

# **Special Note to Savvy Club Members Regarding Parelli Levels Assessments**

We are excited to make the Parelli Levels Program visible to you from Level 1 - 4 in all Four Savvys.

What you are seeing in these next pages is the draft\* self assessment checklists comprising Parelli Patterns and Skills. The idea is that you can go through each level and see what you've achieved and where the 'holes' are. Not only will this help you to fill in the gaps, it should give you a great sense of what you've already achieved.

*\*This draft is a sneak preview of the Levels Program to be launched in January '09. Some minor changes or corrections may be made to it.*

The self assessment will be a part of the new official assessments commencing January 2009. How you will take the official test will be very different. Pat Parelli has been working on the concept of a levels 'audition' that you will take in two categories: Level 1 - 2 and Level 3 - 4. You will still be graded Level 1, 2, 3, or 4 but the test is not limited to one level. In this way it will be easy to see if, for example, you are Level 1 but already demonstrating a lot of skills worthy of Level 2... and be acknowledged for it. While the tests will be conducted in one Savvy at a time, the colored Savvy Strings will be awarded once each level is achieved in all Four Savvys. A certificate will be awarded for a level achieved in one Savvy at a time.

Between now and January you have the choice to finish the levels tests you have been working on, or to wait and do it in the new format after January 1, 2009.

We know that change is sometimes unsettling, but when the change improves the system it is both necessary and exciting. We are very excited about how much more this is going to support your growth, measure your success and increase your fun doing it.

Yours naturally,  
Pat and Linda

*PS You probably noticed that from January 2009 the Levels Program will be available only to Savvy Club Members. It is our commitment to support those of you who are dedicated to neverending self improvement and continuing education.*



## LEVELS SKILLS CHECKLIST

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
<b>Lines</b>	12-foot Line.	22-foot Line.	45-foot Line.	6-foot Line / 45-foot Line.
<b>Tools</b>	Carrot Stick, Savvy String.	Carrot Stick, Savvy String.	Carrot Stick, Savvy String, Flag (plastic bag on Carrot Stick).	Neck Rope / Flank Rope Carrot Stick, Savvy String, Flag.
<b>Zones</b> <i>Appropriate use of zones for directing and supporting aids; progressively advancing to more sensitive zones.</i>	Zones 1 & 2.	Zone 3.	Zones 4 and 5.	All Zones.
<b>Phases</b> <i>1. Minimum, subtle. 2. Soft but more pronounced. 3. Firmer. 4. Firmest. Timing: Long phase 1; Hands that close slowly and open quickly.</i>	Phase 1 – 4 if needed. Attitude of Justice. Hands that close slowly and open quickly. Timing of release to appropriate response. Steady use of phases, not too quick. Calm horse. PROMISE.	Phase 1 – 3. Long Phase 1, quick to 3. Phase 4 should rarely be necessary. Use of expression, body language. Confident horse, no fear, no defensiveness. TELL.	Phase 1 – 2. Subtle communication and direction. Attentive, responsive horse, positive expression. ASK.	Phase 1 – 2. Elegant, subtle communication and direction. Expressive horse. SUGGEST.

<b>On Line PATTERNS</b>	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
<b>Touch It</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Figure-8</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Weave</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Circles</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Push a Ball</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Obstacles</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## On Line SKILLS SEVEN GAMES

### Friendly

*Horse is confident and relaxed. No tension.*

#### LEVEL 1

- Rub horse all over with Carrot Stick.
- Toss rope/Carrot Stick and String over neck and back 6 times, horse relaxed (no tension) and standing still.
- Massage legs.
- Massage tail.
- Haltering.

#### LEVEL 2

- Stand in Z3, toss rope over head and back, nose and tail, front legs, hind legs, helicopter.
- Flapping rain coat.
- Umbrella opening and closing. Stand on tarp for 7 seconds.
- Front feet on pedestal.
- Scratch itchy spots around udder, sheath.
- Ball.

#### LEVEL 3

- Extreme helicopter—slap ground 6 times hard with CS and String.
- Shake flag (plastic bag on Carrot Stick).
- Stand on pedestal.
- Hind feet on pedestal.
- Massage with clippers.
- Toothpick on neck, turns neck to you, softens (*needle simulation*).
- Massage inside ear (not deep!).

#### LEVEL 4

- Crack a whip 3 times.
- Swing rope or Carrot Stick and String overhead, standing in Zone 5.
- One foot on an object.

### Porcupine

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

- Move forehand and hindquarters full circle.
- Back up from nose (Zone 1) and chest (Zone 2).
- Lower head. Lift tail.

- Move sideways.
- Lead by front leg.
- Teach horse to stand on 3 legs (hold each leg up for 30 seconds).
- Pick up four feet from one side.

- Lead backwards by tail.
- Lead backwards by hind leg.
- Lead by ear.
- Lead by chin.
- Hold tongue.

- Lead backwards by tail using just a few hairs.

### Driving

*Appropriate response to suggestion without touching. Line is used as safety net, has slack in it most of the time. Equalize Drive and Draw.*

- "Sniff this" 12-foot Line, Zone 2.
- Draw towards you, flowing hands on rope.
- HQ & FQ yield 360 degrees.

- "Sniff this" 22-foot Line, Zone 3.
- Stick to Me at walk and trot.

- "Sniff this" 45-foot Line, Zones 4 and 5. Drive a course on one rein.
- Stick to Me at canter and among other horses.
- Drive from Zone 5: one rein and two reins.

- Long reins: walk, trot, back up.
- Stick to Me, change leads (simple or flying).

### YoYo

*Forwards and backwards are equalized, away and towards and in transitions between gaits, and building to 'collection'.*

- Back through gates, into stall.
- Walk-trot-back up (keep horse out of personal space, teach to stop and yield).

- Up and down hills.
- Backwards over pole.
- Back and forth from Zone 3.

- Backwards over log.
- Backwards into trailer (with ramp).
- Trot towards you.
- Jump towards you, stop, back to obstacle.
- One leg over a pole.

- Long reins, transitions between all gaits.
- Select leads at canter.
- Scootch.
- Passage.

### Circling

*Demonstrate 'responsibility'; keep feet still unless doing Traveling Circles.*

- 2 – 4 laps without breaking gait at walk and trot.

- 4 – 6 laps, trot, canter.
- Change direction at trot.
- Traveling circles.
- Obstacles and maintain gait.
- Log / barrels - look where you are going.

- 6 – 10 laps, walk, trot, canter.
- 1 – 2 laps at back up.
- Simple change of direction at canter.
- 'S' patterns.
- Falling Leaf.
- Obstacles, hills, maintain gait.

- 10 - 20 laps.
- Flying change of direction at canter.
- Neck rope (45').
- Flank Rope.
- Pirouettes on Savvy String.
- Decreasing and increasing circles.

### Sideways

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

- Walk.

- Trot.
- Sideways over a pole or log.
- Sideways to fence (for mounting).

- Canter.
- Sideways towards you at walk and trot.
- Sideways over a barrel.

- Long reins: Haunches In; Half Passes; Flying Changes.
- Sideways towards at canter.
- Sideways over barrel, yield away and toward.

### Squeeze

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

- Jumps to 18 inches.
- Through 4 foot gap.
- Trailer simulator.

- Jumps to 2 foot 6 inches.
- Through 3 foot gap.
- Trailer load.
- Forwards through 'carwash'.
- Obstacle / Jump.

- Jumps to 3 feet 6 inches, multiple obstacles.
- Trailer load at trot.
- Trailer load from fender.
- Forwards under a hanging tarp.
- One foot over a pole.

- Larger jumps (*according to ability of horse*).
- Trailer load at canter.
- Load from vehicle!
- Backwards under tarp.
- Stop over log or barrel.
- Straddle a pole lengthwise.

# liberty



## LEVELS SKILLS CHECKLIST

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
<b>Area</b>	Small pen, stall.	50 – 60' round corral.	Any size corral / arena.	Open Areas and round corrals.
<b>Lines</b>	12-foot Line with slack in it.	No line.	No line.	No line.
<b>Sticks</b>	Carrot Stick, Savvy String.	Carrot Stick, Savvy String.	Carrot Stick, Savvy String, Flag ( <i>Carrot Stick with plastic bag</i> ).	Telescopic Flag.
<b>Zones</b> <i>Appropriate use of zones for directing and supporting aids; progressively advancing to more sensitive zones.</i>	Zones 1 & 2.	Zone 3.	Zones 4 & 5.	All Zones.
<b>Phases</b> 1. <i>Minimum, subtle.</i> 2. <i>Soft but more pronounced.</i> 3. <i>Firmer.</i> 4. <i>Firmest.</i> <i>Timing: Long phase 1; Hands that close slowly and open quickly.</i>	Phase 1 – 4 if needed. Moves feet as needed. Calm horse. PROMISE.	Phase 1 – 3. Long phase 1, quick to 3. Phase 4 should rarely be necessary. Use of expression, body language. Can stay in personal circle most of the time. Confident horse, no fear, no defensiveness. ASK.	Phase 1 – 2. Subtle communication and direction. Can stay in personal circle all the time. Attentive, responsive horse, positive expression. TELL.	Phase 1 – 2. Elegant, subtle communication and direction. Expressive horse. SUGGEST.

Liberty PATTERNS	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
<b>Circles</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Figure-8</b>			<input type="checkbox"/>	<input type="checkbox"/>
<b>Weave</b>			<input type="checkbox"/>	<input type="checkbox"/>
<b>Push a Ball</b>				<input type="checkbox"/>
<b>Obstacles</b>				<input type="checkbox"/>

**Liberty SKILLS  
SEVEN GAMES**

	<b>LEVEL 1</b>	<b>LEVEL 2</b>	<b>LEVEL 3</b>	<b>LEVEL 4</b>
<b>Friendly</b>	<input type="checkbox"/> Horse faces up, stands still to be approached in stall, pen or paddock.	<input type="checkbox"/> Horse faces up and approaches you in stall or paddock. <input type="checkbox"/> Bounce ball, put up on horse's back.	<input type="checkbox"/> Horse comes to you willingly. <input type="checkbox"/> Stand on tarp, pedestal.	<input type="checkbox"/> Horse runs to you enthusiastically.
<b>Porcupine</b>	<input type="checkbox"/> Move front end over. <input type="checkbox"/> Back horse away. <input type="checkbox"/> Lower head. <input type="checkbox"/> Raise tail. <input type="checkbox"/> Pick up feet.	<input type="checkbox"/> Lead with your hands on neck / jaw.	<input type="checkbox"/> Lead backwards by tail. <input type="checkbox"/> Lead backwards by hind leg. <input type="checkbox"/> Lead by ear, chin. <input type="checkbox"/> Hold tongue.	<input type="checkbox"/> Lead backwards by tail, make turns. <input type="checkbox"/> Lay down.
<b>Driving</b>	<input type="checkbox"/> Move front end over. <input type="checkbox"/> Back horse away from you. <input type="checkbox"/> Jumping jacks to defend personal space in an emergency.	<input type="checkbox"/> Drive backwards 12 feet.	<input type="checkbox"/> Draw at trot. <input type="checkbox"/> Stick to Me at canter.	<input type="checkbox"/> Draw at canter. <input type="checkbox"/> Draw backwards from Zone 5. <input type="checkbox"/> Slow spins at close range / pirouette.
<b>YoYo</b>		<input type="checkbox"/> Draw at walk. <input type="checkbox"/> Stick to Me at walk and trot. <input type="checkbox"/> Sniff this, send horse to an obstacle. <input type="checkbox"/> Transitions: halt, walk, trot, backup, 4 steps.	<input type="checkbox"/> Transitions: halt and trot, back up and walk, trot and canter. <input type="checkbox"/> Stick to Me Transitions.	<input type="checkbox"/> Transitions: walk and canter, back up and trot. <input type="checkbox"/> Speeds within the trot and canter, slower-faster.
<b>Circling</b>		<input type="checkbox"/> 4 – 6 laps. <input type="checkbox"/> Walk and trot. <input type="checkbox"/> Canter 1 – 2 laps. <input type="checkbox"/> Change of direction at trot.	<input type="checkbox"/> 6 – 10 laps. <input type="checkbox"/> Walk, trot and canter. <input type="checkbox"/> Change of direction at canter with simple change. <input type="checkbox"/> Single spin. <input type="checkbox"/> Backwards half lap.	<input type="checkbox"/> 10 – 20 laps. <input type="checkbox"/> Walk, trot and canter. <input type="checkbox"/> Change of direction at canter with flying change. <input type="checkbox"/> Double spin. <input type="checkbox"/> Backwards 2 laps. <input type="checkbox"/> Circle close, walk and trot.
<b>Sideways</b>		<input type="checkbox"/> Walk.	<input type="checkbox"/> Trot. <input type="checkbox"/> Sideways over barrels or log.	<input type="checkbox"/> Canter. <input type="checkbox"/> Sideways towards.
<b>Squeeze</b>		<input type="checkbox"/> 3-foot gap. <input type="checkbox"/> Small jump.	<input type="checkbox"/> Larger jump. <input type="checkbox"/> Straddle a barrel. <input type="checkbox"/> Trailer load.	<input type="checkbox"/> Trailer Load at trot or canter. <input type="checkbox"/> Load backwards (with ramp).
<b>Seven Games in a Round Corral</b>		<input type="checkbox"/> Games 1, 2, 3, 5, 6.	<input type="checkbox"/> All Seven Games in a round corral.	<input type="checkbox"/> All Seven Games with an obstacle.

# freestyle

## LEVELS SKILLS CHECKLIST



	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
<b>Areas</b>	50 – 60' pen, round corral.	100' round corral.	Large Arena, events.	Open Area, event.
<b>Tools</b>	Hackamore.	Casual Rein (Hackamore/ Snaffle), 1 Carrot Stick.	2 Carrot Sticks, Snaffle.	Neck String/Bridleless, 1 stick.
<b>Saddling</b>	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.
<b>Bridling</b>	Bridle from knees / chair.	Bridle from knees / chair.	Horse seeks bit.	Horse seeks bit.
<b>Phases</b> 1. <i>Minimum, subtle.</i> 2. <i>Soft but more pronounced.</i> 3. <i>Firmer.</i> 4. <i>Firmest.</i> <i>Timing: Long phase 1; Hands that close slowly and open quickly.</i>	Phase 1 – 4 if 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 to 3. Phase 4 should rarely be necessary. Use of expression, body language. TELL.	Phase 1 – 2. Subtle communication and direction. Good feel. ASK.	Phase 1 – 2. Elegant, subtle communication and direction. Excellent feel. SUGGEST.
<b>Rein Positions</b>	Neutral Control Rein. Indirect Rein. Direct Rein. Casual Rein.	Supporting Rein / Stick.		Jingle Bells.

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**

- Rub horse all over, swing legs.
- Lateral flexion, rub face.
- Passenger Lesson at walk and trot.

**LEVEL 2**

- Rub horse with raincoat.
- Swing Carrot Stick.
- Rub legs with Carrot Stick.
- Passenger Lesson at trot and canter.

**LEVEL 3**

- Hold tail over shoulder.
- Passenger Lesson at canter and gallop.
- Bridle from your horse's back.

**LEVEL 4**

- Stand on horse, swing Carrot Stick or rope.
- Carry a bucket / barrel.
- Drag something.
- Bounce the ball.

**Porcupine**

- Lateral flexion.
- Disengage hindquarters.
- Squeeze to go (life up).
- Relax and lift or bend to whoa.
- Direct Zone 1 to turn.

- Back up, walk and turn with Savvy String, keep bridle on (Games 2 & 4).

- Savvy String, keep bridle on (Games 5 & 7).

- Use fingertips / legs to guide horse.

**Driving**

- Bounce the rein to back up.

- Back up without reins – wiggling feet.
- Turn with Carrot Stick.
- Disengage hindquarters.

- Back up, transitions and turns with two Carrot Sticks.
- Lateral Flexion.

- Back up with seat and almost invisible use of legs.

**YoYo**

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

- Transitions: walk-trot-canter.
- Back up using your legs.

- Transitions: halt-trot, back up-walk, walk-canter.
- Back up / transitions with two Carrot Sticks.

- Transitions: halt-canter, back up-trot, canter-gallop.
- Scootch stops at trot.

**Circling**

- Casual Rein, 4 laps, less than 6 corrections, at walk and trot.

- Casual Rein, 4 laps, less than 3 corrections, at walk and trot.

- Carrot Sticks on your shoulders, canter 4 laps, no corrections.

- Arms folded, canter.

**Sideways**

- With a fence.

- Without a fence.

- With Carrot Sticks.

- Bridleless.

**Squeeze**

- Ride through a gate.

- Jump to 18 inches.

- Jump to 2-feet 6-inches.

- Jump to 3-feet 3-inches. and / or Roll Back.

# finesse



## LEVELS SKILLS CHECKLIST

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
<b>Bits</b>	Hackamore.	Snaffle or Cradle.	Confidence snaffle or Cradle.	Cradle, Western Curb, Double Bridle or Savvy String.
<b>Contact</b>	Soft touch, no vertical flexion.	Short reins, med-low neck.	Short reins, medium neck.	Short reins, high neck.
<b>Posture</b>	Not required.	Not required.	Developing top line.	Strong top line.
<b>Weight</b>	Not required.	Equal (forehand not heavier).	On hindquarters.	On hindquarters.
<b>Rhythm</b>	Not required.	Some fluctuations in rhythm accepted.	Rhythm maintained.	Rhythm maintained.
<b>Energy</b>	Calm.	Calm, relaxed.	Calm, responsive.	Calm, energized.
<b>Phases</b> 1. <i>Minimum, subtle.</i> 2. <i>Soft but more pronounced.</i> 3. <i>Firmer.</i> 4. <i>Firmest.</i> <i>Timing: Long phase 1; Hands that close slowly and open quickly.</i>	Phase 1 – 4 if 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 to 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.
<b>Shaping</b>	Not required.	Equalize ribcage.	Snakey Bends. Longitudinal stretching.	Vertical engagement.
<b>Rein Positions</b>	Direct Rein. Indirect Rein.	Concentrated Rein. 'Short flex' minimum movement.	Suspension Rein. Outside Rein. Supporting Rein.	Light forehand.

<b>Finesse PATTERNS</b>	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
<b>Follow the Rail</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Figure-8</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Weave</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Million Transitions</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Question Box</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Sideways Box</b>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Bullseye</b>			<input type="checkbox"/>	<input type="checkbox"/>
<b>Corners Game</b>			<input type="checkbox"/>	<input type="checkbox"/>
<b>180s</b>			<input type="checkbox"/>	<input type="checkbox"/>
<b>Clover Leaf</b>			<input type="checkbox"/>	<input type="checkbox"/>

**Finesse SKILLS  
SEVEN GAMES**

	<b>LEVEL 1</b>	<b>LEVEL 2</b>	<b>LEVEL 3</b>	<b>LEVEL 4</b>
<b>Friendly</b>	<input type="checkbox"/> Soft Touch.	<input type="checkbox"/> Soft Feel at halt and walk.	<input type="checkbox"/> Soft feel at trot.	<input type="checkbox"/> Soft feel at canter.
<b>Porcupine</b>	Not required.	<input type="checkbox"/> Leg Yields at walk.	<input type="checkbox"/> Leg yields at trot.	<input type="checkbox"/> Leg yields at canter.
<b>Driving</b>	Not required.	<input type="checkbox"/> Legs to support back up.	<input type="checkbox"/> Legs to support back up.	<input type="checkbox"/> Jingle Bell Stops.
<b>YoYo</b>	<input type="checkbox"/> 9-Step Back Up.	<input type="checkbox"/> Back a corner. <input type="checkbox"/> Walk-trot transitions.	<input type="checkbox"/> Canter-walk transitions. <input type="checkbox"/> Simple Changes through walk or trot.	<input type="checkbox"/> Gallop to stop / back up. <input type="checkbox"/> Slow-medium-fast walk, trot, canter.
<b>Circling</b>	Not required.	<input type="checkbox"/> 20 - 30 meter.	<input type="checkbox"/> 10 meter.	<input type="checkbox"/> 6 meter.
<b>Sideways</b>	<input type="checkbox"/> Open a Gate.	<input type="checkbox"/> Sidepass 10 meters. <input type="checkbox"/> Canter leads.	<input type="checkbox"/> Half Pass at walk and trot (10 meters). <input type="checkbox"/> Shoulder In. <input type="checkbox"/> Haunches In.	<input type="checkbox"/> Entwickles. <input type="checkbox"/> Shoulder In, Haunches In (Travers), Renvers. <input type="checkbox"/> Half Pass, 20 meters <input type="checkbox"/> 10 meter zig zags at canter with flying changes. <input type="checkbox"/> Counter Arc.
<b>Squeeze</b>	<input type="checkbox"/> Open a gate.	<input type="checkbox"/> Small jump, 18 inches. <input type="checkbox"/> Jump and back up.	<input type="checkbox"/> 1/8 Turns, forwards and back.	<input type="checkbox"/> Half Turn. <input type="checkbox"/> Half Pirouette.