

4-H RANCH TRAIL JUDGES CARD

JUDGE _____
 CLASS _____
 DATE _____



Scoring Scale: The judge will score each maneuver based on the performance of the horse. Each obstacle will receive an obstacle maneuver score that should be added or subtracted from 70 along with penalties.

+1½ Excellent +1 Very good +½ Good 0 Correct -½ Poor -1 Very poor -1½ Extremely poor

When throwing the rope, exhibitor will get one attempt to catch the roping dummy or steer head and will be judged on the quality of the swing and throw against the maneuver.

Penalties: Penalties are assessed at the judge's discretion, for deviations from the standard maneuver for each obstacle.

1 POINT PENALTIES

1. Each major hit of or stepping on a log, pole, cone or an element of an obstacle (Note: Light ticks on logs/obstacles are counted toward maneuver score).
2. Incorrect gait at walk or jog for two strides or less
3. Both front or hind feet in a single-stride slot or space
4. Skipping over or failing to step into a required space
5. Splitting the pole in a lope-over
6. Failure to meet the correct strides on trot over and lope over obstacles, if specified
7. 1 to 2 steps on mount/dismount or ground tie except shifting to balance

3 POINT PENALTIES

1. Incorrect or break of gait at walk or jog for more than 2 strides
2. Out of lead or break of gait at lope (except when correcting an incorrect lead)
3. Knocking down an elevated pole, cone, barrel or plant obstacle, or severely disturbing an obstacle
4. Stepping outside the confines, falling or jumping off or out of obstacle with 1 foot
5. Missing or evading a pole in a series of obstacles with one foot
5. Horse moves more than 2 steps on ground tie

DISQUALIFICATIONS (Should not be placed):

1. Loss of control of the horse
2. Illegal equipment or illegal use of hands on reins
3. Fall by horse or exhibitor (pg. 7 rule 401 and 41)
4. Abuse of horse

5 POINT PENALTIES

1. Dropping slicker or object required to be carried on course
2. Use of either hand to instill fear or praise
3. Stepping outside of the confines of, falling, or jumping off of or out of an obstacle with more than one foot
4. Holding saddle with either hand
5. Blatant disobedience (kicking out, bucking, rearing, striking)
6. Horse misses/evades an element/component of an obstacle in a series with more than one foot
7. Each refusal. Refusals are cumulative and are defined as any action the horse takes to avoid performing an obstacle, which includes but is not limited to balking, evading, shying, backing more than 2 strides or running past the obstacle; unwillingness to approach, negotiate or complete an obstacle.
8. Each complete loss of gate (note, in the case of a rope gate, if the rope is dropped, the rider must continue on and will be assessed a 15 point penalty- see zero score #4, this would be considered off pattern)

ZERO SCORE (OP) – Should not be placed above any horse which receives a score

1. Use of more than one finger between split reins
2. Use of two hands (exception, junior horses ridden in a snaffle or hackamore or when changing hands to work an obstacle)
3. Use of romal other than as outlined.
4. Failure to work an obstacle in any manner, other than how it is posted on the course. Failure to work an obstacle either by skipping, not attempting or after attempting it and having three (3) refusals or when deemed necessary by the judge, the judge will ask the contestant to proceed to the next obstacle. Third cumulative refusal, balk, or evading an obstacle by shying or backing. This includes dropping a rope gate.
5. Performing obstacles other than in the specified order including failure to enter, exit or work the obstacle from the correct side or direction. Including overturns of more than 1/4 turn
6. Riding outside designated boundary.
7. Equipment failure that delays completion of pattern
8. Excessive schooling, pulling, turning, stepping or backing anywhere on a course
9. Failure to ever demonstrate the correct lead and/or gait as designated
10. Failure to dally and remain dallied during the drag

ENTRY #	Obstacle Description											TOTAL	PLACE	
		Obstacle	1	2	3	4	5	6	7	8	9	10		
		Penalty												
	Maneuver													

Comments:

	Penalty												
		Maneuver											

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