



HAPPY HORSE SUCCESS PROGRAM · 2ND LEVEL ADVANCED ·



HAPPY HORSE
happy life



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happy life

SUCCESS PROGRAM

2ND LEVEL ADVANCED

Success Program Tests



M4

CONFIDENCE

M5

IMPULSION

M6

BENDING

Ground Skills • Riding Skills
Tests 2G-A, 2R-A

2nd Level Advanced "Qualities" Scoring Criteria

The Happy Horse curriculum teaches you to become a good leader and a good rider. In this 2nd Level you will be evaluated according to your leadership, riding skills, and your horse's expression - which tells all! Core Behaviors must be in place or addressed: Connection, Relaxation, Responsiveness.

You should be prepared and practiced before taking the test, but we all know things can go wrong on the day. How you handle it will be taken into account as you will see in the criteria below.

The test must be completed in flow, without video cuts, as if it was performed live.

Scoring

The scoring guidelines are explained for each task. If you have trouble with more than one of the tasks you are probably not quite ready to test.

Scores for a task:

0	Task not shown, or not completed (takes more than 30 seconds)
1 - 3	Major difficulties with the task (limit 30 seconds)
4 - 6	Some difficulties, but well handled (fixed)
7 - 8	Good - Great - Nice
9 - 10	Excellent! Effortless. Lovely. Positive expression

Scores must be above 4-6 to pass the given task.

Scores of 7 or better will carry double value (x2).

Scores in the 0-3 area will need to be improved and resubmitted in order to pass the whole test.

2nd Level Scoring Criteria

- Confidence
- Impulsion
- Bending
- AND... the Core Behaviors must be in place (connected, relaxed, responsive)

Difficulties

- No confidence: SPOOKY

Spooky - afraid of things, you, the stick, etc.

- No impulsion: IRREGULAR TEMPO

Irregular tempo; Inconsistent speed - rushing, reluctant, or stopping. Rider has to keep pushing or holding the horse back.

- No bending: STIFF, NO BEND

Stiff, bracy, flat, inverted posture (bad banana), open mouth, tongue displacement, fights rider's hands, bends wrong way, falls in on the shoulder.

1. Leadership

Calm, clear, considerate and patient, 'feel and flow' - sensitive to your horse's needs and behavior, yet effective in shaping it.

- Tense or tight
- Unclear
- No 'feel or flow'

How to identify difficulties:

> **Tense or tight**

Quick, insensitive hands and attitude. Horse has a negative expression - is pushy and dominating or is defensive, reactive and nervous.

> **Unclear**

Body language is uncertain, vague, inappropriate or confusing. Difficulties with equipment.

> **No 'feel or flow'**

Does not consider the horse's point of view enough, focused more on the task than the connection of doing it together. Looks rushed, critical, not happy.

Has trouble being smooth - fingers and arms are tight, difficulties with equipment.

Sharp and indiscriminate use of the stick, does not communicate just pushes.

2. Riding Skills

Calm, focused leader in the saddle. Balanced, soft arms & hands, legs not tight - 'down not in'. Headlights are coordinated.

- Balance
- Soft arms / hands
- Legs down, not tight
- Headlights are coordinated and work together

How to identify difficulties:

> **Balance issues**

Rider is crooked, not laterally balanced - stirrups not level, leans or collapses to one side; Not vertically balanced - leaning forwards or backwards. Hollow and arched back; Legs too far forward so seat is heavy.

> **Stiff, tight arms / hands**

Arms and hands are tight, not relaxed - stiff wrists, shoulders; Elbows are too straight and in front of the body. Fingers and shoulders are tight. Hands are too high or too wide and low. Inconsistent contact. As a result horse is stiff in the jaw and neck.

> **Tight legs**

Legs are "in" rather than "down", and heels (often) are up. This means legs are tight and squeezing the horse, rather than draped and pressing straight down into the stirrups so they act as guide posts.


> **Headlights not coordinated**

- Headlights are pointed in different directions... it's more of a disco!
- Horse & rider's noses are on different paths / lines
- Hands not level, held too high, or pointed down to the ground rather than on the path ahead
- Toes are pointed outwards rather than on the path ahead.

2nd Level Ground Skills Advanced: Guidelines

Test is performed in a medium to large area - paddock, round corral, arena, etc.

Equipment: Halter, 24' Connection Line, Stick & String

#	TASK	GUIDELINES
1	Swirl & Twirl on 24' Confidence Line, showing two swirls	<i>Trot or canter a big tour, making sure the horse is as far from you as possible, travels straight and arcs around you while you Twirl and continue to travel in the same direction (rather than walking in circles). Show two Swirls - HQ move easily and smoothly, FQ has a slightly sideways motion during the turn.</i>
2	Trot or canter over jump	<i>Send your horse towards a jump - size of your choice. Horse should go without coaxing, knows it is his job to seek and take the jump.</i>
3	Bring the horse back to you	<i>Without moving your feet, look at the horse's hindquarters (in a subtle way, a slight tilt of your head, etc.) so your horse knows to come back and relax. May approach your shoulder rather than front on.</i>
4	Sideways over pole - horse is perpendicular to you	<i>Send your horse to a pole and position him ready for sideways over the pole. Horse needs to be perpendicular to you rather than you standing in front of the horse. Ask the horse to complete the exercise by going sideways over the pole while you do almost nothing. "My job - your job!"</i>
5	Touch trailer with tail	<i>Go to the trailer and ask your horse to touch the side or the back of the trailer with his tail / rump (be careful of wheel well)</i>
6	Load horse into the trailer, close tail bar, ramp, doors.	<i>Stand next to the trailer (or further away if you wish) and send your horse on to the trailer. Show that he can stand confidently and quietly while you fasten the tail bar, tie the horse, and put up the ramp.</i>
♥	Core Behaviors	<i>It is important that your horse is connected, relaxed and responsive during the test. If you lose them at any point, you will be rewarded for restoring them in your Leadership marks.</i>
	Leadership	<i>Good leader, centered, calm, focused, clear, doesn't rush. Smooth & flowing way - 'feels' for the horse via the rope. Appropriate and accurate use of stick. Handles equipment competently.</i>

Test 2G-A: 2nd Level Advanced Ground Skills

NAME _____ HORSE _____ DATE _____

#	TASK	0 	1-3 	REASON	4-6 	7-8 	9-10 	NOTES
1	Swirl & Twirl on 24' Confidence Line, showing two swirls			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff <input type="radio"/> Not completed				
2	Trot or canter over jump			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff <input type="radio"/> Not completed				
3	Bring the horse back to you			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff <input type="radio"/> Not completed				
4	Sideways over pole			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff <input type="radio"/> Not completed				
5	Touch trailer with tail			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff <input type="radio"/> Not completed				
6	Load horse into the trailer, close tail bar, ramp / doors.			<input type="radio"/> No 'feel', fast hands <input type="radio"/> Rushes, lacks flow <input type="radio"/> Trouble with eqpt. (ropes, etc.)				
	Core Behaviors			<input type="radio"/> Disconnected <input type="radio"/> Tense <input type="radio"/> Dull / Reactive				
	Leadership			<input type="radio"/> Tense or tight <input type="radio"/> Unclear <input type="radio"/> More flow				
						x2	x2	TOTAL

IMPROVE

COMBINE

MAX 16

SIGNATURE

DATE

PASS

IMPROVE & RESUBMIT

HHHL PROFESSIONAL, CLASS ____



#

2nd Level Advanced Riding Skills: Guidelines

Test is performed in a level area - arena or field.






Equipment: Saddle, bridle, stick.

#	TASK	GUIDELINES
	Make sure horse is "warmed up" and ready for the test	<i>You do not need to show the warm up.</i> NOTE: All trot is rising trot.
1	Walk into the arena / test area then trot two large Fig.8s on a loose rein, using your inside leg (Ski)	<i>Hold reins in one hand - they can be shorter or long provided there is no contact. Rider's hand stays down unless a correction is needed. Only 1-2 corrections allowed for speed/direction.</i>
2	Continue on a large circle, take reins in two hands: Show two Trot-Canter transitions in close succession. Change direction and repeat on the other lead.	<i>Widen out into a large circle and change to two hands on the reins with soft contact. Make two transitions to canter and back to trot, within close succession (1/4-1/2 lap each).</i> <i>Change direction through the middle of the circle at trot and repeat two canter-trot transitions within one lap.</i> <i>If horse takes wrong lead, you can correct it and do an extra transition to make it up (limit of one).</i> Note: Use rising trot.
3	Slow to a walk and stop. Park and loosen the reins.	<i>Stay on the circle line and slow to a walk and a stop with minimal use of the reins. Stop and loosen the reins (Park).</i>
4	Back up 6 - 8 steps by wiggling your feet	<i>Without using the reins, wiggle your feet and ask your horse to back up 6 -8 steps.</i>
5	Walk forward in a straight line and show MiniBends to 1 o'clock for several strides, then 11 o'clock for several strides.	<i>Walk forward and pick up your reins in two hands. Continue in a straight line and show a MiniBend to 1 o'clock for several strides, then smoothly change to 11 o'clock for several strides, and back to 12 o'clock.</i>

#	TASK	GUIDELINES
6	Transition to trot	<i>Smoothly transition into rising trot.</i>
7	Trot two serpentines of three loops each, using Pinky Turns	<p><i>Use Pinky Turns to gently guide your horse on the serpentine, showing that you are positioning the bit using the Pinky Turn concept. Don't over-bend the neck, keep it fairly straight.</i></p> <p>Note: <i>Three loops means two changes of direction.</i></p>
8	Transition from trot to rein back, to walk, to halt.	<i>With virtually invisible aids, gently and smoothly slow down to a rein back for 3-4 steps, walk forward a few steps and halt.</i>
9	Park. Turn reins loose and smile. You are done!	<i>Park! Turn the reins loose.</i>
	Core Behaviors	<i>It is important that your horse is connected, relaxed and responsive during the test. If you lose them at any point, you will be rewarded for restoring them in your Leadership marks.</i>
	Rider Skills	<p><i>Confident position: Upright, not leaning forwards or backwards. Elbows back, soft arms, hands forward and soft. Rider guides the horse with Headlights and uses the reins with care - doesn't pull. Horse moves happily forward, no pushing or holding back.</i></p>

Test 2R-A: 2nd Level Advanced Riding Skills

NAME _____ HORSE _____ DATE _____

#	TASK	0 	1-3 	REASON	4-6 	7-8 	9-10 	NOTES
	Make sure horse is warmed up and ready for the test			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
1	Walk into the arena / test area then trot two large Fig.8s on a loose rein, using your inside leg (Ski)			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
2	Continue on a large circle, take reins in two hands: Show two Trot-Canter transitions in close succession. Change direction and repeat on the other lead			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
3	Slow to a walk and stop. Park and loosen the reins			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
4	Back up 6 - 8 steps by wiggling your feet			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
5	Walk forward in a straight line and show MiniBends to 1 o'clock for several strides, then 11 o'clock for several strides			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				

#	TASK	0 	1-3 	REASON	4-6 	7-8 	9-10 	NOTES
6	Transition to trot			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
7	Trot two serpentines of three loops each, using Pinky Turns			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
8	Transition from trot to rein back, to walk, to halt.			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
9	Park. Turn reins loose and smile. You are done!			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
	Core Behaviors			<input type="radio"/> Disconnected <input type="radio"/> Tense <input type="radio"/> Dull / Reactive				
	Rider Skills			<input type="radio"/> Unbalanced <input type="radio"/> Tight arms/hands <input type="radio"/> Tight legs <input type="radio"/> Headlights not coordinated				
						x2	x2	TOTAL

IMPROVE

COMBINE

MAX 24

_____	_____	PASS <input type="checkbox"/>
SIGNATURE	DATE	IMPROVE & RESUBMIT
_____		<input type="checkbox"/>
HHHL PROFESSIONAL, CLASS ____		#