

Level 4 - On Line

Line: 6-foot/45-foot line **Tools:** Neck Rope / Flank Rope Carrot Stick, Savvy String, Flag **Zones:** All **Phases:** 1 - 2

Patterns: Touch It, Figure-8, Weave, Circle, Push a Ball, & Obstacles.

Skills: (Seven Games)

Friendly:	<ul style="list-style-type: none">Swing rope or Carrot Stick and String overhead, standing in Zone 5.Play Friendly Game in Zone 1 from Zone 5.	<ul style="list-style-type: none">One foot on an object.Bounce ball on horse.Slap ground six times with carrot stick from Zone 5
Porcupine:	<ul style="list-style-type: none">Lead backwards by tail using just a few hairs (min. 10 steps).	
Driving:	<ul style="list-style-type: none">Long reins: walk, turn, back up.	<ul style="list-style-type: none">Stick to Me, simple lead changes (mirror me).
Yo-Yo:	<ul style="list-style-type: none">Long reins, transitions between gaits.	<ul style="list-style-type: none">Select leads at canter.
Circling:	<ul style="list-style-type: none">10 - 20 laps.Flying change of direction at canter.Flank Rope, 12-foot Line	<ul style="list-style-type: none">Back up 1-2 laps, 12-foot Line.Decreasing and increasing circles.Spin and go
Sideways:	<ul style="list-style-type: none">Half passSideways towards you medium to fast.	<ul style="list-style-type: none">Sideways over barrel or log, yield away and toward.
Squeeze:	<ul style="list-style-type: none">Jump upright barrels or double down barrels (<i>according to ability of horse</i>).Trailer load from the rear tire.	<ul style="list-style-type: none">Backwards under tarp.Stop over log or barrel (half way).Straddle a pole lengthwise.

Level 4 - Freestyle Riding

Area: Open Arena, events **Tools:** Neck String/Bridleless, 1 stick **Phases:** 1 – 2 **Saddling:** At Liberty. Saddle with a ‘hug’. No negative reactions to cinch. **Bridling:** Horse seeks bit. **Rein Position:** Jingle Bells

Patterns: Follow Rail, Figure-8, Weave, Million Transitions, Question Box, Obstacles, Bullseve, Corner, Sideways Box, 180s, & Clover Leaf

Skills: (Seven Games)

Friendly:	<ul style="list-style-type: none">Hold tail over shoulder.Swing Carrot Stick or rope.	<ul style="list-style-type: none">Drag something.Carry a bucket.
Porcupine:	<ul style="list-style-type: none">Use fingertips to guide horse (walk).	<ul style="list-style-type: none">Seat to back up (no legs or stick).
Driving:	<ul style="list-style-type: none">“Spin” two 360° revolutions, medium speed.	<ul style="list-style-type: none">Canter and back up with two Carrot Sticks.
Yo-Yo:	<ul style="list-style-type: none">Transitions: walk-trot-canter-halt-back up (2 Sticks).	
Circling:	<ul style="list-style-type: none">Arms folded, canter for two laps.Simple changes.Flying change.	<ul style="list-style-type: none">Figure-8 (with one Stick).Fast canter/slow canter.
Sideways:	<ul style="list-style-type: none">Bridleless.	<ul style="list-style-type: none">20’ Sideways bridleless.
Squeeze:	<ul style="list-style-type: none">Jump double barrels laying down (min. 3 feet).	<ul style="list-style-type: none">Butterfly.

Level 4 - Liberty

Area: Open Areas and round corrals **Line:** No Line **Tools:** Telescopic Flag **Zones:** All **Phases:** 1 - 2

Patterns: Circle, Figure-8, Weave, Push a Ball, & Obstacles

Skills: (Seven Games)

Friendly:	<ul style="list-style-type: none">Horse comes positively to you at trot or canter.	<ul style="list-style-type: none">Extreme Zone 4 and 5.
Porcupine:	<ul style="list-style-type: none">Lead backwards by tail, make turns.	
Driving:	<ul style="list-style-type: none">Exuberant draw.Draw backwards from Zone 5.	<ul style="list-style-type: none">Close range 360°s.
Yo-Yo:	<ul style="list-style-type: none">Halt to canter transitions	<ul style="list-style-type: none">Transitions: walk to canter.
Circling:	<ul style="list-style-type: none">10 – 20 laps (canter).Change of direction at canter with flying change (left and right).Single spin slow.	<ul style="list-style-type: none">Circle close, walk or trot.Change direction at walk.Backwards half a lap
Sideways:	<ul style="list-style-type: none">Sideways towards.	<ul style="list-style-type: none">Sideways from Zone 1.
Squeeze:	<ul style="list-style-type: none">Trailer Load at walk or trot.	<ul style="list-style-type: none">Half way over barrel and Sideways towards.
7Gs in Corral:	<ul style="list-style-type: none">Games 4, 5, 6 and 7 with obstacles.	

Level 4 - Finesse Riding

Bits: Cradle, Western Curb, Double Bridle or Savvy String **Contact:** Short reins, high neck **Posture:** Strong top line **Weight:** On hindquarters

Rhythm: Rhythm maintained **Energy:** Calm, energized **Phases:** 1 – 2 **Rein Position:** Light forehand **Shaping:** “Soft” collection

Patterns: Follow Rail, Figure-8, Weave, Million Transitions, Question Box, Obstacles, Bullseve, Corner, Sideways Box, 180s, & Clover Leaf

Skills: (Seven Games)

Friendly:	<ul style="list-style-type: none">Soft feel at canter.	
Porcupine:	<ul style="list-style-type: none">Leg yields at canter.	<ul style="list-style-type: none">Rock your horse (side to side, forwards & backwards).
Driving:	<ul style="list-style-type: none">Jingle Bell Stops.	
Yo-Yo:	<ul style="list-style-type: none">Slow-medium-fast walk, trot, canter.	
Circling:	<ul style="list-style-type: none">Small circles (6 – 8 meters), walk-trotcanter.	
Sideways:	<ul style="list-style-type: none">In and outs.Shoulder In, Haunches In (Travers, Renvers).Half Pass, 20 meters	<ul style="list-style-type: none">10 meter zig zags at canter with flying changes.Counter Arc.
Squeeze:	<ul style="list-style-type: none">Half Pirouette, walk.	