



A Natural Approach to Horse Training

Official FreeStyle 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 THE 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. Upon Checkout you will receive an automated email with a Unique code NOTE: It may take up to 24 hours for your unique code to be emailed to you.
5. You can either click on the link in the email or go to <https://auditions.parelli.com/> and enter your unique code. This will "unlock" an audition ready for you to submit your details for processing.
*if you purchase more than one audition, you will receive all the appropriate code(s) in the email, and each code can be submitted for retrieval.

6. Enter your details; Name, Email, Contact Number, Address, etc and also details about your horse, and ensure you select what Savvy and Level you are submitting your Audition for.
7. 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 this **may increase the response time**.

Questions:

Email: Auditions@Parelli.com

Who assesses your audition?:

Auditions received are assessed by Qualified Licensed Parelli Instructors under the direction of Pat Parelli.

If not using a YouTube Link, mail your DVD to:

Parelli Natural Horsemanship Inc

Attn: Auditions

PO Box 772976

Ocala, FL 34477 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.

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 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 Audition 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 <https://shopus.parelli.com/pages/licensed-parelli-instructors> to locate one to help you.
- 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.

freestyle

SELF-ASSESSMENT CHECKLIST



	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Areas	50 – 60' pen, round corral.	100' round corral.	Large Arena.	Open Area, event.
Tools	Hackamore.	Casual Rein (Hackamore/Snaffle), 1 Carrot Stick as support.	Casual Rein and 2 Carrot Sticks, Snaffle or Hackamore.	Neck String (minimal or no use), 1 or 2 Carrot Sticks.
Saddling	No need to tie, rope over arm. Saddle with a 'hug'. Saddle is in appropriate position (not on top of shoulders). No negative reactions to cinch.	Rope on the ground. Saddle with a 'hug'. No negative reactions to cinch.	At Liberty. Saddle with a 'hug'. No negative reactions to cinch.	At Liberty. Saddle with a 'hug'. No negative reactions to cinch.
Bridling	Bridle from knees / chair.	Bridle from knees / chair.	Horse seeks bit.	Horse seeks bit.
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. PROMISE.	Phase 1 – 3. Long phase 1, quick 2, 3. Phase 4 should rarely be necessary. Use of expression, body language. Good feel. TELL.	Phase 1 – 2. Subtle communication and direction. Great feel. ASK.	Phase 1 – 2. Elegant, subtle communication and direction. Excellent feel. SUGGEST.
Rein Positions	Neutral Control Rein. Indirect Rein. Direct Rein. Casual Rein.	Casual Rein. Supporting Stick.	Casual Rein. Butterfly Rein.	Bridleless.

Freestyle PATTERNS	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Follow the Rail	<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"/>
Million Transitions		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Question Box		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Obstacles		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bullseye			<input type="checkbox"/>	<input type="checkbox"/>
Corners Game			<input type="checkbox"/>	<input type="checkbox"/>
Sideways Box			<input type="checkbox"/>	<input type="checkbox"/>
180s			<input type="checkbox"/>	<input type="checkbox"/>
Clover Leaf			<input type="checkbox"/>	<input type="checkbox"/>

**Freestyle SKILLS
SEVEN GAMES**

Friendly

Horse is confident and relaxed. No tension.

**LEVEL 1
(Casual Rein)**

- Preflight Check.
- Rub horse all over.
- Lateral flexion, rub face.
- Passenger Lesson at walk.
- Stop with 1 rein and get off.
- Trombone.
- Mount horse from both sides.

**LEVEL 2
(Casual Rein + Carrot Stick)**

- Swing legs.
- Rub horse with raincoat (put on and take off).
- Toss rein over horse's head.
- Swing Carrot Stick.
- Rub horse's legs with Carrot Stick.
- Passenger Lesson at trot.
- Mount from fence.

**LEVEL 3
(Casual Rein + 2 Carrot Sticks)**

- Passenger Lesson at canter.
- Bridle and unbridle from your horse's back.
- Trail ride.
- Canter, stop and get off.

**LEVEL 4
(No Rein, 1 Stick + Neck String)**

- Hold tail over shoulder.
- Swing Carrot Stick or rope.
- Drag something.
- Carry a bucket.

Porcupine

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

- Lateral flexion, hold until relaxed.
- Squeeze to go (life up), lift rein to stop.
- Relax and bend to slow or whoa.
- Direct Zone 1 to turn 45° (Direct Rein).

- Back up 10 steps using 9 Step Back Up technique.
- Indirect Rein to disengage hindquarters (360°), then Direct Rein (90°).

- Savvy String around neck, keep bridle on.
- Back up and turn right and left with neck string.
- Refined Direct and Indirect Rein.

- Use fingertips to guide horse (walk).
- Seat to back up (no legs or stick).

Driving

Appropriate response to suggestion without touching.

Not required.

- Lateral Flexion, 1 Stick.
- Bounce the rein to back up.
- Turn with Carrot Stick, walk and trot.
- Disengage with Carrot Stick as support (360°).
- Back up using your legs.

- Lateral Flexion, 2 Sticks.
- Disengage with two Carrot Sticks.
- Full turn.

- "Spin" two 360° revolutions, medium speed.
- Canter and back up with 2 Carrot Sticks.

YoYo

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

Not required.

- Lift rein and hold to stop and back up.
- Transitions: walk, trot.

- Transitions: halt, walk, trot, canter (2 Sticks).

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

Circling

Demonstrates responsibility of maintain gait, maintain direction, and look where you are going.

- Figure-8s at walk with a Casual Rein.

- Circle with Casual Rein, 4 laps at walk and trot (right and left).
- Change direction at walk.

- Carrot Sticks on your shoulders, canter 4 laps, with less than 4 corrections total (1 per lap).
- Simple change, Bowtie.
- With Casual Reins: canter 4 laps with less than 2 corrections per lap.

- Arms folded, canter for two laps.
- Simple changes.
- Flying changes.
- Figure-8 (with 1 Stick).
- Fast canter.
- Slow canter.

Sideways

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

Not required.

- Sideways 20' (facing the fence).
- Open a gate.

- With 2 Carrot Sticks.
- 20' Sideways without fence.
- Over an obstacle.
- Open and close a gate without losing contact with the gate.

- Lateral maneuvers.
- 20' bridleless.

Squeeze

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

Not required.

- Ride through narrow space (gate).
- Walk, trot over a small log (12"-18").
- Turn, face and wait. Repeat.

- Over a log (18"-24").
- Turn, face and wait.
- 2 sticks.

- Jump double barrels laying down (min. 3 feet).
- Butterfly.
- Jump 24" and above.



FREESTYLE

Name: _____ Date: _____
 Horse: _____ Horsenality: _____ Age: _____

PRE - L2	LEVEL 2	LEVEL 2+	LEVEL 2++	LEVEL 3	LEVEL 3+	LEVEL 3++	LEVEL 4	LEVEL 4+	LEVEL 4++
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RELATIONSHIP

Expression									
Rapport									
Respect									
Impulsion									
Flexion									
Technical									
Technique									
Assertiveness									
Obedience									
Exuberance									
Positive reflex									

SAVVY

Friendly									
Porcupine									
Driving									
Yo-Yo									
Circling									
Sideways									
Squeeze									
Overall Feel									
Mounting									

SKILLS

Focus									
Feel									
Timing									
Balance									

LEVEL 3 - LEVEL 4 COMPULSORIES

Complete all green tasks for Level 3 & Level 4
 Include black tasks for Level 4

COMMENTS / SUGGESTIONS

LEVEL 2 COMPULSORIES

EQUIPMENT

<input type="checkbox"/> Natural hackamore or Saffle & Horseman's Reins	<input type="checkbox"/> 1 or 2 Carrot Sticks
<input type="checkbox"/> Carrot Stick	<input type="checkbox"/> Savvy String around horse's neck (bridle permitted)
<input type="checkbox"/> Arena or Round Corral	<input type="checkbox"/> Arena or open area
<input type="checkbox"/> Saddle or Bareback Pad	<input type="checkbox"/> Saddle or bareback Pad

OBSTACLES

<input type="checkbox"/> 2 Barrels	<input type="checkbox"/> Small Jump	<input type="checkbox"/> Tarp
	<input type="checkbox"/> Cones	<input type="checkbox"/> Pedestal
	<input type="checkbox"/> Ball	L4 <input type="checkbox"/> 2ft + Jump

TASKS

<input type="checkbox"/> Mount & Dismount	<input type="checkbox"/> Mounting	<input type="checkbox"/> Canter Stop
<input type="checkbox"/> Lateral Flexion	<input type="checkbox"/> Simple Change	<input type="checkbox"/> Open Gate
<input type="checkbox"/> Indirect/Direct Rein	<input type="checkbox"/> Sideways on a fence (with carrot stick)	
<input type="checkbox"/> 9-Step back up 10ft	<input type="checkbox"/> Obstacles (choose 3 from above)	
	L4 <input type="checkbox"/> Flying changes both directions (may use a pole or cavaletti)	

GAITS

<input type="checkbox"/> Walk	<input type="checkbox"/> Walk
<input type="checkbox"/> Trot	<input type="checkbox"/> Trot
<input type="checkbox"/> Back Up	<input type="checkbox"/> Canter
	<input type="checkbox"/> Stand Still
	<input type="checkbox"/> Back Up 20ft

PATTERNS

<input type="checkbox"/> Follow the Rail	<input type="checkbox"/> Follow the Rail -L3 Only
<input type="checkbox"/> Figure 8	<input type="checkbox"/> Question Box at canter with halt at fence -L3 Only
	<input type="checkbox"/> Point-to-point (corner to corner on rail at trot or canter) -L3 Only
	L4 <input type="checkbox"/> Cloverleaf with markers showing center box, Canter to halt
	L4 <input type="checkbox"/> Canter point-to-point from A to C (center line, rail to rail)

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		