

A Natural Approach to Horse Training Official Finesse Audition Details

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

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

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

Level 1: On Line = Red Savvy String Level 2: On Line + FreeStyle = Blue Savvy String Level 3: On Line + FreeStyle + Liberty = Green Savvy String Level 4: On Line + FreeStyle + Liberty + Finesse = Black Savvy String

How to Complete an Audition:

- 1. Complete the Self-Assessment Checklist for the appropriate Level and Savvy.
- 2. Film your Audition with all 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 <u>https://shopus.parelli.com/products/official-audition-fee</u>
- 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.

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 <u>Auditions@Parelli.com</u> or call us at 1-800-642-3335 or 970-731-9400.





SELF-ASSESSMENT CHECKLIST

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

Finesse PATTERNS	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Follow the Rail				
Figure-8				
Weave				
Million Transitions				
Question Box				
Sideways Box				
Bullseye				
Corners Game				
180s				
Clover Leaf				

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



PARELLI AUDITIONS

FINESSE

RESULT

Name:	Pa
Horse:	Но

arelli member #: orsenality:

Date:

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	PRE - L4	LEVEL 4	LEVEL 4+	LEVEL 4++	LEVEL 5	LEVEL 5+	LEVEL 5++	LEVEL 6	LEVEL 6+	LEVEL 6++
RELATIONSHIP										
Expression										
Rapport										
Respect										
Impulsion										
Flexion										
Drive										
Draw										
Technical										
Technique										
Assertiveness										
SAVVY										
Friendly										
Porcupine										
Driving										
Yo-Yo										
Circling										
Sideways										
Squeeze										
Overall Feel										
FLUIDITY										
Focus										
Feel										
Timing										
Balance										

LEVEL 4

EQUIPMENT 🔲 Must ride in a 20x60 or 20x40 arena correctly measured & clearly marked with poles, cones, etc Cradle Bridle or Parelli approved Myler bit (Snaffle or Curb) TASKS All tasks, except side pass, require Soft Feel (2 hands holding the reins, & horse with soft vertical flexion). You may release and pick up the reins throughout the assessment. Select two Lateral Maneuvers - Shoulder in, Haunches in, Leg Yield, Half Pass Leg Yield at walk from center line to quarter line in both directions Leg Yield at trot from center line to quarter line in both directions 10-meter circle at trot in both directions 20-meter circle at canter with transition to walk 10-meter circle in both directions 2 flying lead changes & 2 simple changes (1 in each direction) OR 4 Simple lead changes on a straight line Side pass with reins in one hand & horse bent in the direction of travel PATTERNS
Follow the Rail (show upward & downward transitions GAITS 🗌 Walk on first track) 🗌 Trot Canter

COMMENTS / SUGGESTIONS

- Weave
- 9-Step Back Up (20ft)

ASSESSED BY -

Name:

Signature:

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

	OVERALL		LEVEL 1			LEVEL 2			LEVEL 3			LEVEL 4		
	DESCRIPTION	1	1+	1++	2	2+	2++	3	3+	3++	4	4+	4++	
OVERALL FEEL	Quality on degree of Feel "Of-For-Together"	Safe			Confic	lent		Skillec	I		Exper	t		
ROPE HANDLING SKILLS	Smoothness & Organization Hands that close slowly and open quickly		ve, Som anized	netimes	Adequ	iate		Comp	etent		Excellent			

	OVERALL		LEVEL	.1		LEVEL	. 2		LEVEL	. 3		LEVEL	4
	DESCRIPTION	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 Minim		loderate	Sometimes Visible Moderate			Invisible High		
FOCUS	Looking where you want to go Clear leadership plan Plan, Eyes, Belly Button, Leg, Rein	N/A			60% o	f time				vith eyes, and legs	100% of time with eyes, belly button and legs		
FEEL	Feel of, Feel for, Feel together	N/A			release		ases and appro- se		comm nd dired		Elegant, subtle communication and direction		
TIMING	Not too early not too late	Rewards the Physical Action			Rewar Emoti		hysical &	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		

Audition Scorecard Descriptions

	OVERALL		LEVE	L1		LEVEL	L 2		LEVE	L 3	LEVEL 4		
	DESCRIPTION	1	1+	1++	2	2+	2++	3	3+	3++	4	4+ 4++	
RELATIONSHIP	Putting the Relationship First	Safety			Fun	Fun			Excellent			mentals of mance	
EXPRESSION	Positive, connected, focused	Obedie 50% of		Attentive		Responsive, Attentive & Connected			Willing, Focused, Attentive&Connected			ve, Focused, ive&Connected	
RAPPORT	Appropriate strategies for Horsenality	Horse				Horse is Calm and Trusting			is Calm Iotivate	, Trusting ed		is Calm, ng, Motivated 'illing	
RESPECT	Yes vs. No Speed of Response and quality	Horse reques		nds to nase 3-4	Respc 2-3	nsive a	t Phase		ed & Re ase 1-2	sponsive	Subtle	nunication is and Refined is ready! 1-2	
IMPULSION	Controlled forward energy Go=Whoa Relaxed & Responsive in forward energy	Demoi (Phase		edin:Walk		nstrate Trot (Ph	ed in: nase 1-3)	Walk,	Demonstrated in: Walk, Trot, Canter, Back-up (Phase 1-2)			nstrated in: rds, Backwards, Left all equal e 1-2)	
FLEXION	The shape of the body for the level and the task – Later- ally, Longitudinally & Vertically	Does the task in any shape			Laterally flexed 25% of time			Flexed Latitudinally & Longitudinally 60% of time			Longi	Flexed Latitudinal, Longitudinal, & Vertically 95% of time	
DRIVE	Quality of response to rhythmic pressure	Respo	nds by	Phase 4	Responds by Phase 3			Responds by Phase 2			Respo	nds at Phase 1	
DRAW	Desire to come back	Respo	nds 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.	Techni 50+%		orrect is time	Technique correct is 70+% of the time			Technique correct is 80+% of the time				ique correct is of the time	
TECHNIQUE	Appropriate technique for the level of task tried Expertise	Novice	2		Confid	dent		Comp More	oetent gracefu	1	Refine	d, 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		