



A Natural Approach to Horse Training

Official Liberty Audition Details

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

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

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

Level 1: On Line = Red Savvy String

Level 2: On Line + FreeStyle = Blue Savvy String

Level 3: On Line + FreeStyle + Liberty = Green Savvy String

Level 4: On Line + FreeStyle + Liberty + Finesse = Black Savvy String

How to Complete an Audition:

1. Complete the Self-Assessment Checklist for the appropriate Level and Savvy.
2. Film your Audition with all 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.

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 or call us at 1-800-642-3335 or 970-731-9400.

liberty



SELF-ASSESSMENT CHECKLIST

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Area	Small pen, stall.	50 – 60' round corral.	Any size corral / arena.	Open Areas and round corrals.
Lines	12-foot Line with slack in it.	No line.	No line.	No line.
Tools	Carrot Stick, Savvy String.	Carrot Stick, Savvy String.	Carrot Stick, Savvy String, Flag (<i>Carrot Stick with plastic bag</i>).	Carrot Stick, Savvy String, Flag, Telescopic Flag.
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.
Phases 1. <i>Minimum, subtle.</i> 2. <i>Soft but more pronounced.</i> 3. <i>Firmer.</i> 4. <i>Firmest/Effective.</i> <i>Timing: Long phase 1; Hands that close slowly and open quickly.</i>	Phase 1 – 4 as needed. Moves feet as needed. Calm horse. PROMISE.	Phase 1 – 3. Long phase 1, quick 2, 3. Phase 4 should rarely be necessary. Use of expression, body language. Can stay in personal circle most of the time. Confident horse, no fear, no defensiveness. TELL.	Phase 1 – 2. Subtle communication and direction. Can stay in personal circle all the time. Attentive, responsive horse, positive expression. ASK.	Phase 1 – 2. Elegant, subtle communication and direction. Expressive horse. SUGGEST.

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

**Liberty SKILLS
SEVEN GAMES**

Friendly

LEVEL 1

Horse faces up, stands still to be approached in stall or paddock.

LEVEL 2

Horse faces up and approaches you in stall or paddock.
 Friendly with stick and ropes.

LEVEL 3

Horse comes to you willingly.
 Stand on tarp, pedestal.
 Extreme Zone 1, 2 and 3.

LEVEL 4

Horse comes positively to you at trot or canter.
 Extreme Zone 4 and 5.

Porcupine

Not required.

Lead with your hands on neck / jaw.
 Move front end over.
 Back horse away.
 Lower head.
 Lift tail.
 Pick up feet.

Lead backwards by tail.
 Lead backwards by hind leg.
 Lead by ear, chin.
 Move hindquarters.

Lead backwards by tail, make turns.

Driving

Not required.

Drive backwards 12 feet.
 Drive front end.
 Stick to Me at walk and trot.
 Drive hindquarters.

Draw at walk.
 Stick to Me at canter.
 Stick to Me Transitions: walk, trot, canter, halt and back up.

Exuberant draw.
 Draw backwards from Zone 5.
 Close range 360°s.

YoYo

Not required.

Transitions: walk, trot.

Transitions: halt, walk, trot, canter and back up.

Transitions: halt to canter
 Transitions: walk to canter.

Circling

Not required.

4 – 6 laps.
 Walk and trot.

6 – 10 laps.
 Walk, trot and canter.
 Change of direction at canter with simple change (left and right).
 3 laps with a barrel obstacle.
 Single spin.
 Change of direction at trot.

10 – 20 laps.
 Change of direction at canter with flying change (left and right).
 Single spin slow.
 Circle close, walk or trot.
 Change of direction at walk.
 Backwards half a lap.

Sideways

Not required.

Not required.

Slow.
 Sideways over barrel or log.

Sideways towards.
 Sideways from Zone 1.

Squeeze

Not required.

3-foot gap.

Squeeze over barrel.

Trailer load at walk or trot.
 Stop half way over barrel jump and Sideways towards.

Seven Games at Liberty

Not required.

Not required.

All Seven Games at Liberty. Change of direction optional, Extreme Friendly Game.

Games 4, 5, 6 and 7 with obstacles.



LIBERTY

Name: _____ Parelli member #: _____ Date: _____
 Horse: _____ Horseness: _____ Age: _____

PRE - L3	LEVEL 3	LEVEL 3+	LEVEL 3++	LEVEL 4	LEVEL 4+	LEVEL 4++
----------	---------	----------	-----------	---------	----------	-----------

RELATIONSHIP

Expression						
Rapport						
Respect						
Impulsion						
Flexion						
Drive						
Draw						
Technical						
Technique						
Assertiveness						

SAVVY

Friendly						
Porcupine						
Driving						
Yo-Yo						
Circling						
Sideways						
Squeeze						

SKILLS

Overall Feel						
--------------	--	--	--	--	--	--

LEVEL 3	LEVEL 4
EQUIPMENT <input type="checkbox"/> 50ft - 60ft Round Corral	<input type="checkbox"/> Round Pen & Large fenced area (min 150ftx150ft)
OBSTACLES <input type="checkbox"/> 2 Barrels <input type="checkbox"/> Pedestal	<input type="checkbox"/> 2+ Barrels <input type="checkbox"/> Trailer
TASKS <input type="checkbox"/> Lead with your hands <input type="checkbox"/> Transitions	<input type="checkbox"/> Draw at Trot or Canter <input type="checkbox"/> Lead by tail <input type="checkbox"/> Flying change
GAITS <input type="checkbox"/> Walk <input type="checkbox"/> Trot	<input type="checkbox"/> Walk <input type="checkbox"/> Trot <input type="checkbox"/> Canter <input type="checkbox"/> Back Up
PATTERNS <input type="checkbox"/> Circling Pattern at trot (left & right) with transitions & change of direction <input type="checkbox"/> Figure 8 at walk	<input type="checkbox"/> Circling Pattern at canter (left & right) with transitions & change of direction <input type="checkbox"/> Figure 8 at trot or canter
IN A ROUND PEN SHOW:	<input type="checkbox"/> All Seven Games in sequential order
IN A LARGE FENCED ARENA SHOW:	<input type="checkbox"/> Stick to me in both eyes <input type="checkbox"/> Trailer Loading <input type="checkbox"/> Jump

COMMENTS / SUGGESTIONS

ASSESSED BY -
 Name: _____
 Signature: _____

Audition Scorecard Descriptions

	OVERALL DESCRIPTION	LEVEL 1			LEVEL 2			LEVEL 3			LEVEL 4		
		1	1+	1++	2	2+	2++	3	3+	3++	4	4+	4++
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		
RAPPOR	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		