



Official On Line Audition Details

Official Audition

Auditions are short, fun, and involve using the Seven Games to perform 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. The dedicated Level 4 student would be accomplished in utilizing all Seven Games in all Four Savvys with ease.

The Auditions are the way 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

How to do your Audition:

The Parelli Audition is a demonstration of your overall savvy, skills, and relationship with your horse in the Parelli program

Your Audition must be no longer than 10 minutes and presented without edits, as if you were doing it 'live.' We are not looking for perfection; we want to see your level of communication and horsemanship that are in line with the principles of putting the relationship first.

The Audition process is for evaluation of your savvy level and not for individual coaching. Coaching is available from Licensed Parelli Professionals. Please click here (<http://www.parellinaturalhorsetraining.com/horse-trainers>) to locate one to help you.

It is recommended, but not required, to choose some music to evoke the natural passion and creativity within you and to help you relax and focus on your horse. You may complete the compulsories in any order you wish.

Please remember that a Self-Assessment must be completed and accompany your Audition. Please keep a copy for your own records.

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. Click here (<http://shop.parellinaturalhorsetraining.com/product.jsf?productId=575>) to purchase the Audition. Benefactor 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)* **Only one Savvy can be submitted at a time.**
 - b. *Level (Level 1-2, Level 3-4)*
5. Record your Audition:
 - a. *YouTube (Please be sure to use royalty free music.)*
 - b. *DVD or Video (No camcorder tapes please!)*

Please note: If you are submitting a video via YouTube, please title the video with: "(YourFirstName) and (YourHorse'sName) Parelli Audition." Please do not post to a private channel.

What exactly do you need to send:

1. Your video footage (Either YouTube or DVD or VHS via mail. No camcorder tapes please!)
2. Audition Submission package
 - a. Completed audition application
 - b. Self-Assessment for the Savvy you are submitting: i.e. On Line, FreeStyle etc.
 - c. Official Score Sheet for the Savvy you are submitting: i.e. On Line, FreeStyle, etc.

Where to send your Audition:

Parelli Campus, Attn: Auditions, PO Box 3729, Pagosa Springs, CO 81147 USA

OR

Upload your Audition to YouTube and send the link with your documents attached to Auditions@Parelli.com. Please see naming convention in note above.

Note: Be sure to use royalty-free music if you use YouTube.

Auditions will be received at the Parelli Campus and assessments will be conducted under the auspicion of Pat Parelli.

When Your Audition has been Assessed:

Once your Audition has been assessed, you will be contacted by email and an official certificate will be sent to you should you pass the appropriate Level. If you have completed the number of certificates required to achieve a colored Savvy String, this too will be sent to you.

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***



Official Audition Application

AUDITION ORDER NUMBER #: _____

Parelli Member #: _____ Digital Savvy Benefactor Lifetime

Name: _____

Address: _____ **Phone:** _____

City: _____ **State:** _____ **Zip:** _____ **Country:** _____

Email: _____

I have officially passed:

None On Line Level ____ FreeStyle Level ____ Liberty Level ____ Finesse Level ____

I am officially Auditioning for:

Level 1/2 and have self-assessed to Level ____ (see attached Self-Assessment Checklist)
 Level 3/4 and have self-assessed to Level ____ (see attached Self-Assessment Checklist)

Savvy: (Choose only one Savvy per Audition)

On Line FreeStyle Liberty Finesse

My official Audition is by:

YouTube link: _____
 DVD*
 Video*

Release Statement: If you are submitting your audition via YouTube and would like it to be considered for ParelliTube Auditions, please initial the statement below:

I hereby expressly grant Parelli Natural Horsemanship the absolute and irrevocable right and permission to use my name and to use, edit, exhibit and publish my audition video on YouTube, Facebook, Twitter and in any other way they see fit.
(Initial) _____

Your Audition must be no longer than 10 minutes and presented without edits, as if you were doing it 'live.'

**PLEASE NOTE: If sending a DVD or Video Audition, please keep a copy for your own records. DVDs and Videos will not be returned.*

APPLICATION CHECKLIST:

Make sure to include all the following items when submitting your audition:

- Completed Official Audition Application (this form).
- Order Number.
- Completed Self-Assessment checklist for the appropriate Savvy. The Self-Assessment Checklist for each Savvy is a two-page document; please include both pages.
- DVD, VHS, or YouTube link to your video.

Signature _____ **Date** _____

on line



SELF - ASSESSMENT CHECKLIST

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Lines	12-foot Line.	22-foot Line.	45-foot Line.	Savvy String / 45-foot Line.
Tools	Carrot Stick, Savvy String, Basic Skills	Carrot Stick, Savvy String.	Carrot Stick, Savvy String, Flag (plastic bag on Carrot Stick).	Neck Rope / Flank Rope Carrot Stick, Savvy String, Flag.
Zones <i>Appropriate use of zones for directing and supporting aids; progressively advancing to more sensitive zones.</i>	Zones 1 & 2.	Zone 3.	Zones 4 and 5.	All Zones.
Overall	Safe	Confident	Skilled	Expert
Phases <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.

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

On Line SKILLS SEVEN GAMES

Friendly

Horse is confident and relaxed. No tension.

LEVEL 1 (usually)

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

LEVEL 2 (mostly)

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

LEVEL 3

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

LEVEL 4 (always)

- Swing rope or Carrot Stick and String overhead, 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

Porcupine

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

- Move forehead 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).

Driving

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

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

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

- Point A to Point B, 45-foot Line.
- Stick to Me. (Move over, slow and fast.)
- Drive from Z5: one rein.

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

YoYo

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

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

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

Circling

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

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

Sideways

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

- Slow with a fence, both ways

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

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

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

Squeeze

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

- Through 4 foot gap.
- Sniff the trailer.

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

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

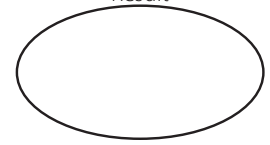
- Jump upright barrels or double down barrels (*according to ability of horse*).
- Trailer load from the rear tire.
- Backwards under tarp.
- Stop over log or barrel (half way).
- Straddle a pole lengthwise.



Parelli Auditions 2011

On Line

Result



Name: _____ Parelli Member #: _____ Date: _____

Horse: _____ Horsenality: _____ Age: _____

	Pre-Level 1	Level 1	Level 1+	Level 1++	Level 2	Level 2+	Level 2++	Level 3	Level 3+	Level 3++	Level 4	Level 4+	Level 4++
Relationship													
Expression													
Rapport													
Respect													
Impulsion													
Flexion													
Drive													
Draw													
Technical													
Technique													
Assertiveness													
Obedience													
Exuberance													
Positive Reflex													
Savvy													
Friendly													
Porcupine													
Driving													
Yo-Yo													
Circling													
Sideways													
Squeeze													
Overall Feel													
Rope Handling Skills													

Comments/Suggestions:

Level 1-2 Compulsories

Equipment: ___ Level 1 - 12-foot Line
 ___ Level 2 - 22-foot Line

Obstacles: ___ 2 Barrels

Tasks:

- ___ Friendly Game using Carrot Stick/String
- ___ Leg Massage - front and hind legs
- ___ Trot to back up leading horse behind you

Gaits:

- ___ Back up
- ___ Halt
- ___ Walk
- ___ Trot

Patterns:

- ___ Touch It
- ___ Nose (Level 1)
- ___ Feet (Level 2)
- ___ Figure 8
- ___ Walk (Level 1)
- ___ Trot (Level 2)

Level 3-4 Compulsories

Equipment: ___ Level 3 - 22 or 45-foot Line
 ___ Level 4 - 45-foot Line in addition to Long Reins (*show both*)

Obstacles: ___ 4 Barrels ___ Trailer ___ Pedestal

Tasks:

- ___ Extreme Friendly Game
- ___ Lead by tail
- ___ Transitions
- ___ Flying Changes (Level 4)

Gaits:

- ___ Back up
- ___ Halt
- ___ Walk
- ___ Trot
- ___ Canter

Patterns:

- ___ Circle
- ___ Weave
- ___ Obstacles

Assessed by:

Name

Signature

Audition Scorecard Descriptions

	OVERALL DESCRIPTION	LEVEL 1			LEVEL 2			LEVEL 3			LEVEL 4		
		1	1+	1++	2	2+	2++	3	3+	3++	4	4+	4++
RELATIONSHIP	Putting the Relationship First	Safety			Fun			Excellent			Fundamentals of Performance		
EXPRESSION	Positive, connected, focused	Obedient & Attentive 50% of time			Responsive, Attentive & Connected			Willing, Focused, Attentive & Connected			Positive, Focused, Attentive & Connected		
RAPPORT	Appropriate strategies for Horsenality	Horse is Calm			Horse is Calm and Trusting			Horse is Calm, Trusting and Motivated			Horse is Calm, Trusting, Motivated and Willing		
RESPECT	Yes vs. No Speed of Response and quality	Horse responds to request at Phase 3-4			Responsive at Phase 2-3			Focused & Responsive at Phase 1-2			Communication is Subtle and Refined Horse is ready! Phase 1-2		
IMPULSION	Controlled forward energy Go=Whoa Relaxed & Responsive in forward energy	Demonstrated in: Walk (Phase 1-3)			Demonstrated in: Walk, Trot (Phase 1-3)			Demonstrated in: Walk, Trot, Canter, Back-up (Phase 1-2)			Demonstrated in: Forwards, Backwards, Right, Left all equal (Phase 1-2)		
FLEXION	The shape of the body for the level and the task – Laterally, Longitudinally & Vertically	Does the task in any shape			Laterally flexed 25% of time			Flexed Latitudinally & Longitudinally 60% of time			Flexed Latitudinal, Longitudinal, & Vertically 95% of time		
DRIVE	Quality of response to rhythmic pressure	Responds by Phase 4			Responds by Phase 3			Responds by Phase 2			Responds at Phase 1		
DRAW	Desire to come back	Responds by Phase 4			Responds by Phase 3			Responds by Phase 2			Responds at Phase 1 Wants to be there		
TECHNICAL	Correctness of technique. Hand, leg, rein positions, etc.	Technique correct is 50+% of the time			Technique correct is 70+% of the time			Technique correct is 80+% of the time			Technique correct is 90+% of the time		
TECHNIQUE	Appropriate technique for the level of task tried Expertise	Novice			Confident			Competent More graceful			Refined, Graceful		
ASSERTIVENESS	“Somewhere between aggressive and being a wimp.” Effective, just & kind Attitude of “It’s a game”	3 seconds between phases			Long Phase 1, quick 2, 3, 4			Game of Response			Intention visible		
OBEDIENCE	Positive Reflex vs. Opposition Reflex	50% of the time			70% of the time			80% of the time			90% of the time		
EXUBERENCE	Level of try & effort put into a positive response	0 - Minimal			Minimal - Moderate			Moderate			High		

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

	OVERALL DESCRIPTION	LEVEL 1			LEVEL 2			LEVEL 3			LEVEL 4		
		1	1+	1++	2	2+	2++	3	3+	3++	4	4+	4++
OVERALL FEEL	Quality on degree of Feel "Of-For-Together"	Safe			Confident			Skilled			Expert		
ROPE HANDLING SKILLS	Smoothness & Organization Hands that close slowly and open quickly	Effective, Sometimes disorganized			Adequate			Competent			Excellent		

	OVERALL DESCRIPTION	LEVEL 1			LEVEL 2			LEVEL 3			LEVEL 4		
		1	1+	1++	2	2+	2++	3	3+	3++	4	4+	4++
FLUIDITY	Moving in unison with the horse & the horse with them Natural riders look like they are a part of the horse	0 - Minimum			Visible Minimum - Moderate			Sometimes Visible Moderate			Invisible High		
FOCUS	Looking where you want to go Clear leadership plan Plan, Eyes, Belly Button, Leg, Rein	N/A			60% of time			80% of time with eyes, belly button and legs			100% of time with eyes, belly button and legs		
FEEL	Feel of, Feel for, Feel together	N/A			Uses clear phases and releases after appropriate response			Subtle communication and direction			Elegant, subtle communication and direction		
TIMING	Not too early not too late	Rewards the Physical Action			Rewards the Physical & Emotional			Rewards the Physical, Emotional & Mental			Rewards the Thought (Mental)		
BALANCE	Centered	N/A			Walk - Trot			Trot - Canter Transitions Walk, Trot, Canter			Canter - Gallop Jumps, Laterals, Transitions Walk, Trot, Canter, Gallop		