

# The Masterson Method®

Integrated Equine Performance Bodywork®

#### LOCATION:

Wild Mustang Ranch 560 C Swick Circle Lyons, GA 30436

#### DATE:

June 1-2, 2024

### CONTACT:

seminars@mastersonmethod.com

**COST**: \$495 USD

**REGISTER:** LTC Course Registration

"If you want to learn how to connect on a deeper level with horses, if you want to learn how to help your horse relax and release tension, this seminar is a must." -M. Leahy

> Learn the LIGHT TOUCH that brings POWERFUL CHANGE

## Masterson Method<sup>®</sup> Light to the Core Hands-on Seminar-Workshop

This Masterson Method® Weekend Seminar-Workshop is the next practical step to take after viewing the Light to the Core <u>video</u>.

In this hands-on Weekend Seminar-Workshop, you will learn subtle, gentle, simple bodywork that has the ability to profoundly affect the deepest interconnections of the horse's body. Light touch principles are the foundation for the entire Masterson Method Bodywork.

#### What's in it for you?

- Improved relationship and communication with your horse.
- Make your horse more relaxed and comfortable.
- Enable your horse to overcome limitations and restrictions that stand in the way of reaching his full potential.



Masterson Method<sup>®</sup> Instructor, Sandy Vreeburg's passion for riding is revitalized every time she has the opportunity to work with a new horse. Sandy began competing in her early thirties and became fascinated with "form to function" conformation. Sandy's relationship with her own horse and how she approaches others has improved immensely since she began to practice The Masterson Method technique. While she has always thrived on being productive, The Masterson Method has taught Sandy to slow down, be in the moment and truly wait to see what the horse has to say. The responses of the horses that Sandy has worked on, and that of their owners, have been delightfully overwhelming. She is thrilled to be a proud member of The Masterson Method Certified Practitioners.

#### www.mastersonmethod.com