

4-H RANCH HORSEMANSHIP

JUDGE _____
 CLASS _____
 DATE _____



Scoring: 0-infinity, with 70 denoting an average performance. Each maneuver scored: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor.

Overall horsemanship, form and effectiveness: scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent.

Minor One (1) Point Penalties: Break of gait at walk/trot or wrong lead up to 2 strides; Over/under turning 1/8 of designated turn; Over cueing with reins and/or legs; Reins too long /short or uneven; Failure of horse to stand still at end of pattern; Obviously looking for lead, Tick or hit of cone. Taking 2 or less steps on ground tie.

Major Three (3) Point Penalties: Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location; Incorrect lead for more than 2 strides; Break of gait at the lope (except when correcting an incorrect lead); Break of gait at walk or jog for more than 2 strides; Over or under turn from 1/8 to 1/4 turn. Taking more than 2 steps on ground tie.

Severe Five (5) Point Penalties: Blatant disobedience including kicking, pawing, bucking, and rearing; Loss of stirrup or rein; Touching the horse or saddle; Cueing with the end of the romal; Spurring in front of the cinch.

Zero Scores (Eligible for placing but not above anyone receiving a score above zero): Off pattern; Wrong side of cone or knocking over cone; Failure to perform or achieve the specified gait or lead; Over /under turn more than 1/4 turn.

Disqualifications (should not be placed): Loss of control of the horse; Illegal Equipment or illegal use of hands on reins; Fall by horse or exhibitor (pg. 7 rule 40 and 41); Abuse of horse or schooling.

Maneuvers the Judge may include in patterns (care should be taken that requested maneuvers not exceed rider's ability)

Unrated and Advancement Level I Riders: Walk, jog or lope over ground poles; lope on correct lead; gradual stop from any gait.

Level II Riders: Any of the above; rein back over 10" in a straight line; walk or jog a serpentine or figure eight; perform a simple lead change; build a loop, mounted, and swing, at a halt, walk or jog; demonstrate the ability to extend or lengthen all gaits; balanced stop from any gait.

Level III Riders: Any of the above; side pass; 90°, 180°, or 360° turn on hindquarter or forehand; dismount and remount; flying change of lead on a large serpentine (more than 60' apart) or on straightaway; build a loop and swing it at the lope; dismount- unbridle and rebridle horse.

Level IV Riders: Any of the above; sliding stop; roll back; spins; flying changes in a short serpentine (changes less than 60' apart) or on a straight away; two tracking right or left at jog or lope.

Entry		-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments	
		1	2	3	4	5	6	7	8	9	10					
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FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average