

LHUK PROGRESS AWARDS. LEVEL ONE.

Feedback Sheet

Hindquarter Yield.		
	Criteria	Feedback
Pass	The inside hindleg steps underneath the body for at least 2-3 steps	
Fail	The inside hindleg steps up to the outside hind rather than across.	
Pass	The horse steps across willingly when the handler gives a visual cue with the hand or whip.	
Fail	The handler makes contact with the horse with the hand or whip	
Pass	The horse stops stepping sideways when the handler lowers the whip or the hand. Minimal assistance with the rope will be permitted at this level	
Fail	The horse rushes and runs away from the whip or hand cue and doesn't stop with ease when the cue is released.	
Pass	The inside foreleg steps on the spot or a fraction away from the handler	
Fail	The inside foreleg steps towards the handler or the horse just walks a circle around the handler	
Pass	The handler keeps their feet still or steps slightly forward	
Fail	The handler walks backwards	
Back Up		
Pass	Horse moves backwards willingly with purpose for 4 steps	
Fail	Horse shows resistance	
Pass	Horse remains relatively straight	
Fail	Horse swings its quarters	

Pass	Handler uses minimal pressure on the leadrope	
Fail	Handler uses too much pressure, causing resistance/ distress in the horse	
Pass	Handler releases the pressure on the leadrope when the horse moves backwards and rewards the horse at the end of the movement.	
Fail	No release of pressure on rope.	
Forehand Yield It doesn't matter at this level whether they cross in front or behind with the foreleg. So long as they get the idea of yielding away from you . Minimal pressure is allowed on the head, rope and/ or shoulder at this level.		
Pass	Horse moves over willingly for 2-3 steps	
Fail	Horse rushes away from handler or shows resistance.	
Pass	Horse steps over in an arc	
Fail	Horse pushes forwards and tries to walk out of it	
Walk/ Halt at the shoulder		
Pass	Horse stops when handler stops without using the rope	
Fail	Handler has to use the rope to halt	
Pass	The horse stops straight and remains in line with the handler's shoulder	
Fail	The horse swings it quarters or walks round the front of the handler	

Pass	Horse walks on again when handler walks forwards or gives a cue to walk on. The rope should remain loose	
Fail	The handler has to use the rope to ask the horse to walk on	
Pass	The horse walks calmly at the handler's shoulder with a loose rope	
Fail	The horse walks in front of the handler and/ or has tension on the rope	
Fast and Slow		
Pass	Horse walks calmly at your shoulder with no tension on the rope	
Fail	Horse lags behind or pushes in front of the handler. Constant tension on the rope	
Pass	Horse slows down when handler slows down with no tension on the rope	
Fail	Handler has to use the rope to ask the horse to slow down	
Pass	Horse quickens when handler quickens in order to maintain the position at the shoulder. There should be no tension on the rope. Minimal whip cues may be used. A momentary lag is permitted.	
Fail	Handler has to use the rope and/ or lots of whip cues. Horse is reluctant to move forward to keep up with the handler's shoulder.	
Circling		

Walk and trot a circle on both reins with minimal tension in the rope
How you change the rein at this stage does not matter.

Pass	Minimal tension on the rope whilst circling	
Fail	Handler has to use lots of pressure on the rope to keep the horse on the circle	
Pass	Minimal whip cue to ask for trot with no contact with horse	
Fail	Handler has to use the whip a lot to keep the horse going	
Pass	Consistent rhythm and level steps	
Fail	Losing rhythm and unlevel steps	
Draw in a straight line in walk and stop.		
Pass	Horse walks towards the handler willingly with a loose rope'	
Fail	Horse shows resistance or rushes past handler or rope becomes tight	
Pass	A clear draw cue is seen or heard.	
Fail	The handler simply uses the rope to pull the horse into her and doesn't use a cue to mean come towards me.	
Pass	Horse stops in front of the handler at a comfortable and safe distance	
Fail	Horse goes past handler or walks into them causing them to step back.	