



PARTNERSHIP
Level
OFFICIAL ASSESSMENT

Student Name: _____ Date: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: _____ E-mail: _____

Horse: _____ Breed: _____


Instructor: _____ Signed: _____

- | | | | |
|----------|------------------------------------|------|----------------|
| Results: | <input type="checkbox"/> Liberty | Pass | Some Resubmits |
| | <input type="checkbox"/> On Line | Pass | Some Resubmits |
| | <input type="checkbox"/> Freestyle | Pass | Some Resubmits |

Note: Please clearly mark tasks being demonstrated unless submitting a complete test or savvy.



Tools

 Round Corral, Horseman's Halter, 12-foot Line.

Tasks

1.(L1) Approach your horse from minimum 10 feet away.

- Student has friendly look and body attitude, approaches confidently.
- Holds Halter and 12-foot Line out in front, inviting horse to smell it.
- Knows how to retreat and approach again if horse is reluctant to stand still.

RESULT: LEVEL 1 PRE-LEVEL 1

2.(L2) Rub him all over with the Halter and 12-foot Line.

- Horse stands still.
- Horse is confident and seems to like the rubbing, shows no fear or skepticism of the equipment or intention.

RESULT: LEVEL 1 PRE-LEVEL 1

3.(L3) Put the halter on and tie the knot correctly.

- Student lowers horse's head and turns it toward them.
- Student puts arm over horse's neck and lifts halter onto the nose.
- Knot is correctly tied, and efficiently done.

RESULT: LEVEL 1 PRE-LEVEL 1

Student Name: _____

Horse: _____

Date: _____

Instructor: _____

Result for This Savvy:

Level 1 Pass Please Resubmit the Tasks marked Pre-Level 1


Comments:

Signed: _____



Level 1
PARTNERSHIP
On Line

Tools

 Halter and 12-foot Line, Carrot Stick and Savvy String.

Tasks

- 4.(OL1) *Play The Friendly Game#1 using Carrot Stick and Savvy String.*
- Student moves confidently and with rhythm.
 - Handles *Stick* and *String* smoothly.
 - Shows that horse can accept *The Friendly Game#1* all over, even around head, hindquarters and legs.
 - If horse moves, student shows savvy of being able to keep going and then stop at the right time.

RESULT: LEVEL 1 PRE-LEVEL 1

- 5.(OL2) *Play The Porcupine Game#2: show backward, HQ and FQ yields from both sides.*
- Student can move horse without *Opposition Reflex*.
 - Good use of focus and position.
 - Rubs after release.
 - If *Opposition Reflex* is mild, student shows enough savvy of how to elevate phases and release at the right time.
 - Note that FQ and HQ yields do not need to show a pivot. As long as the horse is yielding and not pushing through the pressure this is a *Level 1* standard.

RESULT: LEVEL 1 PRE-LEVEL 1

- 6.(OL3) *Play The Driving Game#3: show backward, HQ and FQ yields from both sides.*
- Horse yields without opposition.
 - Student is in the right position to affect the yields.
 - Rope has slack in it.

RESULT: LEVEL 1 PRE-LEVEL 1

Student Name: _____

Horse: _____

Date: _____

Instructor: _____

Result for This Savvy:

Level 1 Pass Please Resubmit the Tasks marked Pre-Level 1

Comments:



PARTNERSHIP

Level

On Line continued

7. (OL4) Play *The Yo-Yo Game*^{#4}: show two complete Yo-Yo's.

- Student can send horse backward and bring back without *Opposition Reflex*.
- All phases are permitted, student must be effective.
- Yo-Yo's are reasonably straight.
- Student keeps feet still.

RESULT: **LEVEL 1** **PRE-LEVEL 1**

8. (OL5) Pick up all four feet from one side.

- Student uses chestnuts on front legs and cap of hock on hind legs to get horse to lift his feet.
- Horse stands quietly and willingly gives feet.

RESULT: **LEVEL 1** **PRE-LEVEL 1**

9. (OL6) Play *The Circling Game*^{#5}: show two laps each way and bring back.

- Send is effective: student drives Zone 1 or 2.
- Allow is neutral: student stands relaxed, passes rope behind back and doesn't move feet.
- Two laps are completed without coaxing or correcting the horse.
- Bring back is effective: drawing on Zone 1, driving Zone 4.

RESULT: **LEVEL 1** **PRE-LEVEL 1**
