



**Ranch Horse
Level IV- Horsemaster
Riding Test & Oral Interview**

Check One
<input type="checkbox"/> Passed
<input type="checkbox"/> Retest

Horse's Name _____
Coat color _____ Sex _____ Obvious markings _____

Rider's Name _____ Age _____ Rater's Name _____
Address _____ Rater's Phone # _____

Club _____ County _____ Date _____

Directions: Maneuvers will be called at random. The 4-H member must score 8 points out of 10 for each section of the test, including the oral interview questions. Completion of this test requires live cattle and the 4-H member must use a horse 4 years of age or older. Riders must use legal tack and equipment for the Ranch Horse Division.

10 points: Advanced. If applied to specific maneuvers, the maneuver was consistently executed correctly and fluidly. If applied to an overall impression, the maneuver was correct and present during all parts of the test.
Questions: Accurate and detailed response, additional facts or explanation may be offered by rider.

9 points: Proficient. If applied to specific maneuvers, the maneuver was executed correctly most of the time and generally fluidly with minor flaws. If applied to an overall impression, the maneuver was present correctly and consistently throughout the test with minor lapses.
Questions: Accurate, detailed response with minor errors or omissions.

8 points: Proficient/Basic. If applied to specific maneuvers, the maneuver was executed correctly, but may be better on one side than the other, or execution was inconsistent. It's clear that the rider can apply the aids correctly. If applied to an overall impression, the basics are present, but elements may have been briefly incorrect or absent during the test. Rider may have needed prompting (*not teaching!*) from the rater.
Questions: Response is generally correct but lacks detail, some minor errors/omissions.

0 - 7 points: Not Yet Proficient. One or more of these is true to a greater or lesser degree:
- Rider is unable to produce the maneuver in one or both directions.
- Aids are applied but ineffective at producing the desired maneuver.
- Horse repeatedly balks or misbehaves.
- Rider asks rater how to execute a maneuver or definition of terms in oral questions.
- In a general impression or question response: one or more major flaws or omissions.

Oral Interview Questions: (Must answer all five with 8 points or better.)

Questions, Answer source: Colorado 4-H Horse Manual, Colorado 4-H Rulebook	Points
1. After you have thrown your loop and caught your cow, where should you be looking as you dally? Why?	
2. What are the penalties for going past the end markers and the corner markers in individual cow work?	
3. When cattle are not numbered, what are the penalties for changing cattle in cutting work?	
4. When circling a cow, explain the position of both the horse and rider.	
5. Describe 3 types of loops used for roping and when it is appropriate to use each.	



Rater: Forms should be filled out the day of the test and submitted to the member's extension office within a week.

Ranch Horse, Level IV pg. 2 of 2 Name:	Score: 10 Points Max	Rater's Comments
Basic Handling A. Display confidence, safety and knowledge while working the horse around cattle.		
B. Fitting and turn out of the horse should be of high quality and all tack should be in good repair, clean and adjusted correctly.		
C. Demonstrate or explain the use of hobbles.		
D. Demonstrate the ability to build and swing a forehand loop and a backhand loop.		
Riding A. Two-tracking, right and left, at the jog and lope across the diagonal of the arena.		
B. Perform flying changes of leads on a straightaway, a minimum of 2 changes for each lead. More than one straightaway may be used to provide sufficient room for the changes to occur.		
C. Using a rope, tied to a heavy log, demonstrate the ability to drag the log, at a trot, a minimum of 50'. Stop. Turn, face and back; pulling the log to at least 15'. Undally. (suggest post of 8' in length, 6" in diameter or other log weighing at least 35 lbs.)		
D. Starting in the center of the arena, lope to end, stop, spin 2 ½ times, lope to other end of arena. Stop, spin 2 ½ times in the opposite direction, lope to center of arena, stop and back at least 10'.		
E. In three minutes, throw any head shot at a dummy. Scoring: 5+ catches = 10 points, 3 catches = 9 points, 2 catches = 8 points. 0-1 catch = no score.		
F. Back a figure-8 around tubs, barrels or cones not to be spaced more than 9' apart.		
G. Quietly enter the herd and without disturbing the herd, show a minimum of 2 catching headshots, using a breakaway honda. Dally and pop off, Demonstrate the rebuilding of the loop between throws. 10 loop maximum.		
H. Box a cow at one end of the arena, and after showing control, move the cow down the fence, past the midpoint, turn the cow. Repeat in the opposite direction. Rope the cow or circle the cow, once in each direction, to complete the maneuver.		