

# Harmony Horsemanship Student Levels



- Help provide goals to work towards
- Give students who don't have an HH instructor nearby a way to submit videos for feedback
- Show many of the fun and different things we can do with horses
- Celebrate success and progress

## Achieving Harmony Horsemanship Student Levels

- There is a small fee to be assessed which covers the cost of treat pouch, administration, and instructor time to assess.
  - Check the Harmony Horsemanship Membership portal for current pricing.
  - Successful students receive a treat pouch with their level, a certificate, and their marking rubric with feedback.
- Must be a HH member in good standing.
- Students submit a video to HH (you can also assess in person with an instructor, to do that please contact an instructor and ask them for their rates and process). Video submissions are max 8 min for ground and max 5 min for riding. Videos are to be unedited/unaltered. Think musical freestyle routine that includes all the needed movements, not filming individual tasks and putting them together.
- Students can assess for ground play only, or full level with both ground play and riding.
- Student assessing for ground play only still complete the confidence building tasks and horse knowledge section. For the confidence building tasks, all of the tasks are completed on the ground and no riding is required.
- Ground play only students will have a "G" placed beside their level to represent Ground only.
- Each task will be graded from 1-5.
  - 5= wow
  - 4 = good
  - 3 = pass
  - 2 = needs improvement
  - 1 = not what we are looking for

- For the Horse Knowledge evaluation, there will be a quiz or task that accompanies each level. So for example for knowing horse colours, we may have an online quiz or matching game they need to complete, or for 'know how to design a safe paddock' they may have to submit a drawing or written description of what safety features they would have.
- Students need to earn an overall score of 4, and no 1's to earn their level.
- All students will receive their marking rubric back. Those who are unsuccessful can re-submit for a reduced fee. Students don't need to re-film tasks they earned a 4 or 5 on, only tasks they scored a 3 or lower, unless they want to resend the full test if they prefer.

If you have any further questions please email [harmonyhorsemanshipm@gmail.com](mailto:harmonyhorsemanshipm@gmail.com)

To sign up for a levels assessment, use the links provided within the Harmony Horsemanship Membership Portal.

## Harmony Horsemanship Instructor Levels

1. Entry Instructor, can assess student levels 1-3
  2. Established Instructor, can assess student levels 1-3
  3. Entry Clinician, can assess student levels 1-4
  4. Senior Clinician, can assess student levels 1-5
  5. Master Clinician, can assess student levels 1-6
  6. Expert, can assess student levels 1-7
- Instructors might help students learn tasks at a higher level than what they can assess depending on the the instructor's knowledge and comfort level.
  - Instructors can assess up to the student level that they have personally achieved regardless of their instructor level, for example an Entry Instructor with a Student Level 6 can assess up to Student Level 6. To find an instructor near you visit [www.HarmonyHorsemanship.ca](http://www.HarmonyHorsemanship.ca)





## Harmony Horsemanship Student Levels

Category	7 Blue	6 Purple	5 Pink	4 Green	3 Yellow	2 Orange	1 Red
<b>Ground Play:</b>	<b>On Rope or at Liberty:</b>	<b>On Rope or at Liberty:</b>	<b>On Rope or at Liberty:</b>	<b>On Rope or at Liberty:</b>	<b>On Rope or at Liberty:</b>	<b>On Rope or at Liberty:</b>	<b>On Rope or at Liberty:</b>
All tasks are in both directions unless not applicable or otherwise specified.  Tasks are based on the 8 ABC's:	Spiral with canter/ halt transitions.  School halt.  Trot on the spot (Piaffe).  Counter canter.  Haunches in at trot.  Sit.  <b>Liberty:</b>  S Pattern at canter with	S Pattern at canter with simple changes of lead.  Spiral with canter/walk transitions on circle.  Back up small figure 8 (can use barrels/ cones).  Haunches in on a circle.  Trotting shoulders in.	Square with canter beside you.  Boomerang with canter draw to you.  Spiral with trot/ halt transitions.  Back up on circle (correct bend on circle).  Haunches in.  Sideways towards you at mounting block.	Square with horse following energy for head up or head down.  S Pattern at trot.  Spiral with canter/trot transitions.  Back up through Z shape.  Back up with head level with withers (balanced	Square at slow/ fast trot.  Spiral with full trot circles.  Back up through a weave (markers space a max of 10ft apart).  Move with me and Yield.  Spin.  Head down and walking at the same	Square at slow/fast walk.  Square with trot beside you.  Boomerang trot towards you.  S Pattern with trot on draw.  Spiral with walk and trot transitions.  360 with a Twist.	Square at walk.  Boomerang at walk.  S Pattern at walk.  Spiral at walk.  Back up between two cones/ markers.  Forehand turn (move haunches) so hind legs

<p>simple lead changes.</p> <p>Spiral canter circles without a rail.</p> <p>Back up on circle.</p> <p>Canter/ halt transitions beside you.</p> <p>Haunches in at a walk.</p> <p>Sideways away and towards over an object with a turn</p> <p>At least 2 spins in a row, both directions</p> <p>Ground tie while leaving the ring and return.</p>	<p>Sideways away and towards over an object with a turn.</p> <p>Stand with front or hind hooves on bridge and go sideways.</p> <p><b>Liberty:</b></p> <p>Square with canter/walk transitions beside you.</p> <p>Boomerang with canter draw to you.</p> <p>Spiral with trot/ halt transitions on circles without using a rail.</p> <p>Shoulders in at walk.</p>	<p>Spanish walk.</p> <p>Stand with back hooves on pedestal/ bridge and pivot.</p> <p>Go over a bounce jump (usually 9-10ft apart).</p> <p><b>Liberty:</b></p> <p>Square slow/fast trot transitions.</p> <p>Square with trot/ halt transitions beside you.</p> <p>S Pattern at trot</p> <p>Spiral with canter/ trot transitions on circles without a rail.</p>	<p>posture, not hollow).</p> <p>Lateral Forward down Stepping under (LFS) at the walk.</p> <p>Shoulders in at the walk.</p> <p>Stand with front hooves on pedestal/ bridge and pivot on forehand.</p> <p><b>Liberty:</b></p> <p>Square with walk/ trot/ back up beside you.</p> <p>Boomerang trot draw towards you.</p> <p>Spiral with trot circles without using a rail.</p> <p>Back up</p>	<p>time.</p> <p>Go over a jump.</p> <p><b>Liberty:</b></p> <p>Square with trot beside you.</p> <p>S Pattern at walk.</p> <p>Spiral walk circles without using a rail.</p> <p>Haunch turn.</p> <p>Forehand turn.</p> <p>Stand up on pedestal (2 hooves).</p> <p>Ground tie while you toss something over your</p>	<p>Haunch turn (move shoulders) so front legs cross at least once.</p> <p>Sideways a few steps.</p> <p>Head down and pick up one hoof at the same time.</p> <p><b>Liberty:</b></p> <p>Square with walk/ halt transitions beside you.</p> <p>Back up.</p> <p>Boomerang at walk.</p> <p>Ground tie (at least 5 ft away from your horse).</p>	<p>cross at least once.</p> <p>Head down.</p> <p>Pick up hooves (each one).</p> <p>Ground tie (staying within 3 ft of horse).</p> <p><b>Liberty:</b></p> <p>Horse follows you at walk.</p> <p>Put on and take off halter gently.</p> <p>Groom horse.</p> <p>Hand touch.</p>
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	<p>Laying down.</p> <p>Jump a narrow object (max 2ft wide).</p>	<p>Spanish walk.</p> <p>Jump multiple jumps in a row.</p> <p>One hoof at a time on a pedestal (front right, then front left, then back left, then back right).</p>	<p>Back up by tail.</p> <p>Ground tie while you do something noisy (drum on barrels, shake something noisy). Smile.</p> <p>Downward horse.</p>	<p>weave.</p> <p>Sideways over an object.</p> <p>Spin.</p> <p>Kiss.</p> <p>Bow on one knee.</p> <p>Stand on pedestal (4 hooves).</p>	<p>horse (ball or stuffed toy).</p>		
<p><b>Confidence Building Tasks</b></p> <p>For Ground Play Levels complete the tasks all from the ground, no riding required.</p>	<p><b>On ground:</b></p> <p>Blindfold your horse and trot with them on rope.</p> <p><b>Liberty or Bridleless:</b></p> <p>Cover your horse in a tarp.</p> <p>Tipping teeter totter with weight shifting</p>	<p><b>On ground:</b></p> <p>Blindfold and walk your horse on rope.</p> <p><b>On ground or riding:</b></p> <p>Drag a noisy object.</p> <p>Drag object towards horse.</p> <p>Step on moving object</p>	<p><b>On ground or riding:</b></p> <p>Walk through water box.</p> <p>Play peek a book (could be with a towel or blanket).</p> <p>Back over tarp.</p> <p><b>Riding:</b></p> <p>Drag an object.</p>	<p><b>On ground or riding:</b></p> <p>Drag an object.</p> <p>Kick/push a ball.</p> <p>Horse through a hula hoop.</p> <p>Walk through curtain.</p> <p>Back up over low bridge/plywood.</p>	<p><b>On ground or riding:</b></p> <p>Walk between tight squeeze (could be barrels, narrow chute).</p> <p>Open umbrella while on ground with your horse.</p>	<p><b>On ground or riding:</b></p> <p>Touch it game with at least 3 different objects.</p> <p>All around game with at least 3 different objects.</p> <p>Halt over a pole.</p>	<p><b>On ground or riding:</b></p> <p>Walk horse over poles or logs.</p> <p>Have your horse give a stuffed toy a pony ride.</p> <p>Rub your horse all over their body with something</p>

	<p>(or stepping forward/back).</p> <p>Noise maker during ground tie.</p> <p>Drive or ride by from other person cantering or driving car/ riding bike while halted or walking calmly.</p> <p><b>Bridleless:</b></p> <p>Open, ride through, and shut gate.</p>	<p>(waving tarp, through bubbles, etc).</p> <p>Walk through splash box, or water area with sprinkler or fountains.</p> <p><b>Riding:</b></p> <p>Canter circle and change direction with garrocha pole.</p>	<p>Open, ride through, and shut gate.</p> <p>Trot circle and change direction with garrocha pole (or long pole that stays centered on ground).</p> <p>Open and close an umbrella.</p>	<p>Spray your horse with a spray bottle or hose.</p> <p>Load your horse on a trailer.</p>	<p>Walk over a tarp.</p> <p>Back up over poles.</p> <p>Walk over a bridge/ plywood sheet.</p>	<p>Rub around your horses eyes and ears.</p> <p>Lift your horse's tail gently and safely.</p>	<p>unusual (plastic bag, stuffed toy - nothing that could hurt the horse though).</p>
<b>Horse knowledge</b>	<p>Be able to assess conformation and movement for common issues.</p> <p>Know how to design a safe</p>	<p>Know how to poultice an abscess.</p> <p>Ability to give syringe, eye drops, injection.</p>	<p>Know common lameness issues.</p> <p>Know guidelines for icing leg/hoof.</p> <p>Soak horse's hoof in bucket.</p>	<p>Be able to tell which leg is lame.</p> <p>Know how to clean wound.</p> <p>Know common types of horse feed, what your</p>	<p>Know signs of colic.</p> <p>Know the basic horse body parts.</p> <p>Know the basic saddle and bridle</p>	<p>Normal Horse vital signs.</p> <p>Know how to take a horse's temperature.</p> <p>Know your basic horse colours and</p>	<p>When to call vet.</p> <p>Know the difference between mare, gelding, stallion, filly, and colt.</p>

	horse paddock and stable area.			horse is eating and why.	parts for your discipline.	markings.	Know the difference between a horse and pony.
<p><b>Riding</b></p> <p>If doing the Ground Play Level then you do not complete this section.</p> <p>All Levels can be earned as a full Level (riding and ground play) or ground play only, for example a Level 1 or Level 1G. Ground Play levels still complete the Horse Knowledge and</p>	<p><b>Bridleless or with reins:</b></p> <p>Sidepass/ Leg yield/ or half pass at canter.</p> <p>Trot haunches in.</p> <p>Walking haunches in on circle.</p> <p>No stirrups jump.</p> <p><b>Bridleless:</b></p> <p>Canter halt transitions.</p> <p>Jump.</p>	<p><b>Bridleless or with reins:</b></p> <p>Canter/halt/ canter transitions.</p> <p>Canter weave.</p> <p>Trot shoulder in.</p> <p>Haunches in at walk.</p> <p>Sidepass/ Leg yield/ or half pass at trot.</p> <p>Canter daisy pattern with correct bend.</p> <p>Steady hands - ride with an egg and spoon</p>	<p><b>Bridleless or with reins:</b></p> <p>Canter serpentine with simple changes of lead.</p> <p>Sideways over an L shape.</p> <p>Canter jump.</p> <p>Shoulder in.</p> <p>Sidepass/ Leg yield/ or half pass at walk.</p> <p>Trot daisy pattern with correct bend.</p> <p>Shortened (slow) and lengthened</p>	<p><b>Bridleless or with reins:</b></p> <p>Canter/ trot transitions.</p> <p>Trot S pattern.</p> <p>Trotting serpentine.</p> <p>Back through an L shape.</p> <p>Trot jump.</p> <p>Trot weave.</p> <p>Steady hands - ride with an egg and spoon or cup of water at trot for a circle.</p> <p>Move with me</p>	<p><b>Bridleless or with reins:</b></p> <p>Sitting trot and posting trot.</p> <p>Spiral at trot.</p> <p>Trotting changes of direction.</p> <p>Forehand turn.</p> <p>Haunch turn.</p> <p>Sideways a few steps.</p> <p>One rein bends at halt.</p> <p>Fast and slow walk.</p>	<p><b>Bridleless or with reins:</b></p> <p>Square at trot.</p> <p>S pattern at walk.</p> <p>360 with a twist at walk.</p> <p>Trot/ walk/ halt transitions.</p> <p>Steady hands - ride with an egg and spoon or cup of water at walk for a circle.</p> <p>Back up a few steps.</p>	<p><b>Bridleless or with reins:</b></p> <p>Mounting and dismounting safely while horse is standing still.</p> <p>Square at walk.</p> <p>Halt walk transitions (show at least 2).</p> <p>Steering through a weave at walk.</p>

<p>Confidence sections.</p>	<p>Sideways over an object with a turn.</p> <p>Flying lead change (can use a pole), and simple lead change without.</p> <p>Counter canter.</p> <p>Trot leg yields, sidepass, or half pass.</p>	<p>or cup of water at canter for a circle.</p> <p>No stirrups canter.</p> <p>Spanish walk.</p> <p><b>Bridleless:</b></p> <p>Walk/ trot/ canter transitions.</p> <p>Backwards weave.</p>	<p>(faster) canter.</p> <p>No stirrups trot.</p> <p><b>Bridleless:</b></p> <p>Walk/ trot transitions.</p> <p>Forehand turn.</p> <p>Haunch turn.</p> <p>Sideways.</p>	<p>and yield.</p> <p>Walk daisy pattern with correct bend.</p> <p>Shortened (slow) and lengthened (faster) trot.</p> <p><b>Bridleless:</b></p> <p>Walk/ halt transitions.</p> <p>Back up a few steps.</p> <p>Steering a figure 8 at walk.</p>	<p>No stirrups walk/ halt</p>		
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