

4-H English Equitation

JUDGE _____
 CLASS Adults
 DATE _____



COLORADO STATE UNIVERSITY
 EXTENSION

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 equitation, 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 the walk/trot or wrong lead up to 2 strides; Over or under turn 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 or diagonal; Incorrect diagonal for 2 or less strides; 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 or diagonal for more than 2 strides; Break of gait at the canter (except when correcting an incorrect lead); Break of gait at walk or Trot 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; Spurring in front of the girth

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, lead or diagonal; 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, rules 40 and 41); Abuse of horse or schooling

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

Tests for Level I and Unrated Riders: Pick up reins; Back; Performance on rail; Figure 8 at a trot, demonstrating change of diagonals. At left diagonal, rider should be sitting in the saddle when the horse's left front leg is on the ground; at right diagonal, the rider should be sitting in the saddle when the horse's right front leg is on the ground. When circling clockwise, at a trot, the rider should be on the left diagonal, when circling counterclockwise, the rider should be on the right diagonal.

Tests for Level II Riders: Any of the above; Ride without irons at the walk and/or trot (no longer than 1 minute); Figure 8 at canter on the correct lead demonstrating a simple change of lead. (This is a change whereby the horse is brought to a walk or trot and restarted into a canter on the opposite lead). Figure 8 should be started in the center of the two circles so one change of lead is shown; Work at a collected walk, trot or canter, or extended gaits; Simple lead changes on a straight line; Sitting trot; Forehand turn 90° or 180°; Hindquarter turn 90° or 180°.

Tests for Level III Riders (Hunter Seat): Any of the above tests for English I and II riders; Ride without irons or drop and pick up irons; Figure 8 at canter on correct lead demonstrating a flying change of lead; Canter to hand gallop (in 2 point position), back to canter; Serpentine at posting trot showing diagonal changes; Serpentine at canter showing simple or flying change of lead; Demonstrate lengthening of frame and stride at walk, trot and/or canter; Leg yield right and left at the walk and/or sitting trot.

Tests for Level IV Riders (Hunter Seat): Any of tests above for English I, II, and Hunt Seat III riders; Shoulder in right and/or left at walk and/or trot; Leg yield right and/or left at canter across the diagonal; Serpentine at the trot showing diagonal changes with or without irons; Serpentine at the canter demonstrating flying lead changes; Serpentine at the canter, without a change of lead, beginning on the correct lead; Canter on the counter lead; Flying change of lead on a straight line.

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

Entry	Maneuver Description	-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					
240	Penalty	1	1	1	1	-1	-1						1		54	
	Maneuver	-1	-1	-2	-1	-2	-2	-2	0							
<i>curryt</i>																
347	Penalty			3									3		00	
	Maneuver	+1	-1	0	0	+1	+1	0	0							
<i>Scorches</i>																
353	Penalty												4		85	
	Maneuver	+1	+1	+2	+2	+1	+1	+2	+1							
253	Penalty			3									1		60	
	Maneuver	-1	-1	-2	-1	-1	-1	-1	0							

Stride line

4-H English Equitation

1940/2007

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					
243	Penalty		1	5	1	0	1	1				1		0	
	Maneuver	0	-0	-3	-3	0	-2	-1	-1						
<div style="display: flex; justify-content: space-around; width: 100%;"> LL WJ </div>															
254	Penalty											2		64	
	Maneuver	0	-1	-2	-1	-2	-1	-1	0						
355	Penalty				1									0	
	Maneuver	-1	-2	-2	-3	-3	0	-1	-2						
<div style="display: flex; justify-content: center;"> WJC Recheck entry </div>															
	Penalty														
	Maneuver														
	Penalty														
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	Penalty														
	Maneuver														
	Penalty														
	Maneuver														

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

4-H SHOWMANSHIP

JUDGE _____

CLASS Adults H&S/101

DATE _____



**COLORADO STATE UNIVERSITY
EXTENSION**

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 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 the walk or trot up to 2 strides; Over or under turning up to 1/8 of a turn; Ticking or hitting cone, Sliding a pivot foot; Lifting a pivot foot during a pivot and replacing it in the same place; Lifting a foot in a set-up and replacing it in the same place after presentation; Horse resting a foot or hipshot in a set-up.

Major Three (3) Point Penalties: Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location; Break of gait at walk or trot for more than 2 strides; Splitting the cone (cone between the horse and exhibitor); Horse stepping out of or moving the hind end significantly during a pivot or turn; Horse stepping out of set-up after presentation; Over or under turning 1/8 to 1/4 turn.

Severe Five (5) Point Penalties: Exhibitor is not in the required position during inspection; Exhibitor touching the horse or kicking or pointing their feet at the horse's feet during the set-up; Standing directly in front of the horse; Loss of lead shank, holding chain or two hands on shank; Blatant disobedience including biting, kicking, rearing or pawing; horse continually circling exhibitor.

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

Disqualifications (should not be placed): Loss of control of the horse; Illegal Equipment; Abuse of horse or excessive schooling or training; Horse becomes separated from the handler.

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

Entry	Maneuver Description	-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						
239	Penalty		3		33		1	1									
	Maneuvers	0	-1	0	-3	0	-1	-2	-2			0		50			
<i>needs to tho.</i>																	
240	Penalty		3				55	1									
	Maneuvers	-2	-2	-1	-2	-1	-3	-3	0			0					
341	Penalty		3				3	1									
	Maneuvers	-1	-1	0	+1	+1	-2	-1	0			2		61			
343	Penalty		3		15		1,1	1									
	Maneuvers	0	-1	0	-2	0	-1	0	0			1		54			
347	Penalty																
	Maneuvers	+2	+2	0	+3	+2	+2	+2	+2			4		85			

4-H SHOWMANSHIP

4-0101

Entry	Maneuver Description	-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						
353	Base 100 walk and step insp 90 net																
	Penalty																
	Maneuver	+1	+1	0	+1	+2	+2	+1	+1					4		83	
355			3				3	-1									59
	Penalty																
	Maneuver	0	-1	0	0	-1	-2	-2	0					2			
373							3	1									
	Penalty																
	Maneuver	0	+1	0	+2	-1	-1	0	+1					3		71	
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																

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

4-H WESTERN HORSEMANSHIP



COLORADO STATE UNIVERSITY
EXTENSION

JUDGE _____

CLASS 19 + ↑

DATE 19.00.00

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	rot	ext jog	LL	LL cir	LL 0	S+B	jog									
300	Penalty												2		69	✓
	Maneuvers	0	0	0	-1	-1	-1	0								
Hnds																
341	Penalty												3		75	✓
	Maneuvers	0	0	0	0	0	+1	+1								
342	Penalty				3	0							0		0	
	Maneuvers	0	-2	-2	3	0	-1	-1								
ll																
343	Penalty				3	0							0		0	
	Maneuvers	0	-2	-2	3	0	-2	-1	-1							
con																
353	Penalty												3		79	✓
	Maneuvers	0	-1	+1	+1	+2	0	+2	+1							

4-H WESTERN HORSEMANSHIP

4-2-2021

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Entry	Maneuver Description	-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		
360	560 Oxy CH	LL	LL	LL	SB	Oxy 305											
	Penalty		1	3													
	Maneuver	-1	-1	-2	-1	0	0	+1					2		64		✓
363				3	3												
368		0	-1	-3	-2	-1	0	0					1		58		✓
				ul													
355		Ø	-2	-2	-1	-1	-2	0					0		Ø		
240		0	-2	-1	Ø	-2	-2	-1					0		Ø		
					21thw												
200 323		+1	+1	3 -2	0	-1	-2	0					1		65		✓
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																

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

4-H RANCH RIDING JUDGES CARD



**COLORADO STATE UNIVERSITY
EXTENSION**

JUDGE _____
 CLASS _____ 19 ↑ _____
 DATE _____

1 Point Penalties:

- A. Too slow/per gait
- B. Over-bridled
- C. Out of frame
- D. Break of gait at walk or trot for two (2) strides or less

5 Point Penalties:

- A. Blatant disobedience (kicking, biting, bucking, etc.) for each refusal

20 Point Penalties (per instance, denote as off-pattern OP, cannot place above others who complete pattern correctly):

- A. Eliminates maneuver
- B. Incomplete maneuver

Zero (0) Score not eligible to place or receive a ribbon:

- A. Illegal equipment including braided or banded manes, or tail extensions
- B. Willful Abuse
- C. Major disobedience or schooling
- D. Lameness
- E. Fall of horse and rider

3 Point Penalties:

- A. Break of gait at walk or trot for more than 2 strides
- B. Break of gait at lope
- C. Wrong lead or out of lead
- D. Draped reins (per maneuver)
- E. Out of lead or cross-cantering more than two strides when changing leads
- F. Trotting more than three strides when making a simple lead change
- G. Severe disturbance of any obstacle

Note: There are no specific penalties for nicks/hits on logs or under/over spins, but deductions may be made in maneuver score. Touching or holding the saddle horn is acceptable. Posting at the extended trot is acceptable.

MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points
 -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

ENTRY #	Maneuver Description	Maneuver												Total Penalty	Final Score	Off Pattern
		1	2	3	4	5	6	7	8	9	10	11	12			
300	Penalty					3		3								
	Score	0	-1/2	0	0	-1/2	-1	-1/2	0	0						
Comments:																
341	Penalty															
	Score	0	0	0	0	0	+1/2	0	0	0						
Comments:																
342	Penalty	1	1	1	1	1	1	1	1	1						
	Score	0	-1/2	-1	-1/2	-1	-1	-1/2	-1/2	0						
Comments:																
343	Penalty					5										
	Score	0	+1/2	0	-1/2					0	0	0				
Comments: <i>nick looped within</i>																
353	Penalty															
	Score	0	0	0	-1/2	0	0	0	0	0	+1/2					
Comments:																
362	Penalty							3								
	Score	0	0	0	1/2	0	1	0	0	0	+1/2					
Comments:																

4-H RANCH RIDING JUDGES CARD

124510

ENTRY #	Maneuver Description	Maneuver Description												Total Penalty	Final Score	Off Pattern
		1	2	3	4	5	6	7	8	9	10	11	12			
363	Penalty		1		1	1	1	1	1							
	Score	0	0	0	-1/2	-1/2	-1/2	-1/2	0	0						

Comments:

364	Penalty															
	Score	0	0	0	0	0	+2	0	0	1/2						

Comments:

373	Penalty															
	Score	0	0	0	-1/2	0	-1	1/2	0	0						

Comments:

375	Penalty		1		1	1	1									
	Score	0	-1	0	-1/2	-1/2	-1	0	-1	0						

Comments:

355	Penalty		1		1	1	1.5									
	Score	-1/2	-1/2	0	-1/2	-1	1/2	-1	-1	0						

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
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Comments:

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Comments:

	Penalty															
	Score															

Comments: