards are equalized, away and towards and in transitions between gaits, and building to 'collection'.

- Back and forwards through gate.
- Walk, back up (keep horse out of personal space, teach to stop and yield).

- Up and down hills.
- Over pole.
- Back and forth from Zone 3.
- Back into/out of stall.

- Back and draw towards you (45-foot Line).
- Jump towards you, stop, back to obstacle.
- One hind leg or front leg over a pole.

- Long reins- transitions between gaits.
- Select leads at canter.

Circling

Demonstrate 'responsibility,' keep feet still unless doing Traveling Circles.

Not required.

- 4 – 6 laps, trot, canter.
- 2 – 4 laps maintaining gait at walk and trot.
- Change direction at trot.
- Traveling circles.
- Obstacles and maintain gait.
- Log / barrels - look where you are going.

- 6 – 10 laps at canter.
- 2 – 4 laps maintaining gait at trot and canter.
- Walk, trot, canter transitions.
- Simple change of direction at canter.
- 'S' patterns.
- Falling Leaf.
- Obstacles, hills, maintain gait.

- 10 - 20 laps, all gaits.
- Flying change of direction at canter.
- Flank Rope, 12-foot Line
- Back up 1-2 laps, 12-foot Line.
- Decreasing and increasing circles.
- Spin and go.

Sideways

Moving the horse laterally, sideways has many forms: sidepass, isolations (haunches in, shoulder in), and flexions (half pass).

- Slow with a fence, both ways.

- Medium speed.
- Sideways over a pole or log.
- Sideways to fence (for mounting).
- Sideways without fence.

- Fast (on 22 or 45-foot Line).
- Sideways towards you slow.
- Sideways over a barrel or log.
- Along log or fence, (keep your feet still).

- Lateral Maneuvers: Zone 5
- Sideways towards you medium to fast.
- Sideways over barrel or log, yield away and toward.

Squeeze

Teach horses to overcome claustrophobic nature, gain confidence in small spaces. Learn Squeeze Pattern.

- Through 4 foot gap.
- Sniff the trailer.

- Jumps to 2 foot 6 inches (barrels).
- Through 3 foot gap.
- Zone 3 next to trailer.

- Jumps to 3 feet, multiple obstacles.
- Trailer load.
- Trailer load from fender.
- Forwards under a low hanging tarp.
- One foot on a pole.
- Jump single barrel laying down.

- Jump upright barrels or double down barrels (according to ability of horse).
- Trailer load from the rear tire.
- Backwards under tarp.
- Stop half way over log or barrel jump.
- Straddle a pole lengthwise.



ON LINE

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

PRE - L1	LEVEL 1	LEVEL 1+	LEVEL 1++	LEVEL 2	LEVEL 2+	LEVEL 2++	LEVEL 3	LEVEL 3+	LEVEL 3++	LEVEL 4	LEVEL 4+	LEVEL 4++
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RELATIONSHIP

Expression	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rapport	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Respect	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Impulsion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Flexion	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Drive	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Draw	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Technical	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Technique	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Assertiveness	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Obedience	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Exuberance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Positive reflex	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SAVVY

Friendly	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Porcupine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Driving	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Yo-Yo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Circling	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Sideways	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Squeeze	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

SKILLS

Rope Handling Skills	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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LEVEL 1 - LEVEL 2 COMPULSORIES

Complete all red tasks for Level 1 & Level 2
 Include blue tasks for Level 2

LEVEL 3 - LEVEL 4 COMPULSORIES

Complete all green tasks for Level 3 & Level 4
 Include black tasks for Level 4

EQUIPMENT	L1 <input type="checkbox"/> 12ft Line L2 <input type="checkbox"/> 22ft Line - must use full length of rope	L3 <input type="checkbox"/> 22ft or 45ft Line - must use full length of rope L4 <input type="checkbox"/> 45ft Line & Long Reins (show both)
OBSTACLES	<input type="checkbox"/> 2 Barrels	<input type="checkbox"/> 4 Barrels <input type="checkbox"/> Trailer <input type="checkbox"/> Pedestal
TASKS	<input type="checkbox"/> Friendly Game using carrot stick & string <input type="checkbox"/> Massage front & hind legs <input type="checkbox"/> Jog ahead of your horse, so your horse trots stop and backup	<input type="checkbox"/> Extreme Friendly Game <input type="checkbox"/> Lead by Tail <input type="checkbox"/> Transitions L4 <input type="checkbox"/> Flying Change on 45ft line each direction
GAITS	<input type="checkbox"/> Back Up <input type="checkbox"/> Halt <input type="checkbox"/> Walk <input type="checkbox"/> Trot	<input type="checkbox"/> Back Up <input type="checkbox"/> Halt <input type="checkbox"/> Walk <input type="checkbox"/> Trot <input type="checkbox"/> Canter
PATTERNS	<input type="checkbox"/> Touch it with nose <input type="checkbox"/> Figure 8 at walk L2 <input type="checkbox"/> Touch it with feet <input type="checkbox"/> Figure 8 at trot	<input type="checkbox"/> Weave at Trot <input type="checkbox"/> Obstacles L4 <input type="checkbox"/> Canter 4 circles in each direction using the full length of the 45 line.

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		
EXUBERENCE	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		