

4-H English Equitation

JUDGE _____
 CLASS Walk/trot
 DATE 3/24/24



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	-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	Walk	PT LD	Sitting	PT RD	SAB	exit @ 11:00											
114	0	+1/2	0	+1/2	-1/2	0						2		72 1/2			
Penalty																	
Maneuver																	
Penalty																	
Maneuver																	
Penalty																	
Maneuver																	

4-H English Equitation

JUDGE _____
 CLASS 8-13
 DATE 3/24/24



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

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

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.

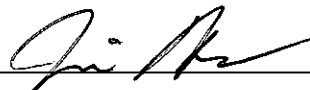
Entry	Maneuver Description	-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments		
		1	2	3	4	5	6	7	8	9	10						
101	PT LD CRL RD Sitting S+B Exit @ sitting	0	0	0	0	-1/2	0								0	62 1/2	
103		0	-1	-3	-3	-3	-3								6	49	
106		1	3	0	0	0	-2								0	59	
107		3	0	-3	-1	-1	-3								0	56	

4-H English Equitation

8-13

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	LD	RL	RD	SIT	S+B	SIT										
115	Penalty		0		0	0								0	66	
	Maneuver	+1	+1	-3	0	-3	-3									
116	Penalty														70 1/2	
	Maneuver	+1	-1	0	0	+1/2	0									
123	Penalty			1										1	66	
	Maneuver	-1	-1	-1	0	0	0									
124	Penalty	3		1										4	64	
	Maneuver	-1	0	-1	0	0	0									
130	Penalty			1										1	74	
	Maneuver	+2	+1	0	+1	+1	0									
	Penalty															
	Maneuver															
	Penalty															
	Maneuver															
	Penalty															
	Maneuver															
	Penalty															
	Maneuver															

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



4-H English Equitation

JUDGE _____
 CLASS 14-18
 DATE 3/24/24



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

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

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°.

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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	Sitting	PT LD	Hand gallop	PT RD	Sitting	SMB	exit sitting										
109	Penalty	0			3										2		0
	Maneuver	-3	-2	-1	-1	-1	0	0									59
122	Penalty			1											2	1	68
	Maneuver	+1	+1	-1	-2	0	0	0									
129	Penalty														2		69
	Maneuver	0	0	0	-2	-1	0	0									
	Penalty																
	Maneuver																

4-H English Equitation

JUDGE _____
 CLASS 19+ Over
 DATE 3/24/24



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.

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

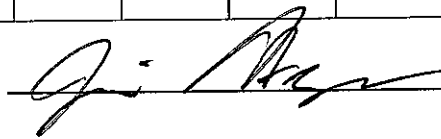
Entry	-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments		
	1	2	3	4	5	6	7	8	9	10						
Maneuver Description	Sitting	PT LD	Hand gallop	PT RD	Sitting	SB	exit sitting									
100	Penalty		0.53	0								1		0		
	Maneuver	0	0	-5	-3	-3	-1	-1								
112	Penalty	1										2		69		
	Maneuver	-1	0	-1	0	0	0	-1								
131	Penalty				1							2		76		
	Maneuver	+1	+1	0	+1	+1	+1	0								
	Penalty															
	Maneuver															

HUNT SEAT EQUITATION OVER FENCES SCORE SHEET

Walk / trot

SCORING: Scoring shall be on the basis of 10 to 100, with an approximate breakdown as follows:			
90 – 100	Excellent Equitation, position and presentation; meets all fences squarely and at proper distance. Uses all options to their advantage		
80 – 89	Minor equitation faults; i.e., long, weak distance, deep distance, one step landing at counter-canter, Rider still maintains a quality ride.		
70 – 79	More problems occur; equitation suffers; i.e., rounded shoulder, heels are not down, hands incorrect, lacks the style and presence. One major fence problem, i.e., chip with a ride up the neck, or discreet swap out, jumping off one side of jump, not a flowing course.		
60 – 69	Major equitation faults; poor body position; loose legs and seat; failure to obtain or maintain trot to a trot fence approach, two or three misses at the fence.		
40 – 59	Breaking to a trot while on course, counter-canter or disunited at end of arena, missed lead changes, loss of stirrup, dropping a rein, extra stride in combination.		
10 – 39	Rider avoids elimination; one or two refusals, knock-downs, or dangerous fences.		
Penalties:	Ribbon Drop:	Disqualification:	Knockdown Faults:
A refusal	No contestant number	Falling from horse	4 faults per knockdown
Loss of stirrup	Missed gate call	Equipment failure resulting	
Trotting while on course	No patch / not visible	in inability to compete	
while not part of a test	Non-standard equipment	No helmet	
Loss of reins	Broken Pattern=automatic white	Physical or verbal abuse	
Incorrect diagonal			

#	Fences									Way of Going	Comments	Score
	1	2	3	4	5	6	7	8	9			
114	✓	✓	✓	✓	✓	✓				✓		80

Judges Signature:  Date: 3/24

HUNT SEAT EQUITATION OVER FENCES SCORE SHEET

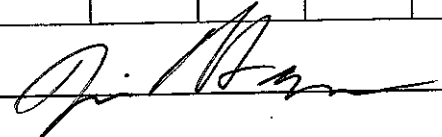
8-13

SCORING: Scoring shall be on the basis of 10 to 100, with an approximate breakdown as follows:

90 - 100	Excellent Equitation, position and presentation; meets all fences squarely and at proper distance. Uses all options to their advantage
80 - 89	Minor equitation faults; i.e., long, weak distance, deep distance, one step landing at counter-canter, Rider still maintains a quality ride.
70 - 79	More problems occur; equitation suffers; i.e., rounded shoulder, heels are not down, hands incorrect, lacks the style and presence. One major fence problem, i.e., chip with a ride up the neck, or discreet swap out, jumping off one side of jump, not a flowing course.
60 - 69	Major equitation faults; poor body position; loose legs and seat; failure to obtain or maintain trot to a trot fence approach, two or three misses at the fence.
40 - 59	Breaking to a trot while on course, counter-canter or disunited at end of arena, missed lead changes, loss of stirrup, dropping a rein, extra stride in combination.
10 - 39	Rider avoids elimination; one or two refusals, knock-downs, or dangerous fences.

Penalties: A refusal Loss of stirrup Trotting while on course while not part of a test Loss of reins Incorrect diagonal	Ribbon Drop: No contestant number Missed gate call No patch / not visible Non-standard equipment Broken Pattern=automatic white	Disqualification: Falling from horse Equipment failure resulting in inability to compete No helmet Physical or verbal abuse	Knockdown Faults: 4 faults per knockdown
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#	Fences									Way of Going	Comments	Score
	1	2	3	4	5	6	7	8	9			
103	✓	-	-	-	-	-					wrong order of fences trotting	0P
106	✓-	✓-	✓	✓	✓	✓					brushed/loped	70
107	✓-	✓-	✓-	✓-	✓-	✓-						65
116	✓+	✓+	✓+	✓	✓	✓+						80
123	✓+	✓+	✓+	✓	✓	✓+						79
124	✓-	✓	✓	✓	✓-	✓-						69
130	✓+	✓+	✓+	✓+	✓+	✓-						81


Judges Signature:  Date: 3/24

HUNT SEAT EQUITATION OVER FENCES SCORE SHEET

14-18

SCORING: Scoring shall be on the basis of 10 to 100, with an approximate breakdown as follows:			
90 – 100	Excellent Equitation, position and presentation; meets all fences squarely and at proper distance. Uses all options to their advantage		
80 – 89	Minor equitation faults; i.e., long, weak distance, deep distance, one step landing at counter-canter, Rider still maintains a quality ride.		
70 – 79	More problems occur; equitation suffers; i.e., rounded shoulder, heels are not down, hands incorrect, lacks the style and presence. One major fence problem, i.e., chip with a ride up the neck, or discreet swap out, jumping off one side of jump, not a flowing course.		
60 – 69	Major equitation faults; poor body position; loose legs and seat; failure to obtain or maintain trot to a trot fence approach, two or three misses at the fence.		
40 – 59	Breaking to a trot while on course, counter-canter or disunited at end of arena, missed lead changes, loss of stirrup, dropping a rein, extra stride in combination.		
10 – 39	Rider avoids elimination; one or two refusals, knock-downs, or dangerous fences.		
Penalties:	Ribbon Drop:	Disqualification:	Knockdown Faults:
A refusal	No contestant number	Falling from horse	4 faults per knockdown
Loss of stirrup	Missed gate call	Equipment failure resulting	
Trotting while on course	No patch / not visible	in inability to compete	
while not part of a test	Non-standard equipment	No helmet	
Loss of reins	Broken Pattern=automatic white	Physical or verbal abuse	
Incorrect diagonal			

#	Fences									Way of Going	Comments	Score
	1	2	3	4	5	6	7	8	9			
109	✓	✓+	✓+	✓-	✓-	✓						60
122	✓	✓	✓	✓-	✓-	✓-					lose rein	65
129	✓-	✓-	✓-	✓-	✓-							55

Judges Signature:  Date: 3/24

HUNT SEAT EQUITATION OVER FENCES SCORE SHEET

19 over

SCORING: Scoring shall be on the basis of 10 to 100, with an approximate breakdown as follows:			
90 – 100	Excellent Equitation, position and presentation; meets all fences squarely and at proper distance. Uses all options to their advantage		
80 – 89	Minor equitation faults; i.e., long, weak distance, deep distance, one step landing at counter-canter, Rider still maintains a quality ride.		
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40 – 59	Breaking to a trot while on course, counter-canter or disunited at end of arena, missed lead changes, loss of stirrup, dropping a rein, extra stride in combination.		
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Penalties:	Ribbon Drop:	Disqualification:	Knockdown Faults:
A refusal	No contestant number	Falling from horse	4 faults per knockdown
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Trotting while on course	No patch / not visible	in inability to compete	
while not part of a test	Non-standard equipment	No helmet	
Loss of reins	Broken Pattern=automatic white	Physical or verbal abuse	
Incorrect diagonal			

#	Fences									Way of Going	Comments	Score
	1	2	3	4	5	6	7	8	9			
121	✓	✓	✓	✓	✓	✓						73

Judges Signature: *J. M. [Signature]* Date: 3/24

4-H SHOWMANSHIP

JUDGE _____

CLASS Walk/trot

DATE 3/24/24



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					
102	Penalty	3,3	3,30	5,1,1									2	(19)	(45)	
	Maneuvers	-1	-3	-3	-1	0										
105	Penalty		3		1								2	4	66	
	Maneuvers	0	-1	0	-1	0										
111	Penalty		0										2	0	(69)	
	Maneuvers	0	-3	0	0	0										
114	Penalty				1								2	1	68	
	Maneuvers	0	0	-2	-1	0										
117	Penalty		5,3	3									3	11	62	
	Maneuvers	+1	-3	-1	-1	0										

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4-H SHOWMANSHIP

Walk Trot

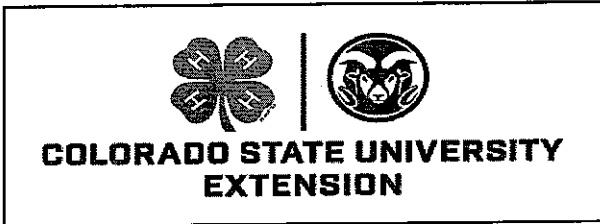
Entry	Maneuver Description	-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments
		1	2	3	4	5	6	7	8	9	10				
121	W T S+Rw PD W	0	+1	+2	+2	+1							3	79	
131		0	0	-1	0	0							2	5	66 -

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

Judge's Signature 

4-H SHOWMANSHIP

JUDGE _____
 CLASS 8-13
 DATE 3/24/24



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	-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	trot	walk	stop inspect	180°	trot												
101	Penalty	3		1	4								2	5	63		
	Maneuvers	-1	0	-1	-2	0											
104	Penalty			3	1,1								2	6	62		
	Maneuvers	0	-1	-1	-2	0											
106	Penalty	0	0		1,1								2	0,2	60		
	Maneuvers	-3	-3	-1	-2	0								(3)			
	cones																
115	Penalty				1								3	1	76		
	Maneuvers	+1	+1	+1	0	+1											
116	Penalty	3		5	1,1								2	11	44		
	Maneuvers	-1	-1	-1	-2	-2											

4-H SHOWMANSHIP

8-13

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						
124	T W S, Pos				1									2		71	
	Penalty																
	Maneuvers	0	0	0	0	0											
125		3		3	1									2	11	55	
	Penalty																
	Maneuvers	-3	-1	-1	-1	0											
130				1										3	1	75	
	Penalty																
	Maneuvers	+1	+1	0	0	+1											
107		3		5	1									2	9	59	
	Penalty																
	Maneuvers	-1	0	-2	-1	0											
	Penalty																
	Maneuvers																
	Penalty																
	Maneuvers																
	Penalty																
	Maneuvers																
	Penalty																
	Maneuvers																

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

4-H SHOWMANSHIP

JUDGE _____

CLASS 14-18

DATE 3/24/24



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	-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	trot	stop 360°	walk	set inspect	180°	trot											
108	Penalty	1,1,1		5,5	1,1							2	17	43			
	Maneuver	-2	-3	-2	-3	-2	0										
109	Penalty		1									3	1	72			
	Maneuver	0	0	0	0	0	0										
122	Penalty		1			1						2	3	69			
	Maneuver	0	0	0	0	0	0										
126	Penalty		3,1,1		3	1,1						2	12	55			
	Maneuver	0	-2	-1	-1	-1	0										
129	Penalty											4		81			
	Maneuver	0	+2	+1	+2	+1	+1										

March 31, 2021

Judge's Signature _____


14-18

4-H SHOWMANSHIP

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	J	S 300	W	S Ers	180	T											
136	Penalty		1,1,1			1,1,1											
	Maneuver	0	-2	0	0	-2	0							2	6	60	
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																

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

March 31, 2021

Judge's Signature 

4-H SHOWMANSHIP



JUDGE _____
 CLASS 19+over
 DATE 3/24/24

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							
100	trot		3/20	walk	inspect	180	T											
	Penalty		5,1,1,1		3,5	1								2	18	44		
	Maneuver	-1	-3	0	-3	-3	0											
112			1,1,1,1	1	5,3	1,1								2	15	46		
	Penalty			1		1												
	Maneuver	0	-2	-1	-3	-1	0											
131			1			1								3	2	69		
	Penalty																	
	Maneuver	0	-1	0	0	0	0											
134			1,1			1,1								2	4	68		
	Penalty																	
	Maneuver	+1	0	0	0	-1	0											
	Penalty																	
	Maneuver																	

[Handwritten Signature]

4-H WESTERN HORSEMANSHIP

JUDGE _____
 CLASS Walk/trot 21
 DATE 3/24/24



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

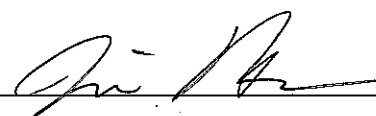
Entry	-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments		
	1	2	3	4	5	6	7	8	9	10						
Maneuver Description	WALK	JOG	90°	JOG	EXT JOG	STOP										
102	Penalty													2		69
	Maneuver	0	-1	0	-1	-1	0									
105	Penalty			3										2	3	70
	Maneuver	+1	0	-1	+	0	0									
111	Penalty	0			3		0							2	02 135	62
	Maneuver	-3	-1	-2	-2	-1	0									
114	Penalty													2		71
	Maneuver	0	0	-1	0	0	0									
117	Penalty				0											0
	Maneuver		0	0												SCHOOLING

4-H WESTERN HORSEMANSHIP

Walk/trot

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	WALK	JOG STOP	POUR	JOG	EXP JOG	STOP											
121	Penalty			3										2	3	65	
137	Penalty	0		0										2	0 or	62	
141	Penalty					3								2	3	64	
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																

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

Judge's Signature 

4-H WESTERN HORSEMANSHIP

JUDGE _____ 22
 CLASS _____ 8-13
 DATE _____ 3/24/24



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	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					
101	Jog	0	0	-2	-1	0							2	3	66	
104	Jog	0	0	-1	0	0							2	6	65	
106	Jog	0	0	0	0	-1							3	4	68	
107	Jog	-1	-2	-1	-2	0							2	0	60	2 Handled
115	Jog	+1	+1	0	+1	+1							2	1	75	

4-H WESTERN HORSEMANSHIP

Q-13

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	JOB	STOP	LL	JOB	STOP												
12A	Penalty			33										2	6	67	
	Maneuver	+1	+1	-1	0	0											
125	Penalty			330										2	0	(59)	
	Maneuver	-1	-1	-3	-1	-1											
130	Penalty													3		70	
	Maneuver	0	+1	+1	0	+1											
143	Penalty	530	0	3	1									2	0	(53)	
	Maneuver	-3	-1	-1	-1	-1											
14A	Penalty			1										2	1	69	
	Maneuver	0	-1	-1	0	0											
145	Penalty			0	0	0								2	0	(61)	
	Maneuver	-1	-1	-3	-3	-3											
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																
	Penalty																
	Maneuver																

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



4-H WESTERN HORSEMANSHIP

JUDGE 23
 CLASS 14-18
 DATE 3/24/24



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	LRL	stop 90° R	LLL	cut jog	stop back												
109	Penalty													4		77	
	Maneuver	+1	0	+1	+1	0											
122	Penalty													3		74	
	Maneuver	+1	0	0	0	0											
128	Penalty	5.5.5														0	Excused
	Maneuver																
129	Penalty			1										2		70	
	Maneuver	0	-1	0	0	0											
136	Penalty	1		0										2	0	64	
	Maneuver	-2	0	-3	-1	-1											

4-H WESTERN HORSEMANSHIP

JUDGE 24

CLASS 19 over

DATE 3/24/24



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 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	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						
100	LRL stop 90R Penalty 3,3 Maneuver -2 -1 -2 -1 -1													2	9	56	
110	Penalty Maneuver -1 0 -1 0 0													2		70	SPLITS/WRONG SIDE
112	Penalty 0 0 0 0 0 Maneuver -3 -3 -2 -2 -2													2	0 vs 60		SPLITS/WRONG SIDE
119	Penalty 0 Maneuver -3 0															0	SCHOOLING
131	Penalty Maneuver 0 +1 -3 0 0													3	13	58	

109 over

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	LAL	STOP HOR	LLE	EAT JOB	STB											
133	Penalty												3		76	
	Maneuver	0	+1	0	+1	+1										
140	Penalty			1/1									3		69	
	Maneuver	0	0	-1	0	1										
	Penalty															
	Maneuver															
	Penalty															
	Maneuver															
	Penalty															
	Maneuver															
	Penalty															
	Maneuver															
	Penalty															
	Maneuver															
	Penalty															
	Maneuver															

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

Judge's Signature 

4-H RANCH RIDING JUDGES CARD



**COLORADO STATE UNIVERSITY
EXTENSION**

JUDGE _____
CLASS W/T
DATE 3/24/24

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

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

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

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	Maneuver Description												Total Penalty	Final Score	Off Pattern	
		1	2	3	4	5	6	7	8	9	10	11	12				
102	Penalty				3												
	Score	0	0	-1/2	-1	-1											6A 1/2
Comments:																	
105	Penalty																
	Score	0	+1	0	-1	-1/2											69 1/2
Comments:																	
114	Penalty				20												
	Score	-1/2	-1/2	-1/2	-1/2	0										20	47
Comments:																	
117	Penalty	20	50	20													
	Score	-1/2	-1/2	0													SCHOOLING
Comments:																	
121	Penalty		1		1												
	Score	0	-1/2	0	-1	0										2	66 1/2
Comments:																	
137	Penalty				1,3												
	Score	0	-1/2	0	-1/2	-1										4	63 1/2
Comments:																	

4-H RANCH RIDING JUDGES CARD

Walk/Trot

ENTRY #	Maneuver Description	Maneuver Description												Total Penalty	Final Score	Off Pattern	
		1	2	3	4	5	6	7	8	9	10	11	12				
141	Penalty				3.0										4	63	
	Score	0	0	-1/2	-1/2	-1											

Comments:

	Penalty																	
	Score																	

Comments:

	Penalty																	
	Score																	

Comments:

	Penalty																	
	Score																	

Comments:

	Penalty																	
	Score																	

Comments:

	Penalty																	
	Score																	

Comments:

	Penalty																	
	Score																	

Comments:

	Penalty																	
	Score																	

Comments:

	Penalty																	
	Score																	

Comments:

	Penalty																	
	Score																	

Comments:

	Penalty																	
	Score																	

Comments:

April 8, 2021

Judge's Signature *Jim M*

4-H RANCH RIDING JUDGES CARD



**COLORADO STATE UNIVERSITY
EXTENSION**

JUDGE _____
 CLASS 8-13
 DATE 3/24/24

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

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

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

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						
104	W T W Change RL RL T W S+B	0	0	0	-1/2	0	-1/2	-1/2	0	-1/2	0					43	23		
106		0	-1/2	0	0	0	-1/2	-1	-1	0	0					33	33		
107		+1/2	0	+1/2	-1/2	0	0	-1/2	0	0	-1/2						69 1/2		
115		0	+1/2	+1/2	-1/2	-1/2	-1/2	-1/2	0	+1/2	0								X
124		0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	-1/2	0						72		
130		0	-1/2	0	+1/2	0	0	-1/2	0	+1/2	0						69		

Judge's Signature *[Signature]*

8-13

4-H RANCH RIDING JUDGES CARD

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

Comments: *Rems on wrong side of horses neck*

144	Penalty			3	3											
	Score	0	-1 1/2	-1 1/2	-1 1/2	-1	-1	-1	-1	0	-1					

Comments:

147	Penalty								1							
	Score	0	-1/2	-1/2	-1/2	-1/2	0	-1/2	0	0	0					

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

Judge's Signature *[Signature]*

4-H RANCH RIDING JUDGES CARD



**COLORADO STATE UNIVERSITY
EXTENSION**

JUDGE _____
CLASS 14-18
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 Description												Total Penalty	Final Score	Off Pattern		
		1	2	3	4	5	6	7	8	9	10	11	12					
109																	72 1/2	
	Penalty																	
	Score	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	-1/2	0							

Comments:

122																	69 1/2	
	Penalty																	
	Score	0	0	0	0	0	0	0	0	0	0	-1/2						

Comments:

128																	0	Equ. FAIL
	Penalty																	
	Score	0	-1/2	-1/2	-1/2	-1/2												

Comments:

136																	26	37 1/2
	Penalty																	
	Score	+1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2							

Comments:

129																	71 1/2	
	Penalty																	
	Score	0	+1/2	+1/2	0	0	+1/2	+1/2	-1/2	0	0							

Comments:

	Penalty																	
	Score																	

Comments:

Judge's Signature _____

4-H RANCH RIDING JUDGES CARD



COLORADO STATE UNIVERSITY
EXTENSION

JUDGE _____
CLASS 19 + Up
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			
110	Penalty			5,5	3											
	Score	0	-1/2	-1 1/2	-1 1/2	-1/2	0	-1/2	-1/2	0	0				13	52
Comments:																
119	Penalty															
	Score	Schooling													0	
Comments:																
131	Penalty		3		3				0	two hands						
	Score	0	-1	-1	-1	-1/2	0	-1/2	-1	0	-1/2				0	58 1/2
Comments:																
132	Penalty				3					1						
	Score	0	0	-1/2	-1/2	0	-1/2	-1/2	0	-1/2	0				4	63 1/2
Comments:																
140	Penalty				3				1							
	Score	+1/2	0	0	-1/2	0	-1/2	-1/2	-1	0	0				4	64
Comments:																
	Penalty															
	Score															
Comments:																