



*The Ultimate Way To Train Your Horse*

# Parelli Levels Pathway

## **Contents:**

- Overview of the Parelli Program
- How to Develop in Four Savvys
  - The Self-Assessments
  - The Official Audition

*Effective 5/1/09*

# Overview of the Parelli Program



*The Ultimate Way To Train Your Horse*

***Savvy is knowing something by heart, until it becomes second nature.  
We help you learn true Savvy, not just techniques.***

The Parelli Program is primarily a learn-at-home scenario, from the ground to riding, from beginner to professional.

Through the aid of our study materials of DVDs and exercise Patterns, self tracking assessments and optional official auditions...all Four Savvys are possible to learn completely from home:

- On Line
- FreeStyle
- Liberty
- Finesse

For more help, or to accelerate your progress there is a wealth of support in the Savvy Club – the Savvy Vault of information with thousands of questions and answers, articles, video clips, TV shows, a help line, courses and qualified instructors. Your password is your passport to everything Parelli.

The basic concept is to start on the ground where you learn safety and competent handling skills and progress from there to additional Savvy in riding and Liberty.

Your previous experience with horses, your talent or confidence level, riding abilities, goals and amount of time you get to spend with your horse are factors that determine how quickly you will progress through the program. And you don't need to rush! This is a self-paced program.

Parelli stands out for its dedication to the horse as a partner, and there are three laws that guide you through every step of the program:

**1. Put the relationship with your horse first.**

Gaining and preserving our horse's trust and confidence comes before your goal, but contributes to achieving your goal in ways you cannot imagine. In order to have an outstanding relationship you need to appreciate each horse as an individual, and you learn this through the study of Horsenality™ – the ultimate key to reading and understanding horses.

**2. Develop expertise in Four Savvys.**

Through the Four Savvys we teach you how to become safe, confident, skilled, even expert in every area with a horse both on the ground and riding. This applies to the recreational rider as much as the professional trainer or competitor. It is the ultimate way to develop a horse, and a horseman.

- a. On Line – mastering language, leadership and ground handling.
- b. FreeStyle – the art of developing a truly independent seat, and a confident horse.
- c. Liberty – mastering communication with horses at Liberty, in the round pen and beyond.
- d. Finesse – the art of riding with precision, grace and collection.

*(Please note that if you don't ride, you will focus on On Line & Liberty)*

**3. Commit to never ending self-improvement.**

Horses have the capacity to draw out every weakness, every strength and every emotion in a human. They also teach us to be the best 'me' we can be. When you are green, you're growing but when you're ripe you're rotten. Horsemen constantly strive to be a little better every day, to learn something new, discover more about your potential and grow your relationship and skills with your horse.

## **Learning Parelli**

Step by step, level by level you will make astonishing progress with your horse and overcome all your problems...if you follow the program.

This is not about quick fixes; it's about developing real savvy with horses.

At the start of each Savvy, there are two DVDs and a set of positive patterns or exercises to do at the first level and beyond.

## **DVDs**

First learn the concepts in each Savvy. This gives you the essential theory, demonstration and picture of what to do.

## **Parelli Patterns**

This is the training blueprint, the exercises to do with your horse in each Savvy from Levels 1 – 4.

## **Resources**

When you have a question, or you want to study and research more, the Savvy Club Vault has a vast digital library for unlimited access - you get the answers or the support you need, when you need it.

The vault contains a virtual goldmine of answers to questions, articles and video clips of all the tasks you need to learn to do with your horse, level by level.

## **Pathway & Measurement**

As you saw on the diagram, the order in which to develop your Savvy is on the ground at first, then progress to riding. As you complete each level of Savvy, track your progress by taking the Parelli Self-Assessment. Then download your own certificate to commemorate your completion.

There are 16 certificates to earn: four levels in Four Savvys.

You don't have to measure yourself but it's highly recommended, as you need to know where you started and how well you're doing.

You also have the option to take an Audition at certain levels for official certification.

Details follow...

## **Parelli Official Certification Program**

Parelli is for recreational riders all the way to high-level performance and professional careers.

The Parelli Levels measure your level of communication with horses in one, two, three or all four Savvys. How far you want to go is entirely up to you and the goals you have: to be safe, confident, dedicated to excellence, pursue mastery or have a career as an instructor or trainer...

There are two ways to assess – official audition or by self-assessment.

More and more, employers and trainers in the horse industry are looking for Parelli certified graduates. Horses are being valued with a certain level of Parelli training, and Parelli Professional Instructors and Trainers are some of the most highly respected professionals in the industry, pursuing their passion with horses and having a rewarding career doing what they love.

# How to Develop in Four Savvys



*The Ultimate Way To Train Your Horse*

# Parelli Levels Pathway

## Details and Study Material



**Level 1 - Finesse**  
Begin Finesse Tasks as stated in the Self Assessment Check List.  
*No Patterns until Level 2.*

Progress to Level 2 and Self Assess for Level 1.

**Level 2 - Finesse**  
**Starter Kit:**  
2 DVDs - Collection & Lead Changes  
Finesse Patterns.  
Begin Level 2 Finesse Patterns & Tasks.

Progress to Level 3 and Self Assess for Level 2.

**Level 3 - Finesse**  
Continue with Level 3 Patterns and Tasks  
*Add Cradle Bridle*

Progress to Level 4 and Self Assess for Level 3.

**Level 4 - Finesse**  
Continue with Level 4 Patterns and Tasks

**Self Assess for Level 4 & Audition for official Level 4.** When you have official Level 4 in all Four Savvys you will earn your **Black String!**

**Level 1 - Liberty**  
Begin Liberty Tasks as stated in Self Assessment Check List.  
*No Patterns until Level 2.*

Progress to Level 2 and Self Assess for Level 1.

**Level 2 - Liberty**  
2 DVDs - Natural Attraction & Beyond the Round Pen  
Liberty Patterns  
50 ft Round corral (wooden, tape, or Parelli Play Pen from Priefert).  
Begin Liberty Patterns and Tasks

Progress to Level 3 and Self Assess for Level 2.

**Level 3 - Liberty**  
Continue with Level 3 Patterns and Tasks

Progress to Level 4 and Self Assess for Level 3. Audition for Level 3 in the 3 Savvys of On Line FreeStyle and Liberty you will earn your **Green String!**

**Level 4 - Liberty**  
Continue with Level 4 Patterns and Tasks

**Self Assess for Level 4 & Audition for official Level 4.**

**Level 1 - FreeStyle**  
2 DVDs - Safe Ride & Fluidity.  
FreeStyle Patterns  
Natural Hackamore or Snaffle bridle.  
Use your On Line Patterns as a warm up for your riding in FreeStyle Patterns

Self Assess for Level 1 FreeStyle and progress to Level 2.

**Level 2 - FreeStyle**  
Continue with FreeStyle Patterns and Tasks  
Add Carrot Stick (which you should already have)  
No required DVDs.  
Optional DVD for trail riders: Ride Out, Savvy on the Trail.

Progress to Level 2 and Self Assess for Level 2. Audition for official Level 2 & Blue String (with Level 2 On Line)

**Level 3 - FreeStyle**  
Continue with FreeStyle Patterns and Tasks  
2nd Carrot Stick required + Bareback Pad.  
You're heading for bridleless now!

Progress to Level 3 and Self Assess for Level 3. Audition for official Level 3.

**Level 4 - FreeStyle**  
Continue with Level 4 FreeStyle Patterns and Tasks

**Self Assess for Level 4 & Audition for official Level 4**

**Level 1 - On Line**  
2 DVDs - Seven Games & Horsemanship, Parelli On Line Patterns  
Halter, 12-foot Line, Carrot Stick and Savvy String.  
For help go to Savvy Club site and search for answers, articles, video clips, etc. Send an email if you don't find what you need. Gold Savvy Club Members can use the Gold Hotline.

Progress to Level 2 and Self Assess for Level 1. Audition for official Level 1.

**Level 2 - On Line**  
Continue with On Line Patterns. 22-foot Line  
No new DVDs required  
When you are approx. half way through the Level 2 Patterns and feel ready for more, you can begin the FreeStyle Savvy.

Self Assess for Level 2 and progress to Level 3. Audition for official Level 2 On Line.

**Level 3 - On Line**  
Continue with On Line Patterns and Tasks.  
45-foot Line  
No new DVDs required.  
Optional: DVD course "Liberty & Horse Behavior" for indepth study.

Progress to Level 3 and Self Assess for Level 3. Audition for official Level 3 On Line.

**Level 4 - On Line**  
Continue with On Line Patterns and Tasks.  
No new DVDs or equipment required.

**Self Assess and Audition for official Level 4 On Line.**

**Self Assess**  
There are a total of 16 Self Assessment Certificates to gain.

**Official Audition**  
There are 4 Horseman awards to gain signified by a colored Savvy String & Official Certificate:

**On Line**  
at Level 1 = **Red String**

**On Line + FreeStyle**  
at Level 2 = **Blue String**

**On Line+FreeStyle+Liberty**  
at Level 3 = **Green String**

**On Line+FreeStyle+Liberty+Finesse**  
at Level 4 = **Black String**

Start Here

**What the diagram shows you is this pathway: You start with one Savvy and gradually add another at strategic times until you are developing in all four.**

### **STEP 1.**

The first Savvy is On Line, on the ground.

*You'll need:*

Savvy Club Membership (which you can upgrade to Silver or Gold level)

2 DVDs – The Seven Games & Horsenality

The On Line Patterns

+ the necessary equipment: Halter, 12-foot Line, Carrot Stick & String

### **STEP 2.**

When you get half way through the Level 2 Patterns On Line, you will be ready for the next Savvy – FreeStyle if you wish to ride, or Liberty if you want to stay on the ground (don't ride, have a young horse, etc.) see Step 3.

*You'll need:*

2 DVDs – Safe Ride & Fluidity

The FreeStyle Patterns

+ the necessary equipment: Natural Hackamore (or simple snaffle bridle), a saddle, your Carrot Stick (*for Level 2*).

When you are playing in two Savvys, you'll use your On Line Patterns to warm up for your riding activities and FreeStyle Patterns.

If you are a trail rider you'll be interested in the DVD: Ride Out–Open Areas & Trails. And for more information on different Horsenalties the DVD: Calm Ride–Impulsion will be most interesting.

### **STEP 3.**

When you get to Level 2 with your second Savvy (while still progressing with the first), you'll be ready to take on a 3rd Savvy: *Liberty*.

*You'll need:*

2 DVDs – Natural Attraction & Beyond the Round Pen (the Seven Games at Liberty)

The Liberty Patterns

+ the necessary equipment: a 50' round corral which you can make out of panels (Priefert PlayPen) or electric fence (without the electricity!) You will also need your halter, 12-foot Line, 22-foot Line, 45-foot Line and Carrot Stick & String, which you already have.

The beauty of now doing 3 Savvys is that you have so much you can do with your horse. You can play on the ground, at Liberty and riding! Things become much more interesting for you, for your horse and your skills and savvy are growing measurably and problems are a thing of the past.

**STEP 4.**

When you get to Level 2 with your third Savvy (while still progressing with the first two), you'll be ready to take on a 4th Savvy: *Finesse*.

*You'll need the Finesse Kit, which includes:*

2 DVDs – Natural Collection & The Secret of Lead Changes

The Finesse Patterns

+ the necessary equipment: The Parelli-Myler Cradle bridle (which makes riding with contact much easier for both you and your horse) and a saddle.

# The Self-Assessments



*The Ultimate Way To Train Your Horse*

# on line



## SELF-ASSESSMENT CHECKLIST

	<b>LEVEL 1</b>	<b>LEVEL 2</b>	<b>LEVEL 3</b>	<b>LEVEL 4</b>
<b>Lines</b>	12-foot Line.	22-foot Line.	45-foot Line.	Savvy String / 45-foot Line.
<b>Tools</b>	Carrot Stick, Savvy String, Basic Skills	Carrot Stick, Savvy String.	Carrot Stick, Savvy String, Flag (plastic bag on Carrot Stick).	Neck Rope / Flank Rope Carrot Stick, Savvy String, 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 and 5.	All Zones.
<b>Overall</b>	Safe	Confident	Skilled	Expert
<b>Phases</b> <i>1. Minimum, subtle. 2. Soft but more pronounced. 3. Firmer. 4. Firmest. Timing: Long phase 1; Hands that close slowly and open quickly.</i>	Phase 1 – 4 if 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 to 3. 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.

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

**On Line SKILLS SEVEN GAMES**

**Friendly**

*Horse is confident and relaxed. No tension.*

**Porcupine**

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

**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.*

**YoYo**

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

**Circling**

*Demonstrate 'responsibility'; keep feet still unless doing Traveling Circles.*

**Sideways**

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

**Squeeze**

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

**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, standing in Zone 5.
- Play Friendly Game in Zone 1 from Zone 5.
- One foot on an object.
- Bounce ball on horse.
- Slap ground six times with carrot stick from Zone 5

- Move forehand and hindquarters full circle.
- Back up from nose (Zone 1) and chest (Zone 2).
- Lower head.

- Move sideways (keep 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).

- 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 Z5: one rein.

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

- 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, put halter up.

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

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

Not required.

- 4 – 6 laps, trot, canter.
- Change direction at trot.
- Traveling circles.
- Obstacles and maintain gait.
- Log / barrels - look where you are going.
- 2 – 4 laps without breaking gait at walk and trot.

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

- 10 - 20 laps.
- 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

- 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.

- Half pass
- Sideways towards you medium to fast.
- Sideways over barrel or log, yield away and toward.

- 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 over log or barrel (half way).
- Straddle a pole lengthwise.

# freestyle



## SELF-ASSESSMENT CHECKLIST

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
<b>Areas</b>	50 – 60' pen, round corral.	100' round corral.	Large Arena.	Open Area, event.
<b>Tools</b>	Hackamore.	Casual Rein (Hackamore/Snaffle), 1 Carrot Stick as support.	Casual Rein and 2 Carrot Sticks, Snaffle or Hackamore.	Neck String/Bridleless, 1 stick.
<b>Saddling</b>	No need to tie, rope over arm. Saddle with a 'hug'. Saddle is in appropriate position (not on top of shoulders). No negative reactions to cinch.	Rope on the ground. Saddle with a 'hug'. No negative reactions to cinch.	At Liberty. Saddle with a 'hug'. No negative reactions to cinch.	At Liberty. Saddle with a 'hug'. No negative reactions to cinch.
<b>Bridling</b>	Bridle from knees / chair.	Bridle from knees / chair.	Horse seeks bit.	Horse seeks bit.
<b>Phases</b> 1. <i>Minimum, subtle.</i> 2. <i>Soft but more pronounced.</i> 3. <i>Firmer.</i> 4. <i>Firmest.</i> <i>Timing: Long phase 1; Hands that close slowly and open quickly.</i>	Phase 1 – 4 if needed. Attitude of Justice. Hands that close slowly and open quickly. Timing of release to appropriate response. Steady use of phases, not too quick. PROMISE.	Phase 1 – 3. Long phase 1, quick to 3. Phase 4 should rarely be necessary. Use of expression, body language. TELL.	Phase 1 – 2. Subtle communication and direction. Good feel. ASK.	Phase 1 – 2. Elegant, subtle communication and direction. Excellent feel. SUGGEST.
<b>Rein Positions</b>	Neutral Control Rein. Indirect Rein. Direct Rein. Casual Rein.	Casual Rein. Supporting Stick.	Casual Rein. Butterfly Rein.	

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

**Freestyle SKILLS  
SEVEN GAMES**

**Friendly**  
*Horse is confident and relaxed. No tension.*

	<b>LEVEL 1</b> (Casual Rein)	<b>LEVEL 2</b> (Casual Rein + Carrot Stick)	<b>LEVEL 3</b> (Casual Rein + 2 Carrot Sticks)	<b>LEVEL 4</b> (No Rein, 1 Stick + Neck String)
	<input type="checkbox"/> Preflight Check <input type="checkbox"/> Rub horse all over. <input type="checkbox"/> Lateral flexion, rub face. <input type="checkbox"/> Passenger Lesson at walk. <input type="checkbox"/> Stop with 1 rein and get off. <input type="checkbox"/> Trombone. <input type="checkbox"/> Mount horse from both sides.	<input type="checkbox"/> Swing legs <input type="checkbox"/> Rub horse with raincoat (Put on and take off). <input type="checkbox"/> Toss rein over head. <input type="checkbox"/> Swing Carrot Stick. <input type="checkbox"/> Rub legs with Carrot Stick. <input type="checkbox"/> Passenger Lesson at trot. <input type="checkbox"/> Mount from fence.	<input type="checkbox"/> Passenger Lesson at canter. <input type="checkbox"/> Bridle and unbridle from your horse's back. <input type="checkbox"/> Trail ride. <input type="checkbox"/> Canter, stop and get off.	<input type="checkbox"/> Hold tail over shoulder. <input type="checkbox"/> Swing Carrot Stick or rope. <input type="checkbox"/> Drag something. <input type="checkbox"/> Carry a bucket.
<b>Porcupine</b>	<input type="checkbox"/> Lateral flexion, hold until relaxed. <input type="checkbox"/> Indirect Rein to disengage hindquarters (360°), direct rein (90°). <input type="checkbox"/> Squeeze to go (life up); lift rein to stop. <input type="checkbox"/> Relax and bend to slow or whoa. <input type="checkbox"/> Direct Zone 1 to turn 45° (Direct Rein).	<input type="checkbox"/> Back up 10 steps (9 step back up).	<input type="checkbox"/> Savvy String, keep bridle on. <input type="checkbox"/> Back up and turn right and left. <input type="checkbox"/> Refined Direct and Indirect Rein.	<input type="checkbox"/> Use fingertips to guide horse (walk). <input type="checkbox"/> Seat to back up (no legs or stick).
<b>Driving</b>	Not required.	<input type="checkbox"/> Lateral Flexion, 1 Stick. <input type="checkbox"/> Bounce the rein to back up. <input type="checkbox"/> Turn with Carrot Stick, walk and trot. <input type="checkbox"/> Disengage with Carrot Stick as support (360°). <input type="checkbox"/> Back up using your legs.	<input type="checkbox"/> Lateral Flexion, 2 Sticks. <input type="checkbox"/> Disengage with two Carrot Sticks. <input type="checkbox"/> Full turn.	<input type="checkbox"/> "Spin" two 360° revolutions, medium speed. <input type="checkbox"/> Canter and back up with two Carrot Sticks.
<b>YoYo</b>	Not required.	<input type="checkbox"/> Lift, hold to stop and back up. <input type="checkbox"/> Transitions: walk, trot.	<input type="checkbox"/> Transitions: halt-walk-trot-canter (2 Sticks).	<input type="checkbox"/> Transitions: walk-trot-canter-halt-back up (2 Sticks).
<b>Circling</b>	<input type="checkbox"/> Figure-8s at walk with Casual Rein	<input type="checkbox"/> Circle with Casual Rein, 4 laps at walk and trot (right and left). <input type="checkbox"/> Change direction at walk.	<input type="checkbox"/> Carrot Sticks on your shoulders, canter 4 laps, with less than 4 corrections total (1 per lap). <input type="checkbox"/> Simple change, bowtie. <input type="checkbox"/> With Casual Reins: canter 4 laps with less than 2 corrections per lap.	<input type="checkbox"/> Arms folded, canter for two laps. <input type="checkbox"/> Simple changes. <input type="checkbox"/> Flying change. <input type="checkbox"/> Figure-8 (with one Stick). <input type="checkbox"/> Fast canter/slow canter.
<b>Sideways</b>	Not required.	<input type="checkbox"/> Sideways 20' (facing the fence). <input type="checkbox"/> Open a gate.	<input type="checkbox"/> With 2 Carrot Sticks. <input type="checkbox"/> 20' Sideways without fence. <input type="checkbox"/> Over an obstacle.	<input type="checkbox"/> Bridleless. <input type="checkbox"/> 20' Sideways bridleless.
<b>Squeeze</b>	Not required.	<input type="checkbox"/> Ride through narrow space (gate). <input type="checkbox"/> Walk, trot over a small log (12"-18") <input type="checkbox"/> Turn, face and wait. Repeat.	<input type="checkbox"/> A log (12"-18") <input type="checkbox"/> Turn, face and wait. <input type="checkbox"/> 2 sticks.	<input type="checkbox"/> Jump double barrels laying down (min. 3 feet). <input type="checkbox"/> Butterfly.



## 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>Sticks</b>	Carrot Stick, Savvy String.	Carrot Stick, Savvy String.	Carrot Stick, Savvy String, Flag ( <i>Carrot Stick with plastic bag</i> ).	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.</i> <i>Timing: Long phase 1; Hands that close slowly and open quickly.</i>	Phase 1 – 4 if needed. Moves feet as needed. Calm horse. PROMISE.	Phase 1 – 3. Long phase 1, quick to 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.

<b>Liberty PATTERNS</b>	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, pen 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 hind end.	<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"/> Halt to canter transitions <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 (trot and canter). <input type="checkbox"/> Walk, trot and canter. <input type="checkbox"/> Change of direction at canter with simple change. <input type="checkbox"/> 3 laps with a barrel. <input type="checkbox"/> Single spin. <input type="checkbox"/> Change direction at trot.	<input type="checkbox"/> 10 – 20 laps (canter). <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 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"/> Half way over barrel and Sideways towards.
<b>Seven Games at Liberty</b>	Not required.	Not required.	<input type="checkbox"/> All Seven Games at Liberty, change direction optional (extreme Friendly Game).	<input type="checkbox"/> Games 4, 5, 6 and 7 with obstacles.

# finesse



## SELF - ASSESSMENT CHECKLIST

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
<b>Bits</b>	Hackamore.	Snaffle or Cradle.	Confidence snaffle or Cradle.	Cradle, Western Curb, Double Bridle, Savvy String or Myler Comfort Snaffle.
<b>Contact</b>	Soft touch, no vertical flexion.	Short reins, med-low neck.	Short reins, medium neck.	Short reins, high neck.
<b>Posture</b>	Not required.	Not required.	Developing top line.	Strong top line.
<b>Weight</b>	Not required.	Equal (forehand not heavier).	On hindquarters.	On hindquarters.
<b>Rhythm</b>	Not required.	Some fluctuations in rhythm accepted.	Rhythm maintained.	Rhythm maintained.
<b>Energy</b>	Calm.	Calm, relaxed.	Calm, responsive.	Calm, energized.
<b>Phases</b> 1. <i>Minimum, subtle.</i> 2. <i>Soft but more pronounced.</i> 3. <i>Firmer.</i> 4. <i>Firmest.</i> <i>Timing: Long phase 1; Hands that close slowly and open quickly.</i>	Phase 1 – 4 if 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 to 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.
<b>Shaping</b>	Not required.	Equalize ribcage, right and left bends.	Snakey Bends. Longitudinal stretching.	“Soft” collection.
<b>Rein Positions</b>	Not required.	Concentrated Rein. ‘Short flex’ minimum direct/ indirect movement. Soft touch. Butterflies.	Suspension Rein. Outside Rein. Supporting Rein.	Light forehand.

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

**Finesse 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"/> Soft touch with open fingers.	<input type="checkbox"/> Soft feel at halt and walk.	<input type="checkbox"/> Soft feel at trot.	<input type="checkbox"/> Soft feel at canter.
<b>Porcupine</b>	<input type="checkbox"/> 9 step back up.	<input type="checkbox"/> Leg yields at walk. <input type="checkbox"/> Back thru a corner.	<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).
<b>Driving</b>	Not required.	<input type="checkbox"/> Legs to support back up (barely visible).	<input type="checkbox"/> Legs to support back up (barely visible).	<input type="checkbox"/> Jingle Bell Stops.
<b>YoYo</b>	Not required.	<input type="checkbox"/> Walk-trot transitions.	<input type="checkbox"/> Canter-walk transitions. <input type="checkbox"/> Simple Changes through walk or trot.	<input type="checkbox"/> Slow-medium-fast walk, trot, canter.
<b>Circling</b>	Not required.	<input type="checkbox"/> Large circles (20 - 25 meters), walk & trot.	<input type="checkbox"/> Medium circles (10 - 12 meters), walk-trot-canter. <input type="checkbox"/> Large circle, canter.	<input type="checkbox"/> Small circles (6 - 8 meters), walk-trot-canter.
<b>Sideways</b>	Not required.	<input type="checkbox"/> Sidepass 10 meters. <input type="checkbox"/> 45° off fence, walk.	<input type="checkbox"/> Half Pass at walk and trot (10 meters). <input type="checkbox"/> Shoulder In, walk-trot. <input type="checkbox"/> Haunches In, walk-trot.	<input type="checkbox"/> In and outs. <input type="checkbox"/> Shoulder In, Haunches In (Travers, Renvers). <input type="checkbox"/> Half Pass, 20 meters <input type="checkbox"/> 10 meter zig zags at canter with flying changes. <input type="checkbox"/> Counter Arc.
<b>Squeeze</b>	<input type="checkbox"/> Open a gate.	Not required.	<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.	<input type="checkbox"/> Half Pirouette, walk.

# The Official Audition



*The Ultimate Way To Train Your Horse*

## **Official Audition**

This is to get your official certification in Parelli and be 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

Auditions are short, fun and involve a few compulsories. They are designed to allow you some free flow and show us what you can do with your horse, how good the relationship is as well as your level of skill.

How to do a Parelli Audition...

## **Parelli Official Auditions**

Process:

1. Complete Self-Assessment to the appropriate level.
2. Self-Assessment Paper (or copy) must be presented at time of Audition.
3. Purchase Audition on [www.parelli.com](http://www.parelli.com). Gold, Silver and Lifetime members, please call your local Parelli office to receive your discount.
4. Complete Audition Application Form and select the desired:
  - a. Savvy (On Line, FreeStyle, Liberty, Finesse)
  - b. Level (Level 1-2, Level 3-4)

*Note: Only one Savvy can be submitted at a time.*
5. Perform your Audition before a qualified Parelli Professional:
  - a. YouTube (Savvy Tube!)
  - b. DVD or Video
  - c. Live

*Note: Only one Savvy can be submitted at a time*

***Please refer to the Official Audition Details on [www.parellisavvyclub.com](http://www.parellisavvyclub.com) for more information, Official Audition Applications and sample audition score sheets.***