
PARELLI



LEVELS

Four Savvys

Member's

Video Lesson Guide

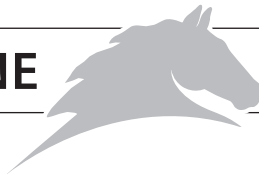
ParelliSavvyClub.com

Member / Horse _____

Member No. _____

PARELLI LEVELS 1-4

- **On Line** Levels 1-4
- **Liberty** Levels 2-4
- **FreeStyle** Levels 2-4
- **Finesse** Levels 3-4



OL1. INTRODUCTION

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- Extreme Friendly Game in Zone 4 and Zone 5 3:29

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- (No video)

○ 8. Circling Game

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- Traveling Circles 1:19

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○ 7. Zone 5 Driving with 2 Reins

- Zone 5 Driving with 2 Reins Self-Assessment 4:41

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- Neutral Lateral Flexion Zone 5 Driving with 2 Lines 2:38

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- Yo-Yo Game Between Barrels 4:26

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Maintain Gait for 10-20 Laps

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○ 11. Squeeze Game

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Send Through a Squeeze from 35 Feet Away

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- Load Horse in Trailer from 40 Feet Away 1:39

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- Bigger Jumps On Line 2:10

Single Barrel Jump from 45 Feet

- Troubleshooting the Squeeze Game 1:26

Halfway Over a Log

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○ 12. L4 On Line Patterns on 45-ft Line

- Patterns on 45-ft Line Self-Assessment 6:17

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- Touch It from 45 Feet Away with Different Zones 2:37

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- Push a Ball from 45 Feet Away 2:13

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- Weave at the Trot from 45 Feet Away 4:02

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- Falling Leaf on a 45-ft Line at the Trot and Canter 2:46

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- S Pattern on the 45-ft Line at the Trot and Canter 2:08

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- Traveling Circles at the Canter 2:23

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- Spiral In and Out at the Canter 4:13

○ 13. Patterns with Zone 5 Driving

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- Pushing a Ball to a Target 1:36
- Pushing a Ball Sideways 1:13
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Figure 8

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- Zone 5 Driving Obstacles 8:06

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- Self-Assessment Video

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○ 2. Tools

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○ Seven Games with a Safety Net Part 1 3:59

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○ Porcupine Game Self-Assessment 2:01

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○ Yield the Hindquarters and Forequarters 2:30

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○ Lead by the Jaw 0:46

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○ 6. Driving Game

○ Driving Game Self-Assessment 1:54

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○ Driving Backwards 7:13

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○ Liberty Prep. Stick To Me 6:08

○ 7. Yo-Yo Game

○ Yo-Yo Game Self-Assessment 0:17

Yo-Yo Game

○ Yo-Yo Game at Liberty 3:05

○ 8. Circling Game

○ Circling Game Self-Assessment 1:19

Circling Game

○ Circling Game at Liberty 5:03

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○ Transitions on a Circle 7:54

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○ 1. Theory

- Theory Self-Assessment 3:14

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- Important Qualities of Liberty 0:39
- Liberty for Right-Brain Extroverts 0:20
- Liberty for Right-Brain Introverts 0:38
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- Liberty for Left-Brain Extroverts 0:31

Master Your Energy

- Mastering Your Energy 0:47

○ 2. Friendly Game

- Friendly Game Self-Assessment 1:56

Friendly Game with the Carrot Stick

- Friendly Game with the Carrot Stick 4:11

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○ 3. Porcupine Game

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- Yield the Forequarters 360° 0:49
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- Lead Horse by the Jaw 0:56
- Lead Horse by the Chin 1:33

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- Lead by the Legs 2:09

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○ 4. Driving Game

- Driving Game Self-Assessment 2:46

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- Parelli Waltz 0:40

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- How Drive Can Improve Draw 45:48

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○ 5. Yo-Yo Game

- Yo-Yo Game Self-Assessment 1:52

Yo-Yo Game To and From the Rail

- Yo-Yo To and From the Rail 0:41
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- Back Out, Rub, Leave without Horse Following 2:14

○ 6. Circling Game

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- Transitions on the Rail 2:58

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- Trot 6 to 10 Laps 3:12

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○ 7. Sideways Game

- Sideways Game Self-Assessment 2:34

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- Sideways from Rail to Rail in Zone 1 1:25
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- Sideways then Change Sides in a Flow 0:39

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- Sideways Over a Log 3:19

○ 8. Squeeze Game

- Squeeze Game Self-Assessment 3:09

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- Squeeze Horse Between Smaller Spaces 1:38

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- Squeeze Through Barrels 1:08

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- Squeeze Over Barrels 2:22

○ 9. L3 Liberty Patterns

- Patterns Self-Assessment 3:13

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- Touch It While Keeping Feet Still 1:47
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○ Theory Self-Assessment 5:40

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○ Theory: Put the Relationship First 0:26
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○ Foundation Before Specialization 0:52
○ Mental, Emotional, and Physical Fitness 0:45

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○ Tools Self-Assessment 1:22

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○ Conga Horse Simulation w/ 2 Carrot Sticks 2:11
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○ Friendly Game Self-Assessment 2:55

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○ Undemanding Time, Maintaining Rapport 0:43
○ My Horse Has a Sour Expression 1:11

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○ Extreme Friendly Game in Zone 5 with Flag 1:50

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○ Stand on a Tarp for 7 Seconds from 15 Feet Away 1:52

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○ Getting Creative with Friendly Game 1:54

○ 4. Porcupine Game

○ Porcupine Game Self-Assessment 7:49

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○ Yielding the Forequarters at Phase 1 3:53
○ Troubleshooting the Porcupine Game 0:37
○ Backing by the Chest for 30 Feet at Phase 1 0:56
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○ Yield Sideways at Phase 1 for 10 Steps 1:02
○ Troubleshooting the Porcupine Game 1:17

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○ Lead by Mane and Forelock at T for 10 Steps 2:18
○ Lower Head with String Over Poll 0:25

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○ Lead by Ear and String on Ear 1:45

Lead by the Chin and Lead by the Jaw

○ Lead by Chin 0:39
○ Lead by Jaw 1:18
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○ Lead by Girth 1:29
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○ Hindquarter Yield in Motion 1:29

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○ Close Range Spins 2:17
○ Troubleshooting Close Range Spins 1:28

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○ 6. Yo-Yo Game

○ Yo-Yo Game Self-Assessment 1:34

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○ Yo-Yo Game on a Straight Line 35 Feet Away 0:29
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○ Circling Game Self-Assessment 6:21

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○ Introducing Voice Cues 1:08

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○ Maintain Gait at Trot, 10 Laps, One Send 3:24
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○ Troubleshooting Maintain Gait 0:37
○ Troubleshooting Transitions on the Circle 1:08
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○ Backwards on the Circle 3:00

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○ 6 Laps with a Jump 2:41

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○ Maintain Gait Through Changes of Direction 2:05

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○ Spins 3:37
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○ 8. Sideways Game

○ Sideways Game Self-Assessment 2:11

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○ Sideways with a Fence 1:23
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○ Sideways Towards for 30 Feet 5:45

○ 9. Squeeze Game

○ Squeeze Game Self-Assessment 1:15

Sideways Game to Squeeze Game

○ Sideways Game to a Squeeze Game 6:31

Squeeze Over Bigger Jumps

○ Squeeze Over Bigger Jumps 0:53
○ Troubleshooting Horse that Hesitates Before a Jump 0:33

Trailer Loading at Liberty

○ Trailer Loading at Liberty 3:39

○ 10. Patterns

○ Patterns Self-Assessment 3:21

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○ Touch It All 4 Feet On Pedestal 1:25

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○ Push a Ball at Walk and Trot 2:50

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○ Troubleshooting Figure 8 Flying Change 0:53

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○ Weave 6:38
○ Troubleshooting the Weave Pattern 0:42

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○ Falling Leaf in Open Area 0:53

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○ S Pattern in Open Area 0:42

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○ (No video)

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○ Trail Riding 1:16

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○ Tools Self-Assessment 1:47

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○ The Parelli Hackamore 4:15

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○ Saddles and Pads 1:43

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○ Rider Attire 0:40

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○ Pre-Ride Self-Assessment 8:26

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○ Preparing Your Horse for Saddling 7:11

○ Saddle Placement 6:30

○ Cinching in Stages 3:35

○ Unsaddling - Western 4:58

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○ Preflight Check Self-Assessment 3:00

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○ Bridling - Hackamore 3:56

○ Bridling - Snaffle Bridle 3:42

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○ Mounting and Dismounting Self-Assess 1:56

Mounting and Dismounting

○ Mounting and Dismounting 11:15

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○ Emergency Dismount 1:35

5. Rein Positions

○ Rein Positions Self-Assessment 1:39

Rein Length, Calif. Roll, Neutral Lateral Flexion

○ Teaching Lateral Flexion from the Saddle 6:27

○ Lateral Flexion - Breaking It Down 1:15

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○ Hindquarter Disengagement Using Indirect Rein 1:13

○ Troubleshooting Indirect Rein 1:35

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○ Active and Inactive Reins 9:36

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6. Phases to Go and Whoa

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○ Getting Go and Whoa Equal 9:45

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○ Controlled Catastrophe Self-Assessment 0:16

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○ Straight Lines and Circles 18:19

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○ Friendly Game with Carrot Stick FreeStyle 1:06

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○ Bending the Neck 1:44

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○ Pushing Turns 3:19

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○ Friendly Game with a Rain Coat 2:54

Circling Game on a Casual Rein

○ Circling FreeStyle 15:03

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○ Squeeze Over a Tarp 1:10

One Rein Riding: Neutral Lateral Flexion and Toss Rein Over Head

○ One Rein Riding 5:47

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○ Patterns Self-Assessment 2:20

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○ Weave Pattern 5:53

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○ Sideways Game 2:33

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11. Trail Riding and Fun with L2 Skills

○ Trail Riding and Fun Self-Assessment 1:24

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○ Unloading When You Arrive in New Environments 0:37

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○ My Shadow and Me 0:43

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Herd Psychology Riding in a Group

○ Who Do You Ride With? 0:39

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○ Making the Trail Fun for Your Horse 0:43

○ Pay Attention to Your Journey 0:31

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○ 1. Theory

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- Intentions and Willpower 3:05
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- Beats in a Gait - Diagonals 4:57
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- Tying the Neck String 1:16
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- Saddling and Mounting Self-Assessment 2:18

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- Mounting from Fence 1:14

○ 4. Improving Rein Positions

- Improving Rein Positions Self-Assess 1:08

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- Neutral Lateral Flexion 1:41

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○ 5. Patterns for Impulsion

- Patterns for Impulsion Self-Assessment 1:08

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- Transitions Savvy 0:42
- Troubleshooting Transitions 2:12

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- Weave for Impulsion 2:17

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- Troubleshooting the Corners Game 0:40
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- Cloverleaf for Impulsion 5:26
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○ 6. Improving Riding Skills

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One Rein Riding: Emergency Dismount

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One Rein Riding: Toss Rein Over Horse's Head

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One Rein Riding: Parelli Waltz in Motion

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One Rein Riding: Turns and Counter Turns

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One Rein Riding: Stop Straight

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- Backing with One Rein 2:06

One Rein Riding: Circles

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- Riding Bareback at the Walk and Trot 2:49

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- Friendly Game with the Carrot Stick 3:04

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- 360° Turn with Forequarters Inside
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- 360° Turn with Hindquarters Inside
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Parelli Waltz

- Parelli Waltz 1:50

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Support with Neck String

- Yield HQ and FQ with Neck String 1:26
- Back Up Using Neck String to Shift
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- Steer like a Boat with Hindquarter Yields 2:08
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- Improving Patterns Self-Assessment 15:49

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- Arena Size for Long/Short Horses Follow
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- When to Use Transitions/Riding on a
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- Trot and Canter Question Box 6:14
- Sideways Inside the Question Box 0:48

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Obstacle Pattern: Back Through an "L"

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Obstacle Pattern: Jumping Barrels

- Jumping Barrels 1:55
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- Trot and Canter Over Obstacles on Casual Rein with One Carrot Stick 1:57

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- Leads and Simple Lead Changes Self-Assess 1:01

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- Lead Changes as an Impulsion Strategy 4:01
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12. Riding with 2 Carrot Sticks

- Riding with 2 Carrot Sticks Self-Assessment 1:45

Dexterity with the Carrot Stick at the Canter

- Troubleshooting Riding with Carrot Sticks 1:29

Neutral Lateral Flexion and Hindquarter Yield with 2 Carrot Sticks

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- Owning Your Responsibilities 1:30

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- Saddling a Fence 3:03

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- Creative Mounting 2:53

Unbridling and Bridling while Mounted

- Unbridling and Bridling while Mounted 4:53

○ 3. Improving Riding Skills: Bareback Riding with a Bridle

- Bareback Riding with a Bridle Self-Assess 4:11

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Yields Bareback

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- Bareback Passenger Lesson 2:48

Transitions and Impulsion Bareback

- Transitions and Impulsion Bareback 2:26
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○ 4. Improving Riding Skills: Bareback One Rein Riding

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- Continue Practicing Emergency Dismount 1:20

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- Value of One Rein Riding 1:48

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- Back Up Straight with One Rein 0:36
- Circle at the Canter with One Rein 1:27
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○ 5. Improving Riding Skills: Stand in Your Stirrups and Windmill Your Arms

- Stand in Stirrups and Windmill Arms Self-Assessment 0:52

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- Value of Practicing Standing In Your Stirrups 1:22

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- Windmill Arms and T Arms at Faster Gaits 1:52
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○ 6. Improving Riding Skills: Increase Stamina Maintaining Gait

- Increase Stamina Maintaining Gait Self-Assessment 1:20

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- Canter for 10 Minutes 0:48

○ 7. Friendly Game in the Saddle

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- Swing Carrot Stick/Savvy String While Mounted 3:32

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- Hold Tail Over Shoulder While Mounted 1:10

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○ 8. Improving Rein Positions

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Connecting the Reins to the Feet

- Connecting Reins to Feet 0:53
- Reins Connect to the Feet 2:51
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○ 9. Improving Guiding Skills: Sideways and Backwards

- Sideways and Backwards Self-Assess 0:25

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Sideways and Backwards

- One Leg Means Lateral 1:11

○ 10. Improving Guiding Skills: Rollback

- Rollback Self-Assessment 0:51

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- Shoot the Bad Guy 3:54

Rollback

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○ 11. Improving Guiding Skills: Jumping

- Improving Guiding Skills: Jumping Self-Assessment 0:09

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- I Choose, We Approach, You Jump 1:24
- Jumping with 2 Carrot Sticks 0:52

○ 12. Improving Riding Skills: Riding with 2 Carrot Sticks

- Riding with 2 Carrot Sticks 12:07

Simulating Bridleless Riding with 2 Carrot Sticks

- Prerequisites for Bridleless Riding 8:36

Yields with 2 Carrot Sticks

- Yields with 2 Carrot Sticks 2:40

Spins with 2 Carrot Sticks

- Spins with 2 Sticks 1:17

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- Back Up with 2 Sticks 2:06

Backwards and Sideways with 2 Carrot Sticks

- Backwards and Sideways with 2 Carrot Sticks 1:41

Sideways without a Fence with 2 Carrot Sticks

- Go Sideways and Halt Using Focus 1:20
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Sideways Over an Obstacle with 2 Carrot Sticks

- Sideways with 2 Sticks Over an Obstacle 2:37

Sideways Down the Rail with 2 Carrot Sticks

- Sideways Then Forward with 2 Sticks 1:24

Sideways Doing Lateral Maneuvers with 2 Sticks

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- Transitions with 2 Sticks 1:19

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- Circle Object w/2 Sticks While Horse Follows Focus 2:48

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- Corners Game at Walk, Trot, Canter Using Focus 3:07

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- Canter 4 Laps with 2 Sticks, Less than 4 Corrections 3:00

Rollback with 2 Carrot Sticks

- Rollback with 2 Carrot Sticks 0:57

Bowtie with 2 Carrot Sticks

- Bowtie with 2 Carrot Sticks 1:50

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- Push a Ball at Walk and Trot Using 2 Sticks 2:30

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○ 13. Improving Guiding Skills: Neck String Riding

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- Simulating Yield with a Neck String 2:38
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- Yields with a Neck String 2:34

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○ 14. Yo-Yo Game within the Gait

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- Trot Slow, Medium, and Fast Without Using Reins 3:10

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○ 15. Flying Lead Changes

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Galloping Flying Lead Changes

- Flying Lead Changes with Prayer Hands 2:01

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○ 16. Improving Patterns

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- Weave at the Canter with Simple Changes 3:18

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- Sideways for 30 Feet 1:04

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- 180's Towards Rail 1:01

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- 5 Barrel Pattern 6:23

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- 6 Barrel Pattern 6:00

○ 17. Bridleless Riding

- Bridleless Riding Self-Assessment 4:18

Theory of Bridleless Riding

- Theory of Bridleless Riding 0:44

Yields Bridleless

- Yields Bridleless 1:55

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- Backing Up Bridleless 0:34

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- 2 Laps of Canter with Arms Folded 2:21
- Fun with Bridleless Riding 3:16

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- Loosening and Tightening the Spring 1:21
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- Finesse for Different Horsenalties 3:07

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- Soft Touch (Step 3) and Soft Feel (Step 7) 1:28
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- Tools Self-Assessment 0:59

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- Why Use a Snaffle? 4:17
- Bridle Wisdom 2:18
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○ 3. Rein Responsibilities

- Rein Responsibility Self-Assessment 1:46

Rider's Seat, Legs, and Hands

- Rider's Seat, Legs, and Hands 5:15
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- Fixed, Active, and Inactive Reins 2:06
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○ 4. Lateral, Latitudinal, and Longitudinal Flexion

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○ 5. Soft Touch

- Soft Touch Self-Assessment 3:57

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- Yields in Soft Touch 7:16

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- Trotting Yo-Yo's 11:26

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○ 9. Fun with Level 3 Finesse Skills

- Fun with Level 3 Finesse Skills Self-Assess 0:27

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- (No video)

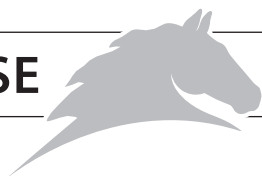
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○ 1. Theory

- Theory Self-Assessment 0:54

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- Phases of Go and Whoa 1:11
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- My Horse Can Shoten and Transfer Weight 0:49
- Ride a Leg Yield on A Loose Rein 0:52
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- Tip: Toes Forward or Outward 2:15
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○ 4. Lateral, Latitudinal, and Longitudinal Flexion

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- Lateral Flexion in Motion 0:56
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○ 5. Monkey Riding

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- Monkey Riding Position One Bridge Rein 7:35
- Position One Transitions to Back Up 2:19

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○ 6. Soft Feel

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- Yo-Yo Game Lengthening and Shortening Strides 3:08

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- Jingle Bell Stops 1:41
- Canter Yo-Yo's 8:52
- Tip: Proper Position for Straightness 2:07
- Troubleshooting Canter Yo-Yo's 1:59

○ 8. Precision Circles

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- Precision Circles 21:23
- Canter 20 Meter Circles in Soft Feel 1:06

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○ 10. Feeling for the Feet

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○ 11. Leads and Lead Changes

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○ 12. Provocative Patterns

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Million Transitions Trot to Back Up

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- Canter 180's Away from the Rail 2:36
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○ 13. Dragging and Pushing Objects

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Push a Ball

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○ 14. Fun with Level 4 Finesse Skills

- Fun with Level 4 Skills 2:29

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