

# 4-H WESTERN 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.

**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.

**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; Use of free hand to instill fear or praise.

**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:** Individual performance on the rail; Circle at jog or lope on the correct lead; Lope and balanced gradual stop; Back

**Level II Riders:** Any of the above; Simple lead change. (Simple change is when the horse is brought back to a jog at the point of change and transition to a lope on the opposite lead.); Figure 8 at lope on correct lead, demonstrating simple change of leads. Figure 8 should be started in center of two circles so one lead change is shown; Ride without stirrups; Turn on forehand, 90° or 180°; Turn on hindquarter, 90° or 180°

**Level III Riders:** Any of the above; Figure 8 at lope on correct lead executing a flying change of lead; Execute flying change of lead at each change of direction on a serpentine; Execute a smooth, balanced stop; Controlled turn on hindquarters (at least 180° turn both directions); Side pass either direction; Extended gaits; Counter-canter; Turn on forehand 360°; Turn on hindquarter 360°; Two track at a walk or jog (either or both directions)

**Level IV Riders:** Any of the above; Roll backs; Two track (either or both directions), any gait; Flying change of lead on straight away; Spins; Sliding Stops

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average

| 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 |     |               |       |          |
| Maneuver Description |          |  |   |   |   |   |   |   |   |   |    |     |               |       |          |
|                      | Penalty  |  |   |   |   |   |   |   |   |   |    |     |               |       |          |
|                      | Maneuver |  |   |   |   |   |   |   |   |   |    |     |               |       |          |
|                      |          |  |   |   |   |   |   |   |   |   |    |     |               |       |          |
|                      | Penalty  |  |   |   |   |   |   |   |   |   |    |     |               |       |          |
|                      | Maneuver |  |   |   |   |   |   |   |   |   |    |     |               |       |          |
|                      |          |  |   |   |   |   |   |   |   |   |    |     |               |       |          |
|                      | Penalty  |  |   |   |   |   |   |   |   |   |    |     |               |       |          |
|                      | Maneuver |  |   |   |   |   |   |   |   |   |    |     |               |       |          |
|                      |          |  |   |   |   |   |   |   |   |   |    |     |               |       |          |
|                      | Penalty  |  |   |   |   |   |   |   |   |   |    |     |               |       |          |
|                      | Maneuver |  |   |   |   |   |   |   |   |   |    |     |               |       |          |

# 4-H WESTERN HORSEMANSHIP

| 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 |     |               |       |          |  |
| Maneuver Description |          |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Penalty  |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Maneuver |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Penalty  |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Maneuver |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Penalty  |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Maneuver |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Penalty  |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Maneuver |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Penalty  |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Maneuver |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Penalty  |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Maneuver |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Penalty  |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Maneuver |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Penalty  |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Maneuver |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Penalty  |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |
|                      | Maneuver |  |   |   |   |   |   |   |   |   |    |     |               |       |          |  |

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average