



HAPPY HORSE SUCCESS PROGRAM
2ND LEVEL



HAPPY HORSE
happy life



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happy life

SUCCESS PROGRAM

2ND LEVEL

Success Program Tests



M4

CONFIDENCE



M5

IMPULSION

M6

BENDING

Ground Skills · Riding Skills
Tests 2G, 2R

2nd Level "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: Guidelines

Test is performed in an arena, paddock, large corral, etc.

Equipment: Halter, 12' Leadership Line, Stick & String

#	TASK	GUIDELINES
1	Swirl & Twirl	<i>Walk towards a destination (not in a circle) as you send your horse forward and around you (and twirl as you go). Show 1 - 2 swirls by moving the HQ and then the FQ while you keep walking forward.</i>
2	Cross a tarp	<i>Send your horse towards a tarp and ask him to walk over it, calm and confident.</i>
3	Back through barrels	<i>Place barrels 4-5' apart. Stand in one spot and ask your horse to back through the barrels: "I start, you finish" - which means do not keep wiggling the rope. Once you have positioned the horse and started him backing towards the barrels, the horse should demonstrate that he knows his job / the goal and continues without coaxing.</i>
4	Step on to the trailer floor or ramp with front 2 feet	<i>Ask the horse to stand on the trailer floor or ramp with just the front two feet and stay there for several seconds until asked to step off.</i>
5	Load into the trailer and stay for 10 seconds	<i>Back the horse up a few steps and then send it into the trailer while you stand outside. Horse should be calm and willing, and stay on the trailer for 10 seconds.</i>
6	Ask your horse to back off the trailer and come to you. And smile - you're done!	<i>Using a steady feel on the rope - supported by a stick if necessary, ask your horse to step backwards and unload, then come to you. Note: You can also draw backwards on the tail instead of the rope.</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: 2nd Level Ground Skills

NAME _____ HORSE _____ DATE _____

#	TASK	0 	1-3 	REASON	4-6 	7-8 	9-10 	NOTES
1	Swirl & Twirl			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
2	Cross a tarp			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
3	Back through barrels			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
4	Step on to the trailer floor or ramp with front 2 feet			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
5	Load into the trailer and stay for 10 seconds			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
6	Ask your horse to back off the trailer & come to you. And smile - you're 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				
	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 Riding Skills: Guidelines

Test is performed in a level area - arena or field. Markers for Fig.8
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. NOTE: All trot is rising trot.</i>
1	Stay in the Gait	<i>Ask the horse to walk or trot around the arena, or on a large circle, on a loose rein in one hand. Show that the horse is motivated to "move by himself", that you are not pushing and nudging (nor holding back).</i>
2	With reins in two hands, show numbers 1 - 4 through walk to trot, and then all the way back down to the walk	<i>Begin with the walk at 1, then 2, then 3, then 4... transition to a 1 trot... then 2, then 3, 4, and all the way back down the numbers to a 1 walk and finally a 0 (stop). Show at least a quarter to half a lap in <i>each of the numbers 1 & 2</i>; and full laps in <i>each of the numbers 3&4</i> at both walk and trot.</i>
3	Stop and Rein Back 10 steps	<i>Horse stops smoothly, willingly, does not brace against the reins. Backs up reasonably straight with little to no resistance.</i>
4	Trot two large serpentines with three loops two changes of direction. Use Pinky Turns	<i>Pick up the reins in two hands and trot two large serpentines (with three loops and two changes of directions) using Pinky Turns. Show that your horse follows the bit and that you are not pulling backwards on the inside rein, but giving the outside rein. The neck should stay reasonably straight.</i>
5	Transition smoothly to Park, and loosen the reins	<i>Transition from trot to walk to stop. Park and loosen the reins. Relax.</i>
6	Face the danger!	<i>A <u>small</u> commotion is created (such as shaking a tarp, bag, umbrella, to the right or left of the horse, 40+ feet away). Don't overdo it! The rider immediately turns the horse towards the 'danger' and stays relaxed, allows the horse to back away if necessary.</i>

#	TASK	GUIDELINES
	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	<i>Calm, focused leader. Balanced, soft arms & hands, legs draped and not tight - 'down, not in'. All Headlights work in unison.</i>

Test 2R: 2nd Level 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	Stay in the Gait			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
2	With reins in one or two hands, show numbers 1 - 4 through walk to trot, and then all the way back down to the walk.			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
3	Stop and Rein Back 10 steps			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
4	Trot two large serpentines with three loops two changes of direction. Use Pinky Turns.			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff, no bend <input type="radio"/> Not completed				
5	Transition smoothly to Park, and loosen the reins			<input type="radio"/> Spooky <input type="radio"/> Irregular speed <input type="radio"/> Stiff <input type="radio"/> Not completed				
6	Face the danger!			<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
	Core Behaviors			<input type="radio"/> <i>Disconnected</i> <input type="radio"/> <i>Tense</i> <input type="radio"/> <i>Dull / Reactive</i>				
	Rider Skills			<input type="radio"/> <i>Unbalanced</i> <input type="radio"/> <i>Tight arms/ hands</i> <input type="radio"/> <i>Tight legs</i> <input type="radio"/> <i>Headlights not coordinated</i>				
						x2	x2	TOTAL

IMPROVE

COMBINE

MAX 18

SIGNATURE

DATE

PASS

IMPROVE & RESUBMIT

HHHL PROFESSIONAL, CLASS ____

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