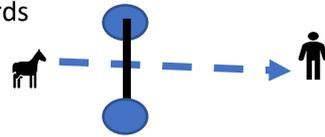


CHEAT SHEET

Task:	At Liberty (without a halter or lead rope on) – Park and Jump towards
Ideal:	You are able to park your horse on one side of a jump and then move around to the other side of the jump without your horse moving its feet and then ask your horse to run towards you and jump the jump and finish stopping in front of you
What does this achieve?	This tests how well your communication is working between you and your horse. It also tests if your horse understands and is confident enough to park in one place and willing enough to jump something and come to you. This challenge although not super technical is great fun and will give you some great feedback
Tests: (What does this test?)	Your friendly Game and your driving Game (Parelli Games)
Equipment:	<ul style="list-style-type: none"> • A jump (doesn't need to be large)
Ingredients: (What do you need to make sure you can do with your horse before attempting this challenge or to go back and check you have working well if you have any problems with this challenge)	<ul style="list-style-type: none"> • With your horse ONLINE (with a halter and lead rope on) Can you ask your horse to stand still in one spot while you move around in all directions without your horse moving? If not, are you giving your horse a clear cue or communication to stand still and not move before you start moving around? Are you initially moving around too quickly or trying to move too far away from your horse? Start small and slow and build from there. If your horse moves, just gently put it back in the same spot, give it your clear cue to stand still and try again. This may take one or numerous repetitions until it realises what you asking for. Horses always want to do what is easiest, so once they realise that's what we want, they will get it real quick • Can you ask your horse to come towards you while its ONLINE or has a halter and a lead rope on? This is something you need to teach first by giving your horse a cue to come towards you e.g a whistle and then asking it initially with a halter and lead rope on, to come towards you. Once it understands the cue to come towards you, add some energy e.g. ALWAYS first giving it a cue and then swinging a carrot stick and string or a lead rope or something behind its driveline so it understands that if you do that it should do whatever it is doing a little more quickly (think clarity. You need to not 'Make the horse' rather adding some Clarity for the horse, so it is clearer and understands what you want it to do) • How is your horses draw? Does your horse know where touchdown is? E.g when you ask your horse to come to you, does it know exactly (the exact place) where it wins that game? eg. Where is the exact right place for it to finish/end up?? Your horse must know where it is meant to be every single time, not just one time or sometimes, but where do you want it to end up every time? Do you know where this is and do you reward your horse for finding that exact spot every time? • Once your horse understands to come to you, add a rail on the ground that it has to step over to come to you. Reward it. • Once your horse can step over a rail and come to you, add two rails so it has to jump something. Then just increase the height. • DON'T try this at liberty until you can successfully do it Online and if your horse isn't able to do it at liberty, go back online and just keep repeating
Decreasing the Difficulty	<ul style="list-style-type: none"> • Firstly decrease the distance you move away from your horse when you are checking it can park. • Also decrease the height you ask your horse to jump e.g. ask it step over a rail only until it can park and then walk over a rail
Increasing the Difficulty	<ul style="list-style-type: none"> • Can you increase the distance you stand in front/away from your horse before asking it to run/draw to you and jump over something? • Increase the height and complexity of the jump