



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 <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.

finesse



SELF-ASSESSMENT CHECKLIST

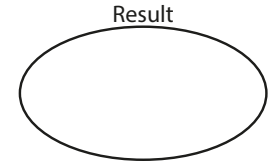
| | LEVEL 1 | LEVEL 2 | LEVEL 3 | LEVEL 4 |
|---|---|--|--|---|
| Bits | Hackamore. | Snaffle or Cradle. | Confidence Snaffle or Cradle. | Cradle, Western Curb, Double Bridle, Savvy String or Myler Comfort Snaffle. |
| Contact | Not required. | Short reins, med-low neck. | Short reins, medium neck. | 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 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. 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 | | | <input type="checkbox"/> | <input type="checkbox"/> |
| Figure-8 | | | <input type="checkbox"/> | <input type="checkbox"/> |
| Weave | | | <input type="checkbox"/> | <input type="checkbox"/> |
| Million Transitions | | | <input type="checkbox"/> | <input type="checkbox"/> |
| Question Box | | | <input type="checkbox"/> | <input type="checkbox"/> |
| Sideways Box | | | <input type="checkbox"/> | <input type="checkbox"/> |
| Bullseye | | | <input type="checkbox"/> | <input type="checkbox"/> |
| Corners Game | | | <input type="checkbox"/> | <input type="checkbox"/> |
| 180s | | | <input type="checkbox"/> | <input type="checkbox"/> |
| Clover Leaf | | | <input type="checkbox"/> | <input type="checkbox"/> |

| Finesse SKILLS SEVEN GAMES | LEVEL 1 | LEVEL 2 | LEVEL 3 | LEVEL 4 |
|---------------------------------------|----------------|----------------|---|--|
| Friendly | Not required. | Not required. | <input type="checkbox"/> Soft feel at halt and walk. <input type="checkbox"/> Soft touch with open fingers. | <input type="checkbox"/> Soft feel at trot. <input type="checkbox"/> Soft feel at canter. <input type="checkbox"/> Fluid Rein, walk, trot with Longitudinal stretching. |
| Porcupine | Not required. | Not required. | <input type="checkbox"/> Leg yields at walk. <input type="checkbox"/> Back thru a corner. <input type="checkbox"/> 9 step back up. | <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). |
| Driving | Not required. | Not required. | <input type="checkbox"/> Legs to support back up (barely visible). | <input type="checkbox"/> Jingle Bell Stops. |
| YoYo | Not required. | Not required. | <input type="checkbox"/> Walk-trot transitions. | <input type="checkbox"/> Slow-medium-fast walk, trot, canter. <input type="checkbox"/> Canter-walk transitions. <input type="checkbox"/> Simple Changes through walk or trot. |
| Circling | Not required. | Not required. | <input type="checkbox"/> Large circles (20 - 25 meters), walk, trot. <input type="checkbox"/> Snakey Bends, walk, trot with even Lateral stretching. | <input type="checkbox"/> Snakey Bends, canter. <input type="checkbox"/> Small circles (6 - 8 meters), walk-trot-canter. <input type="checkbox"/> Medium circles (10 - 12 meters), walk-trot-canter. <input type="checkbox"/> Large circles (20 meters), canter. |
| Sideways | Not required. | Not required. | <input type="checkbox"/> Sidepass 10 meters. <input type="checkbox"/> 45° off fence, walk. | <input type="checkbox"/> In and outs. <input type="checkbox"/> 10 meter zig zags at canter with flying changes. <input type="checkbox"/> Counter Arc. <input type="checkbox"/> Shoulder In, walk, trot, canter. <input type="checkbox"/> Haunches In (Travers), walk, trot, canter. <input type="checkbox"/> Haunches Out (Renvers), walk, trot, canter. <input type="checkbox"/> Half Pass, walk, trot (10 meters), canter (20 meters). |
| Squeeze | Not required. | Not required. | <input type="checkbox"/> Open a gate. | <input type="checkbox"/> Half Pirouette, walk. <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. |



Parelli Auditions Finesse



Name: _____ Parelli Member #: _____ Date: _____
 Horse: _____ Horsenality: _____ Age: _____

| | Pre- Level 4 | Level 4 | Level 4+ | Level 4++ | Level 5 | Level 5+ | Level 5++ | Level 6 | Level 6+ | Level 6++ |
|---------------------|-----------------|---------|-------------|--------------|------------|-------------|--------------|------------|-------------|--------------|
| Relationship | | | | | | | | | | |
| Expression | | | | | | | | | | |
| Rapport | | | | | | | | | | |
| Respect | | | | | | | | | | |
| Impulsion | | | | | | | | | | |
| Flexion | | | | | | | | | | |
| Technical | | | | | | | | | | |
| Technique | | | | | | | | | | |
| Assertiveness | | | | | | | | | | |
| Savvy | | | | | | | | | | |
| Friendly | | | | | | | | | | |
| Porcupine | | | | | | | | | | |
| Driving | | | | | | | | | | |
| Yo-Yo | | | | | | | | | | |
| Circling | | | | | | | | | | |
| Sideways | | | | | | | | | | |
| Squeeze | | | | | | | | | | |
| Overall Feel | | | | | | | | | | |
| Fluidity | | | | | | | | | | |
| Focus | | | | | | | | | | |
| Feel | | | | | | | | | | |
| Timing | | | | | | | | | | |
| Balance | | | | | | | | | | |

Comments/Suggestions:

Level 4 Compulsories

Equipment:

- Must ride in a correctly marked 20x60 or 20x40 arena clearly marked with poles, cones, etc.
- Cradle bridle (or Parelli approved Myler bit - snaffle or curb)

Gaits:

- Walk
- Trot
- Canter
- Back Up 20 feet

Tasks:

- Lateral Maneuvers
- Leg yield at walk 40ft both ways
- Leg yield at trot 40ft both ways
- 10 meter circle at trot (Right & Left, at least 2 circles), transition to walk at least 1 circle, change direction through the middle & repeat in other direction
- 20 meter circle at canter (Right & Left), transition to walk at least 1 circle, change direction through the middle & repeat in other direction
- Back through 3 cones in a weave pattern. At the end Make a half-turn (square turn) while backing. Back through again and at the other end make another half-turn (square turn) while backing.
- Simple canter lead changes through walk or trot on the center line, -OR- flying lead change (both Right & Left)
- Side pass with reins in one hand
- Soft feel

Patterns:

- Follow the rail
- Weave
- Cloverleaf at canter

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 | | |
| EXUBERANCE | 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 | | |