

Level 4 Horsemanship Tasks :

On Line

Zone 2: Games 4-7

Sideways towards

Laying Down

Spin on 22'/45' Line

Slide Stops from Zone 3 Yo-Yo's

Swimming

Jump single barrel upright

22' Line flank rope backwards

2 horses on line simultaneously

Seven Games from another horse

Stand horse on something: front, back and all four feet

Cavaletti

6' Line: Circling Games at trot and canter

Zone 5 long reins: sideways, cantering, leads, canter Yo-Yo's, circles

Liberty

Stick to me

Spins

Yo-Yo to 25'

Run to me

Cavaletti

Circling Game, no corral

Sideways no fence: towards and away

Barrel jump squeeze

Liberty trailer loading and squeeze under tarp

Zone 5 driving with Carrot Sticks

Slide Stop (canter to halt/back up)

Fast back up

Falling Leaf

2 Horses Circling Game

Fast back up from tail

20+ laps at canter (don't change gaits)

FreeStyle

Circling: big, fast, slow, small, combos of all

Walk and trot skootch

Canter to stop/skootch

Carrot Stick point to point: gradual transitions and slides

Bareback and bridleless: fast, jumps, turns, lead changes

Jump 3' - butterfly

Peripheral focus jumping

Multiple jumps, 3' plus

Side pass over barrels

Cross 4' x 8' bridge

Cavaletti

Swimming

Bridling with one hand

Double keyhole (spin and a half in each hole)

Pole bending + lead changes

Gait regulation - bridleless

Rope/polo/javelin

Pushing a ball

Bridle-less counter canter

CS: 4 spins med. speed

Back up (seat only)

Side pass - no fence

Stand horse on something: front, back, all four, bridle-less

Finesse

Lead changes (4 strides)

Backing: slow, medium, fast, figure-8

Counter arc circles

2-handed lateral flexion (at halt)

Canter and side pass in flow

Offense/defense spin pattern

Falling Leaf

Canter Yo-Yo's: specify leads: R/L/R/L

Reining/dressage patterns

Extensions

Jump pattern with lead changes

Pick up R front / L front

4 half turns (cutting moves)

Roll backs

Offsets: 3 each way

Body bends - deeper

Greater vertical flexion, engagement and power

Expansion of soft feel and lightness