

**Level 2 Mounted Session Notes**

Program: **BRAVE 4D DREAM**

<b>Student:</b>	<b>Instructor:</b>
<b>Assistant:</b>	<b>Location(s):</b>
<b>Date/ Time:</b>	<b>Horse:</b>
<b>Feeling Before Session:</b>	<b>Feeling After Session:</b>
<b>Goal for this Session:</b>	<b>Accomplished:</b>

<b>Tack</b>	<b>English</b>	<b>Western</b>	<b>BareBack</b>	<b>Surcingle</b>	<b>Other</b>
<b>Mounting/Dismounting</b>		Ramp	Steps	Ground	
<b>Gaits Achieved</b>	Walk	Trot	Canter		
<b>Gaits Working on ( Trot / Canter ):</b>		Independant	Lung-line	In Hand	

Sensory Materials Used:
Neruo Cards Practiced:

<b>Level 2 Skills</b>	<i>Independant</i>	<i>Vocal Guidance</i>	<i>Assistance</i>	<i>Not There Yet</i>	<i>Not Willing</i>
Catching / Turning Out					
Safety Check - saddling					
Adjust own stirrups (E/W)					
Balance of horse & rider					
Balance Exercises					
Jog / Trot					
Trot & Reverse to Left					
Trot & Reverse to Right					
2 Point- hold for 30 sec					
Posting Trot					
Correct Diagonal					
Halt at Trot					
Trot Large - Small Circle					
Extended Trot					
Sitting Trot					
Leg Aids					
Voice Comands					
Hand Positions					
Weight- Seat					
Begining Canter					
Controlled Canter					
Cool off hot horse					

Notes:

<b>Trail Obstacles</b>	<i>Independant</i>	<i>Vocal Guidance</i>	<i>Assisted</i>	<i>Not There Yet</i>	<i>Not Willing</i>
Pole Bending					
MailBox					
Tree/Ring Toss					
Sensory BellyRub					
Noodle Curtain					
Walkovers Poles					
Cross Rails					
Bridge					
Ball Toss/ Magnets					

**Exercises:**

**Games Played:**

**Ranch Chore:**

Chore Reaction:    Enjoyed            Compliant            Complained            Refused

<b>Conduct of Student</b>	Excellent	Good	Needs Work	Uncontrollable
Self Control				
Positive Attitude				
Good Manners				
Stayed on Task				
Worked well w/ others				
Followed Directions				
Respectful				
Participated				

**Strengths**

**Weakness**

**Areas to Improve**

**Notes:**