

finesse



SELF-ASSESSMENT CHECKLIST

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Bits	Hackamore.	Snaffle or Cradle.	Confidence Snaffle or Cradle.	Cradle, Western Curb, Double Bridle, Savvy String or Myler Comfort Snaffle.
Contact	Not required.	Short reins, med-low neck.	Short reins, medium neck.	Short reins, high neck.
Posture	Not required.	Not required.	Developing top line.	Strong top line.
Weight	Not required.	Equal (forehand not heavier).	On hindquarters.	On hindquarters.
Rhythm	Not required.	Some fluctuations in rhythm accepted.	Rhythm maintained.	Rhythm maintained.
Energy	Calm.	Calm, relaxed.	Calm, responsive.	Calm, energized.
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.	Phase 1 – 3. Long phase 1, quick 2, 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.
Shaping	Not required.	Equalize ribcage, right and left bends.	Snakey Bends. Longitudinal stretching.	"Soft" collection. Light forehand.
Rein Positions	Not required.	'Short flex' minimum direct/indirect movement. Soft touch. Butterflies.	Concentrated Rein. Suspension Rein. Outside Rein. Supporting Rein. Fluid Rein.	All appropriate rein positions.

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

**Finesse SKILLS
SEVEN GAMES**

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Friendly	Not required.	Not required.	<input type="checkbox"/> Soft feel at halt and walk. <input type="checkbox"/> Soft touch with open fingers.	<input type="checkbox"/> Soft feel at trot. <input type="checkbox"/> Soft feel at canter. <input type="checkbox"/> Fluid Rein, walk, trot with Longitudinal stretching.
Porcupine	Not required.	Not required.	<input type="checkbox"/> Leg yields at walk. <input type="checkbox"/> Back thru a corner. <input type="checkbox"/> 9 step back up.	<input type="checkbox"/> Leg yields at trot. <input type="checkbox"/> Leg yields at canter. <input type="checkbox"/> Rock your horse (side to side, forwards & backwards).
Driving	Not required.	Not required.	<input type="checkbox"/> Legs to support back up (barely visible).	<input type="checkbox"/> Jingle Bell Stops.
YoYo	Not required.	Not required.	<input type="checkbox"/> Walk-trot transitions.	<input type="checkbox"/> Slow-medium-fast walk, trot, canter. <input type="checkbox"/> Canter-walk transitions. <input type="checkbox"/> Simple Changes through walk or trot.
Circling	Not required.	Not required.	<input type="checkbox"/> Large circles (20 - 25 meters), walk, trot. <input type="checkbox"/> Snakey Bends, walk, trot with even Lateral stretching.	<input type="checkbox"/> Snakey Bends, canter. <input type="checkbox"/> Small circles (6 - 8 meters), walk-trot-canter. <input type="checkbox"/> Medium circles (10 - 12 meters), walk-trot-canter. <input type="checkbox"/> Large circles (20 meters), canter.
Sideways	Not required.	Not required.	<input type="checkbox"/> Sidepass 10 meters. <input type="checkbox"/> 45° off fence, walk.	<input type="checkbox"/> In and outs. <input type="checkbox"/> 10 meter zig zags at canter with flying changes. <input type="checkbox"/> Counter Arc. <input type="checkbox"/> Shoulder In, walk, trot, canter. <input type="checkbox"/> Haunches In (Travers), walk, trot, canter. <input type="checkbox"/> Haunches Out (Renvers), walk, trot, canter. <input type="checkbox"/> Half Pass, walk, trot (10 meters), canter (20 meters).
Squeeze	Not required.	Not required.	<input type="checkbox"/> Open a gate.	<input type="checkbox"/> Half Pirouette, walk. <input type="checkbox"/> 1/8 Turns on the haunches, forwards and back. <input type="checkbox"/> Jump and back up. <input type="checkbox"/> Small jump, 18 inches.