



## SELBSTBEURTEILUNGS - CHECKLISTE

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
<b>Seile</b>	3.7m-Seil	7m-Seil	12m-Lasso	2m-String/12m-Lasso
<b>Werkzeuge</b>	Stick, Savvy String, Grundkenntnisse	Stick, Savvy String.	Stick, Savvy String, Fahne (Plastiktüte an Carrot Stick).	String um Hals / Flanke Stick, Savvy String, Fahne.
<b>Zonen</b> <i>Angemessene Verwendung von Zonen für weisende und unterstützende Hilfen; progressives Fortschreiten in sensiblere Zonen</i>	Zonen 1 & 2.	Zone 3.	Zonen 4 & 5.	Alle Zonen.
<b>Allgemein</b>	Sicher	Zuversichtlich	Erfahren	Experte
<b>Phasen</b> <i>1. Minimum, fein 2. Sanft aber nachdrücklicher 3. Fester 4. Fest. Timing: Lange Phase 1; Hände die langsam schliessen und schnell öffnen.</i>	Phase 1 – 4 falls nötig. Gerechte Einstellung. Hände schliessen langsam und öffnen schnell Timing beim nachgeben für angemessene Antwort. Regelmässige Verwendung der Phasen, nicht zu schnell. Ruhiges Pferd. VERSPRECHE.	Phasen 1 – 3. Lange Phase 1, schnell bis zu 3, 4 selten nötig. Nutzen des Ausdrucks, Körpersprache. Zuversichtliches Pferd, keine Angst, keine Abwehr. BESTIMME.	Phasen 1 – 2. Feine Kommunikation und Weisung. Aufmerksam-sames, reagierndes Pferd, positiver Aus-druck. FRAGE.	Phasen 1 – 2. Elegante, feine Kommunikation und Weisung. Ausdrucksstarkes Pferd. SCHLAGE VOR.

On Line PATTERNS	LEVEL 1 (eher kurzer Abstand)	LEVEL 2 (eher grosser Abstand)	LEVEL 3 (grosser Abstand)	LEVEL 4
<b>Berühre-es</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>8er-Figuren</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Slalom</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Zirkel</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Stoss-den-Ball</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Objekte</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

<b>On Line SKILLS SEVEN GAMES</b>	<b>LEVEL 1 (gewöhnlich)</b>	<b>LEVEL 2 (meistens)</b>	<b>LEVEL 3</b>	<b>LEVEL 4 (immer)</b>
<p><b>Friendly Game</b> Freundschaftsspiel</p> <p><i>Pferd ist zuversichtlich und entspannt. Keine Anspannung.</i></p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Streichle Pferd überall mit Stick (Hinterbeine freiwillig)</li> <li><input type="checkbox"/> Werfe Seil/Stick mit String 6mal über den Hals und zurück, Pferd entspannt und steht still.</li> <li><input type="checkbox"/> Vorderbeine massieren</li> <li><input type="checkbox"/> Halftern mit Savvy</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Berühre Hinterbeine mit Stick</li> <li><input type="checkbox"/> Stehe in Zone 3 und werfe Seil über Kopf und zurück, Vorder-/Hinterbeine, Helikopter</li> <li><input type="checkbox"/> Regenjacke schütteln</li> <li><input type="checkbox"/> Schirm öffnen und schliessen</li> <li><input type="checkbox"/> Überquere Plane</li> <li><input type="checkbox"/> Vorderhufe auf Podest</li> <li><input type="checkbox"/> Kratze juckende Stellen um Euter/Schlauch</li> <li><input type="checkbox"/> Ball bewegen und hüpfen lassen, während Du weggehst</li> <li><input type="checkbox"/> Schweif massieren</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Extrem-Helikopterschlage 6x hart mit Stick/String auf den Boden.</li> <li><input type="checkbox"/> Streichle mit Fahne und schüttle sie (Plastiktüte an Stick)</li> <li><input type="checkbox"/> Stehe auf Podest</li> <li><input type="checkbox"/> Hinterfüsse auf Podest</li> <li><input type="checkbox"/> Massage mit Pferdescher-Gerät</li> <li><input type="checkbox"/> Zahnstocher am Hals, biegt Hals zu dir, entspannt. (Nadel-Simulation)</li> <li><input type="checkbox"/> Massiere im Ohr (nicht tief!)</li> <li><input type="checkbox"/> Ball auf Pferd.</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Schwinge Seil oder Stick/String über Kopf, in Zone 5 stehend.</li> <li><input type="checkbox"/> Spiel Friendly Game in Zone 1 aus Zone 5</li> <li><input type="checkbox"/> Ein Huf auf Objekt</li> <li><input type="checkbox"/> Lass Ball auf dem Pferd hüpfen</li> <li><input type="checkbox"/> Schlage den Boden 6x mit Stick/String aus Zone 5</li> </ul>
<p><b>Porcupine</b> Stachelschwein</p> <p><i>Angemessene Antwort auf Gefühl oder Druck, keine Angst, keine Widerständigkeit/ Oppositionsreflex</i></p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Bewege Vorhand und Hinterhand eine volle Drehung</li> <li><input type="checkbox"/> Rückwärts an Nase (Zone 1) und Brust (Zone 2)</li> <li><input type="checkbox"/> Kopfsenken</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Seitwärts gehen (halte Füsse still)</li> <li><input type="checkbox"/> Anheben und Führen am Vorderbein</li> <li><input type="checkbox"/> Lehre Pferd auf drei Beinen zu stehen (halte jedes Bein 30s hoch)</li> <li><input type="checkbox"/> Alle Hufe heben von einer Seite</li> <li><input type="checkbox"/> Schweif heben</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Führe rückwärts am Schweif</li> <li><input type="checkbox"/> Führe rückwärts am Hinterbein</li> <li><input type="checkbox"/> Führe am Ohr</li> <li><input type="checkbox"/> Führe am Kinn</li> <li><input type="checkbox"/> Halte Zunge</li> <li><input type="checkbox"/> Führe an der Mähne</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Führe rückwärts am Schweif, an nur einigen wenigen Haaren (mind. 10 Schritte)</li> </ul>
<p><b>Driving</b> Fahren, rythm. Druck</p> <p><i>Angemessene Antwort auf Aufforderung ohne Berührung. Seil wird als Sicherheitsnetz verwendet, hängt meist durch. Wegschicken und Heranholen gleichwertig.</i></p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Punkt A zu Punkt B, 3.7m-Seil, Zone 2.</li> <li><input type="checkbox"/> Heranholen zu Dir, fließende Hände am Seil.</li> <li><input type="checkbox"/> Rückwärts ab Brust</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Punkt A zu Punkt B, 7m-Seil.</li> <li><input type="checkbox"/> Bleib-bei-mir in Schritt und Trab, Zone 2.</li> <li><input type="checkbox"/> VH- und HH-Wendung 360°</li> <li><input type="checkbox"/> Antippen um Hufe anzuheben</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Punkt A zu Punkt B, 12m-Lasso.</li> <li><input type="checkbox"/> Bleib-bei-mir (Gehr rüber, langsam und schnell)</li> <li><input type="checkbox"/> Fahren aus Zone 5: ein Zügel</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> lange Zügel: Schritt, wenden, rückwärts</li> <li><input type="checkbox"/> Bleib-bei-mir, einfache Wechsel (spiegle mich)</li> </ul>
<p><b>YoYo JoJo</b></p> <p><i>Vorwärts und rückwärts sind gleichwertig, beim Wegschicken und Heranholen und ich Übergängen zwischen Gangarten, und bilden 'Versammlung'</i></p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Rückwärts und Vorwärts durch Tor</li> <li><input type="checkbox"/> Schritt, Rückwärts (behalte Pferd ausserhalb des persönlichen Bereichs, lehre es zu halten und zurückzuweichen)</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Hügel rauf und runter über Stange</li> <li><input type="checkbox"/> Vor und zurück aus Zone 3</li> <li><input type="checkbox"/> Rückwärts in den / aus dem Stall, Halfter anbieten</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Zurück und heran zu Dir (12m Lasso)</li> <li><input type="checkbox"/> Sprung zu Dir, Stop, Rückwärts zu Hindernis</li> <li><input type="checkbox"/> Ein Hinterbein und Vorderbein über Stange</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Lange Zügel, Übergänge zwischen Gangarten</li> <li><input type="checkbox"/> Wähle Links-/ Rechtsgalopp</li> </ul>
<p><b>Circling</b> Zirkelspiel</p> <p><i>Demonstriere "Verantwortung", halte Füsse still, ausser bei Wanderzirkeln.</i></p>	<p>nicht verlangt</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> 4-6 Runden, Trab, Galopp</li> <li><input type="checkbox"/> Richtungswechsel im Trab</li> <li><input type="checkbox"/> Wanderzirkel</li> <li><input type="checkbox"/> Objekte mit Gangart beibehalten</li> <li><input type="checkbox"/> Stamm / Fass – schau wo du hintrittst</li> <li><input type="checkbox"/> 2-4 Runden ohne Gangart brechen im Schritt und Trab</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> 6-10 Runden Galopp</li> <li><input type="checkbox"/> Schritt-, Trab-, Galopp-Übergänge</li> <li><input type="checkbox"/> Einfache Galoppwechsel</li> <li><input type="checkbox"/> "S"-Figur</li> <li><input type="checkbox"/> Fallendes Blatt</li> <li><input type="checkbox"/> Objekte, Hügel: Gangart beibehalten</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> 10-20 Runden</li> <li><input type="checkbox"/> Fliegende Richtungswechsel im Galopp</li> <li><input type="checkbox"/> Flankenseil, 3.7m-Seil</li> <li><input type="checkbox"/> Rückwärts 1-2 Runden, 3.7m-Seil</li> <li><input type="checkbox"/> Zirkel verkleinern und vergrössern</li> <li><input type="checkbox"/> Spin und vorwärts</li> </ul>
<p><b>Sideways</b> Seitwärts</p> <p><i>Pferd seitlich bewegen, hat viele Formen: Seitwärts, Isolationen (Schulter/Hüfte herein), und Beigungen: Traversalen</i></p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> langsam mit Zaun, beide Richtungen</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Mittelschnell</li> <li><input type="checkbox"/> Seitwärts über Stange oder Stamm</li> <li><input type="checkbox"/> Seitwärts zum Zaun (fürs Aufsteigen)</li> <li><input type="checkbox"/> Seitwärts ohne Zaun</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> schnell (an 7m-Seil oder 12m-Lasso)</li> <li><input type="checkbox"/> Seitwärts zu Dir, langsam</li> <li><input type="checkbox"/> Seitwärts über Fass oder Stamm</li> <li><input type="checkbox"/> Entlang Stamm oder Zaun, halte Deine Füsse still</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Traversalen</li> <li><input type="checkbox"/> Seitwärts zu Dir, mittel bis schnell</li> <li><input type="checkbox"/> Seitwärts über Fass oder Stamm, weg von dir und zu dir hin.</li> </ul>
<p><b>Squeeze</b> Engpass</p> <p><i>Lehre Pferde ihre klaustrophobische Natur zu überwinden, erlange Vertrauen an engen Stellen. Lerne Engpass-Pattern</i></p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Durch 120cm-Lücke</li> <li><input type="checkbox"/> Beschnuppere Pferdetransporter</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Sprung 75cm (Fässer)</li> <li><input type="checkbox"/> Durch 90cm-Lücke</li> <li><input type="checkbox"/> Zone 3 am Pferde-Transporter</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Sprünge bis 90cm, mehrere Hindernisse in Hänger verladen</li> <li><input type="checkbox"/> Verladen v. Kotflügel</li> <li><input type="checkbox"/> Vorwärts unter tief hängender Plane</li> <li><input type="checkbox"/> Ein Fuss auf Stange</li> <li><input type="checkbox"/> Sprung über einzeln liegendes Fass</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Stehende oder doppelt liegende Fässer springen (nach Fähigkeit des Pferdes)</li> <li><input type="checkbox"/> Verladen v. Hinterrad</li> <li><input type="checkbox"/> Rückwärts unter Plane</li> <li><input type="checkbox"/> Stop über Fass/ Stamm (halb rüber)</li> <li><input type="checkbox"/> Rittlings über Stange</li> </ul>



# 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 required 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. Log in to the Savvy Club website <https://members.parelli.com/> and click on the "My Auditions" tab on the left-hand side of your screen. If an audition has not been purchased, this tab is not visible. NOTE: It may take up to 24 hours for your audition to appear in your My Auditions tab in the Savvy Club.
5. Fill out the submission form and select the desired Savvy and Level:  
**(Only one Savvy and Level can be submitted per application.)**
  - a. **Savvy**- On Line, FreeStyle, Liberty, or Finesse.
  - b. **Level**- Level 1, Level 2, Level 3, or Level 4.

6. 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 may increase the response time.
7. Include a link for your Audition video. YouTube.com is preferred.

## **Questions:**

Email: Auditions@Parelli.com

## **Who assesses your audition?:**

Auditions received are assessed by Lauren Barwick under the direction of Pat Parelli.

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

Parelli Natural Horsemanship  
Attn: Auditions  
PO Box 3729  
Pagosa Springs, CO 81147 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.

Please remember that you can download your own certificate for successful Self-Assessments from the Savvy Club website: [www.parellisavvyclub.com](http://www.parellisavvyclub.com).

*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 applicable, copy and paste into your email).
- 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 Savvy Club 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 <http://professionals.parelli.com/professionals/> to locate one to help you.
- For the fastest turnaround time, upload your video to youtube.com and submit your application through the Savvy Club site.
- 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 or 970-731-9400.



# ON LINE

Name: \_\_\_\_\_ Parelli member #: \_\_\_\_\_ Date: \_\_\_\_\_  
 Horse: \_\_\_\_\_ Horseness: \_\_\_\_\_ 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												
Rapport												
Respect												
Impulsion												
Flexion												
Drive												
Draw												
Technical												
Technique												
Assertiveness												
Obedience												
Exuberance												
Positive reflex												

## SAVVY

Friendly												
Porcupine												
Driving												
Yo-Yo												
Circling												
Sideways												
Squeeze												

## SKILLS

Rope Handling Skills												
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### LEVEL 1 - LEVEL 2

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

### LEVEL 3 - LEVEL 4

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

- |                  |   |   |
|------------------|---|---|
| <b>EQUIPMENT</b> | L1 <input type="checkbox"/> 12ft Line<br>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<br>L4 <input type="checkbox"/> 45ft Line & Long Reins (show both)  |
| <b>OBSTACLES</b> | <input type="checkbox"/> 2 Barrels  | <input type="checkbox"/> 4 Barrels<br><input type="checkbox"/> Trailer<br><input type="checkbox"/> Pedestal   |
| <b>TASKS</b>     | <input type="checkbox"/> Friendly Game using carrot stick & string<br><input type="checkbox"/> Massage front & hind legs<br><input type="checkbox"/> Trot to Back Up                    | <input type="checkbox"/> Extreme Friendly Game<br><input type="checkbox"/> Lead by Tail<br><input type="checkbox"/> Transitions<br>L4 <input type="checkbox"/> Flying Change on 45ft line |
| <b>GAITS</b>     | <input type="checkbox"/> Back Up<br><input type="checkbox"/> Halt<br><input type="checkbox"/> Walk<br><input type="checkbox"/> Trot   | <input type="checkbox"/> Back Up<br><input type="checkbox"/> Halt<br><input type="checkbox"/> Walk<br><input type="checkbox"/> Trot<br><input type="checkbox"/> Canter                    |
| <b>PATTERNS</b>  | <input type="checkbox"/> Touch it with nose<br><input type="checkbox"/> Figure 8 at walk<br>L2 <input type="checkbox"/> Touch it with feet<br><input type="checkbox"/> Figure 8 at trot | <input type="checkbox"/> Weave<br><input type="checkbox"/> Obstacles<br>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++
<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		