

4-H RANCH HORSEMANSHIP

JUDGE _____
 CLASS _____
 DATE _____

Scoring: 0-100, 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 (see rule 300 D Page 94); Fall by horse or exhibitor (pg. 7 rule 40 and 41); Abuse of horse, or schooling.



COLORADO STATE UNIVERSITY
EXTENSION

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.

* FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (0-2)

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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