

Audition Scorecard Descriptions

	OVERALL DESCRIPTION	LEVEL 1			LEVEL 2			LEVEL 3			LEVEL 4		
		1	1+	1++	2	2+	2++	3	3+	3++	4	4+	4++
RELATIONSHIP	Putting the Relationship First.	Safety			Fun			Excellent			Fundamentals of Performance		
EXPRESSION	Positive, connected, focused.	Obedient & Attentive 50% of time			Responsive, Attentive & Connected			Willing, Focused, Attentive & Connected			Positive, Focused, Attentive & Connected		
RAPPORT	Appropriate strategies for Horsenality.	Horse is Calm			Horse is Calm and Trusting			Horse is Calm, Trusting and Motivated			Horse is Calm, Trusting, Motivated and Willing		
RESPECT	Yes vs. No. Speed of Response and quality.	Horse responds to request at Phase 3-4			Responsive at Phase 2-3			Focused & Responsive at Phase 1-2			Communication is Subtle and Refined Horse is ready! Phase 1-2		
IMPULSION	Controlled forward energy-Go=Whoa. Relaxed & Responsive in forward energy.	Demonstrated in: Walk (Phase 1-3)			Demonstrated in: Walk, Trot (Phase 1-3)			Demonstrated in: Walk, Trot, Canter, Back-up (Phase 1-2)			Demonstrated in: Forwards, Backwards, Right, Left all equal (Phase 1-2)		
FLEXION	The shape of the body for the Level and the task – Laterally, Longitudinally & Vertically.	Does the task in any shape			Laterally flexed 25% of time			Flexed Latitudinally & Longitudinally 60% of time			Flexed Latitudinal, Longitudinal, & Vertically 95% of time		
DRIVE	Quality of response to rhythmic pressure.	Responds by Phase 4			Responds by Phase 3			Responds by Phase 2			Responds at Phase 1		
DRAW	Desire to come back.	Responds by Phase 4			Responds by Phase 3			Responds by Phase 2			Responds at Phase 1 Wants to be there		
TECHNICAL	Correctness of technique. Hand, leg, rein positions, etc.	Technique correct is 50+% of the time			Technique correct is 70+% of the time			Technique correct is 80+% of the time			Technique correct is 90+% of the time		
TECHNIQUE	Appropriate technique for the Level of task tried. Expertise.	Novice			Confident			Competent More graceful			Refined, Graceful		
ASSERTIVENESS	“Somewhere between aggressive and being a wimp.” Effective, just & kind. Attitude of “It’s a game.”	3 seconds between phases			Long Phase 1, quick 2, 3, 4			Game of Response			Intention visible		
OBEDIENCE	Positive Reflex vs. Opposition Reflex.	50% of the time			70% of the time			80% of the time			90% of the time		
EXUBERENCE	Level of try & effort put into a positive response.	0 - Minimal			Minimal - Moderate			Moderate			High		

	OVERALL DESCRIPTION	LEVEL 1			LEVEL 2			LEVEL 3			LEVEL 4		
		1	1+	1++	2	2+	2++	3	3+	3++	4	4+	4++
SAVVY	Knowing it by heart.	Please see Self-Assessment criteria for suggested level of competence/savvy in the Seven Games.											
FRIENDLY	Confidence, Trust, Relaxation & Calmness.												
PORCUPINE	Appropriate response to steady pressure.												
DRIVING	Appropriate response rhythmic pressure.												
YO YO	Equal 'North and South' straightness.												
CIRCLING	A test of responsibility (vs. micromanagement).												
SIDEWAYS	Lateral mobility.												
SQUEEZE	Over/Under/Through.												

	OVERALL DESCRIPTION	LEVEL 1			LEVEL 2			LEVEL 3			LEVEL 4		
		1	1+	1++	2	2+	2++	3	3+	3++	4	4+	4++
OVERALL FEEL	Quality on degree of Feel- "Of-For-Together."	Safe			Confident			Skilled			Expert		
ROPE HANDLING SKILLS	Smoothness & Organization. Hands that close slowly and open quickly.	Effective, Sometimes disorganized			Adequate			Competent			Excellent		

	OVERALL DESCRIPTION	LEVEL 1			LEVEL 2			LEVEL 3			LEVEL 4		
		1	1+	1++	2	2+	2++	3	3+	3++	4	4+	4++
FLUIDITY	Moving in unison with the horse & the rider. Natural riders look like they are a part of the horse.	0 - Minimum			Visible Minimum - Moderate			Sometimes Visible Moderate			Invisible High		
FOCUS	Looking where you want to go. Clear leadership plan. Eyes, Belly Button, Leg, Rein.	N/A			60% of time			80% of time with eyes, belly button and legs			100% of time with eyes, belly button and legs		
FEEL	Feel of, Feel for, Feel together.	N/A			Uses clear phases and releases after appropriate response			Subtle communication and direction			Elegant, subtle communication and direction		
TIMING	Not too early not too late.	Rewards the Physical Action			Rewards the Physical & Emotional			Rewards the Physical, Emotional & Mental			Rewards the Thought (Mental)		
BALANCE	Centered.	N/A			Walk - Trot			Trot - Canter Transitions Walk, Trot, Canter			Canter - Gallop Jumps, Laterals, Transitions Walk, Trot, Canter, Gallop		