

liberty



SELF-ASSESSMENT CHECKLIST

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Area	Small pen, stall.	50 – 60' round corral.	Any size corral / arena.	Open Areas and round corrals.
Lines	12-foot Line with slack in it.	No line.	No line.	No line.
Tools	Carrot Stick, Savvy String.	Carrot Stick, Savvy String.	Carrot Stick, Savvy String, Flag (<i>Carrot Stick with plastic bag</i>).	Carrot Stick, Savvy String, Flag, Telescopic Flag.
Zones <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.
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. Moves feet as needed. Calm horse. PROMISE.	Phase 1 – 3. Long phase 1, quick 2, 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. TELL.	Phase 1 – 2. Subtle communication and direction. Can stay in personal circle all the time. Attentive, responsive horse, positive expression. ASK.	Phase 1 – 2. Elegant, subtle communication and direction. Expressive horse. SUGGEST.

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

**Liberty SKILLS
SEVEN GAMES**

	LEVEL 1	LEVEL 2	LEVEL 3	LEVEL 4
Friendly	<input type="checkbox"/> Horse faces up, stands still to be approached in stall or paddock.	<input type="checkbox"/> Horse faces up and approaches you in stall or paddock. <input type="checkbox"/> Friendly with stick and ropes.	<input type="checkbox"/> Horse comes to you willingly. <input type="checkbox"/> Stand on tarp, pedestal. <input type="checkbox"/> Extreme Zone 1, 2 and 3.	<input type="checkbox"/> Horse comes positively to you at trot or canter. <input type="checkbox"/> Extreme Zone 4 and 5.
Porcupine	Not required.	<input type="checkbox"/> Lead with your hands on neck / jaw. <input type="checkbox"/> Move front end over. <input type="checkbox"/> Back horse away. <input type="checkbox"/> Lower head. <input type="checkbox"/> Lift tail. <input type="checkbox"/> Pick up feet.	<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"/> Move hindquarters.	<input type="checkbox"/> Lead backwards by tail, make turns.
Driving	Not required.	<input type="checkbox"/> Drive backwards 12 feet. <input type="checkbox"/> Drive front end. <input type="checkbox"/> Stick to Me at walk and trot. <input type="checkbox"/> Drive hindquarters.	<input type="checkbox"/> Draw at walk. <input type="checkbox"/> Stick to Me at canter. <input type="checkbox"/> Stick to Me Transitions: walk, trot, canter, halt and back up.	<input type="checkbox"/> Exuberant draw. <input type="checkbox"/> Draw backwards from Zone 5. <input type="checkbox"/> Close range 360°s.
YoYo	Not required.	<input type="checkbox"/> Transitions: walk, trot.	<input type="checkbox"/> Transitions: halt, walk, trot, canter and back up.	<input type="checkbox"/> Transitions: halt to canter <input type="checkbox"/> Transitions: walk to canter.
Circling	Not required.	<input type="checkbox"/> 4 – 6 laps. <input type="checkbox"/> Walk and 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 (left and right). <input type="checkbox"/> 3 laps with a barrel obstacle. <input type="checkbox"/> Single spin. <input type="checkbox"/> Change of direction at trot.	<input type="checkbox"/> 10 – 20 laps. <input type="checkbox"/> Change of direction at canter with flying change (left and right). <input type="checkbox"/> Single spin slow. <input type="checkbox"/> Circle close, walk or trot. <input type="checkbox"/> Change of direction at walk. <input type="checkbox"/> Backwards half a lap.
Sideways	Not required.	Not required.	<input type="checkbox"/> Slow. <input type="checkbox"/> Sideways over barrel or log.	<input type="checkbox"/> Sideways towards. <input type="checkbox"/> Sideways from Zone 1.
Squeeze	Not required.	<input type="checkbox"/> 3-foot gap.	<input type="checkbox"/> Squeeze over barrel.	<input type="checkbox"/> Trailer load at walk or trot. <input type="checkbox"/> Stop half way over barrel jump and Sideways towards.
Seven Games at Liberty	Not required.	Not required.	<input type="checkbox"/> All Seven Games at Liberty. Change of direction optional, Extreme Friendly Game.	<input type="checkbox"/> Games 4, 5, 6 and 7 with obstacles.