

Name _____

Date _____

Groundwork Level 2 :
7 Games of Natural Horsemanship by Pat Parelli

1. Pat has seven games that _____ play with each other.
2. The “Friendly Game” is presented rhythmically. True or False
3. _____ and _____ is a good way to play the “Friendly Game.”
4. Horses are a _____ animal.
5. We want _____ and _____ between us and the horses.
6. Horses are great _____ trainers.
7. True or False. Horses are like computers in the way they always do what we tell them, but not always what we want them to do.
8. Two tights don’t make a _____.
9. Start to get the horse to follow a _____.
10. What are the 4 phases of firmness:

11. Horses respond to: (what three rewards)

12. True or False. Never be any gentler than a little baby would be with a horse, and never be any firmer than another horse would be.
13. True or False. Pat’s games are a way to establish leadership.
14. Quit any phase as soon as the horse gives us a _____.
15. True or False. Everything we do either sensitizes or desensitizes our horses.
16. _____ is important to our horse. As well as when we speak about shirts.

You may stop the video before the section on equipment.