

Quantum Savvy Foundation Programme

Level Three Challenges

Date

Name

Horse

Instructor

Congratulations; you have successfully completed the following assignments!

Skills Check

Card 1 - Short range yields

Card 2 - Ranch Rope

Card 3 - Contact yields

Card 4 - Long Reins

Card 5 - Horseman's Sticks

Card 6 - Barrel Gallop

Card 7 - Contact riding

Card 8 - Transitions

Card 9 - Hindquarter Control

Card 10 – Imagination Challenge



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Signed

Comments

SKILLS CHECK – ROUND YARD

Tools – stick and string.

Use rhythmic motion with a stick and string in all sections of your horse. Be sure to stand in all sections including both sides. Mount your horse and do the same.

Show a full circle forequarter and hindquarter (contact) yield both sides. Ride backwards and sideways left & right for 7 metres. Lower & raise your horse's head twice. Ride full circuits of the round-yard showing transitions from walk to trot to canter - to trot, walk and back down to a back-up. Show both directions.

Dismount your horse. Without moving your feet, send your horse in 2 figure eight's around markers. Bring your horse back to you – rest and rub.

Time – 10 minutes.



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ASSIGNMENT ONE – SHORT RANGE YIELDS

Tools – stick and string

From beside your horse (section 4 – behind the shoulder) show 3 back-up to trot transitions. Show both sides.

Face your horse from 1 metre in section one. Drive your horse sideways left and right - 3 times in a flow.

At liberty - send your horse in a circle showing transitions from walk to trot to canter and back down again, showing 2 changes of direction in each gait. Canter direction changes should be flying lead changes. Finish with direction changes at the walk. Bring your horse to you – rub and rest.

Time – 10 minutes.



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ASSIGNMENT TWO – RANCH ROPE

Tools– 50' ranch rope, stick & string

Send your horse sideways for 7 metres, from 7 metres. Show left & right. Go to your horse. Rub & rest.

Send your horse backward to the end of the rope, and back to you at the trot.

Circle your horse at the canter showing 2 x 2' jumps and at least 1 x 3' jump to the left and right. Include changes of direction at the trot maintaining gait.

Send your horse onto a horse float at the trot or canter from 7 metres. Allow them to rest for 10 seconds then bring them back to you as you wind up the rope. Rub them with stick & string.

Time – 8 minutes.



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ASSIGNMENT THREE – CONTACT YIELDS

Tools – 22' rope, stick & string

Place the 22' rope around your horse's neck. Walk forward sending your horse from side to side (falling leaf). Use hindquarter yields to change directions - 4 times.

Walking backward, show 4 changes of direction maintaining the trot.

With halter and lead also - Place the 22' rope around the girth and through the front legs. Back up and come forward. Back-up and ask your horse to yield to the left and the right without coming forward.

With the 22' rope around the flank, circle your horse at the trot showing transitions to walk and halt. Show left and right using mainly the flank rope.

Time – 7 minutes



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ASSIGNMENT FOUR – LONG REINS

Tools – bridle and long reins

Drive your horse forward and backward from section 5 in a straight line for 4 metres.

Circle your horse 2 laps left and right, showing walk to trot transitions.

Contact yield your horse sideways left and right 4 metres.

Time – 5 minutes.



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ASSIGNMENT FIVE – HORSEMAN'S STICKS

Tools - saddled, bridled, 2 sticks

Back your horse 4 metres.

Halt to canter depart. Show transitions down to trot, walk, halt & back-up. Ride sideways left and right 4 metres.

Back-up to trot depart. Ride a figure eight with 2 changes of diagonal. Transition to canter. Ride over 4 x 2' jumps and show 5 simple lead changes.

Halt and back-up in a straight line 4 metres.

Time – 5 minutes.



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ASSIGNMENT SIX – BARREL GALLOP

Tools – saddled and bridled

Gallop a barrel pattern showing 2 turns to the right and 2 turns to the left. Come down to a halt with a contact rein, picking up a soft feel.

Ride your horse sideways left and right 4 metres. Drop the reins and stand still.

Time – 4 minutes.



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ASSIGNMENT SEVEN– CONTACT RIDING

Tools – Saddled and bridled

Pick up a soft feel. Move your horse's right front foot then left hind foot to stand square. Rock your horse forwards and backwards and from side to side.

With your 50' ranch rope, drag something heavy. Show forwards, backwards and sideways left and right for 7 metres. On a loose rein, drag the object to you.

Time – 5 minutes.



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ASSIGNMENT EIGHT – TRANSITIONS

Tools – saddled and bridled

On a contact rein, pick up a soft feel. Show slow, medium and fast and back to medium at the walk, trot and canter.

Ride down to a halt and back-up. Show 3 transitions from back-up to canter in a straight line.

Still at the canter, show 4 simple lead changes through the walk. Halt, back-up, drop the reins and stand still.

Time – 8 minutes



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ASSIGNMENT NINE– HINDQUARTER CONTROL

Tools – snaffle bridle, saddled

Trot a right circle. Ask your horse to yield their hindquarters to the inside of the circle for 4 strides and then to the outside of the circle for 4 strides. Ride through the centre of the circle to change directions and do the same yields to the left. Ride back through the centre of the circle again.

Still on the circle, pick up a right lead. Ride through the centre of the circle maintaining the right lead and show a full circle to the left (counter canter) Push your horse's hindquarter to the inside of the circle and ask for a flying lead change. Canter 1 lap on the left lead, then ride through the centre of the circle, picking up a counter canter on a right circle. Push your horse's hindquarter to the centre of the circle and ask for a flying lead change. Show 2 more flying lead changes through the centre of the circle.

Time – 10 minutes.



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ASSIGNMENT TEN – IMAGINATION CHALLENGE

Choose five (5) elements from your Level Three homework or assignment cards and combine them in one unique and flowing task. Imagination Challenge should show all the principles of safety, respect, communication, release and rapport that you have learnt in the programme to date and be imaginative.

Time – 5 minutes.





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To pass the assignment there should be no opposition reflexes from horse or human and confusion should be minimal. There should be clear direction given to the horse. Horse and human should show an understanding for each other. There should be flow and rhythm shown throughout the task.

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