Place a DOT on here that identifies your horse's main behavior What is the PROGRESS CHART dream you want to achieve with HORSE BREED HAPPY HORSE this horse? GENDER D.O.B TRAINING MODULES My Big GOAL What Module# M#1: CONNECTION

Match energy • Stry back

Come to Me • Connection Game

Best place to be is with me!

Horse BEHA VIOR € IX are you Don't confuse warmfocused on? up with training. Pick ONE and **WEEKLY FOCUS** The goals are clear & write the name M#2: RELAXATION
GNE • Lots of Breaks • S you learned several here too. Nota Trans ParkingScot
Back-up * Repetition * Mini &
Maxiflexion s -- Neck, HQ MODULE # techniques in WARM UP (5 -30 mins) M1,2,3. Pick what Connection, Relaxation, Responsiveness you need to achieve M#3:RESPONSIVENESS Go • Stop • Park • Headlights 3 Ways - Backwards • Forwards HQ • FQ • Sideways • Fig.8 the desired goal. TRAINING (10-20 mins) YOU Choose from Module & Form: Leadership • Emotional Fitness Train ii qh**t**ness vs dul In Hand • Free • Loose Rein • Contact · Physical Fitness · Position Give Frequent Breaks What about YOU M#4: CONFIDENCE Expose & Expand • Retreat Obstades • New places do you need to Other horses • Bravery • Speed What lessons in your focus on this week? chosen Module are M#5: IMPULSON Balance Go & Slow Back up • Sustain Gait Transitions • Numbers you focused on this week? M#5: BENDING Flexible • Mini Bends • Supple Latitudinal & Longitudinal Legyields • Laterals COOL DOWN (5+ mins) Finish on a nice note. Write down the DATE: Park • Long Rein walk/trot • Relax • Graze M#7: HARMONY l' m doing this, how about you Invisible aids • All exercis es Positive expression That is important for date. It's the relationship. important! BEHAVIOR PROBLEMS / PROBLEM SOLVING M#8: AGILITY

Readness • Barking orders

Effective rider position

Rapid transitions

Jumping • Flying changes Rate severity from 1-10. Pick top 3 and reduce in severity to be low 3/10 be fore adding the next on e. Get qualified help for more se rious is su es or to accelera te result s What behavior Manners (M3) • Dominance (M1) • Fear (M4) • Spooking (M4)
 Catching (M1) • Biting (M1) • Kicking (M1) • Leading (M3) problems do you need M#9:PURPOSE These are problems Train skill s and exercis es according to your chosen discipline& goals Precision • Emotional fitne Pull's Away(M1)
 Pushy (M3)
 Tving-Pull back (M4) to be mindful of and Bidling (M2) - Sadd (M2) - Mounting (M2)

Stand still (M2) - Rearing (M3) - Bucking (M3) - Bothing (M1)

Trailer (M4) - Vet (M1) - Shoeing & Trimming (M4) to solve. The chip away at solving modules noted will Herd-Bound (M) = New Places (M4) = Other Hois es (M4)
Competition (M4) = Water Crossing (M4) = Wind (M4)
Trail Ridding (M4) = Plastic Bags (M4) = Tarps (M4)
Umbrell as (M4) = Noise (M4) = Brace (M2) = Rushing (M5)
Umbrell as (M4) = Noise (M4) = Brace (M2) = Rushing (M5) every day? help address them, M#10:POWER
Performance level
Aax effort only 1 day in 4
Pressure management Do not confuse but some will need problem solving with · Lazy (M5) · Collection (M8) · Bit is sues (M2) specific strategies. Tailswishing (M3) • Stiff (M6) Training (as above). You will be doing both.