

4-H English Equitation

JUDGE J. Vrabec
 CLASS Eng Eq. Pattern 19+
 DATE 2/28/26



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		LD A→B	QB C→D	PT RD	STOP BACK	SITTING TROT									
107	Penalty											1	0	68	
	Maneuver	-1	-1	-1	0	0									
115	Penalty		3									0	3	61	
	Maneuver	-1	-2	-2	-1	0									
126	Penalty											3	0	75	
	Maneuver	0	0	+1	0	+1									
124	Penalty			1								2	1	71	
	Maneuver	0	+1	-1	-1	0									

[Signature]

4-H English Equitation

JUDGE V. Raber
 CLASS English Equ 14-18
 DATE 2/21/21



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)

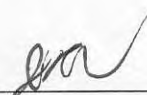
Entry		-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments
		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		LD A-B	@ B CANTER	AT RD	STOP BACK	SITTING TROT									
104	Penalty											2		73	
	Maneuver	-1	+1	0	+1	0									
106	Penalty		3	1								0	4	0	WRONG SIDE OF CONE
	Maneuver	-1	-2	-1	-1										
108	Penalty	1		1								1	2	65	
	Maneuver	0	0	-2	-1	0									
114	Penalty			1		1						2	2	70	
	Maneuver	0	-1	0	+1	0									

[Signature]

4-H English Equitation

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					
116	Penalty Maneuver	1 A-B	0 CANtered	3 PT R.D.	STOP BACK	SITTING TROT							0	4	0	Never got R. DIAG.
118	Penalty Maneuver		3										0	3	0	Postcd SITTING TROT
119	Penalty Maneuver												2	0	75	
125	Penalty Maneuver	1		1									2	2	71	
129	Penalty Maneuver		3		3								0	6	58	
	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 English Equitation

JUDGE Vrabel
 CLASS English EQU. 8-13
 DATE 2/21/26



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.

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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		LD A-B	CB B CANTER EL	PT RD	STOP BACK	SITTING TROT									
100	Penalty	1		1,3								1	5	58	
	Maneuver	0	-2	-2	-2	-1									
112	Penalty	1		1								1	2	68	
	Maneuver	-1	-1	0	0	0									
117	Penalty	1		1								0			NO SITTING TROT
	Maneuver	-2	-1	-1	-1										
120	Penalty	5		1								1	6	62	
	Maneuver	-2	-1	-1	+1	+1									

4-H English Equitation

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	LD A-B CANTER PT RD SNP BACK SITTING TROT	1		3		1						1	5	60	
122		1	3	1								0	5	0	WRONG SIDE OF CONE
123		1		13		1						0	6	57	
124		0	+1	+1	-1	+1						3	0	75	

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



4-H English Equitation

JUDGE

CLASS Eng, Eg WT-8-18

DATE 2/21/20



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.

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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

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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		W A-B	PT B-CAD	A TROT	STOP BACK	ST									
105	Penalty	5	1	1											
	Maneuver	-1	0	-1	0	0						1	7	62	
111	Penalty	5		1											
	Maneuver	0	-1	0	0	0						1	6	64	
	Penalty														
	Maneuver														
	Penalty														
	Maneuver														

[Signature]

4-H ENGLISH CONTROL JUDGES CARD



COLORADO STATE UNIVERSITY
EXTENSION

JUDGE _____

CLASS English Control Adult

DATE 2/21/26

The performance required in this class is designated to reflect a combination of controls and skills required for good English performance and equitation. Each rider will perform individually and be judged upon the skills shown in executing the required pattern.

Judging emphasis will be placed upon the following points: basic position in the saddle, lightness of hands, correct and imperceptible use of aids, response of the horse as indicative of the equitation ability of the rider (including correct use of diagonals), the smoothness of performance and steadiness of the gaits. Preference will be given to proper changes of leads between the markers. Changing of leads are required. Conformation will not be considered. The rider should present a workman-like appearance of being with the horse and in light control at all times. An impression of lightness and suppleness should be conveyed.

Scores will be on a basis of 0-100 with 70 denoting an average score. Each maneuver will be scored ranging from minus 1.5 to plus 1.5, in 1/2 point increments. In addition, any penalty scores accrued in a maneuver are to be subtracted from each maneuver score: -1.5 Extremely Poor, -1 Very Poor, -.5 Poor, 0 Average, +.5 Good, +1 Very Good, +1.5 Excellent.

Penalties: An exhibitor should be penalized in the pattern independent of maneuver scores and deducted from the final score as follows:

One (1) Point: 1. Break of gait at the walk or trot up to 2 strides; 2. Missing a diagonal up to 2 strides; 3. Over or under turn from 1/8 to 1/4 turn; 4. Tick or hit of cone; 5. Obviously looking down to check leads or diagonals.

Three (3) Points: 1. Not performing the specific gait or not stopping within 10 feet of designated location; 2. Missing a diagonal for more than 2 strides; 3. Incorrect lead or break of gait at the canter (except when correcting an incorrect lead); 4. Complete loss of contact between rider's hand and the horse's mouth; 5. Break of gait at walk or trot for more than 2 strides; 6. Loss of iron; 7. Head carried too low and/or clearly behind the vertical while the horse is in motion; 8. Showing the appearance of intimidation.

Five (5) Points: 1. Loss of rein; 2. Missing a diagonal for more than 2 strides; 3. Use of either hand to instill fear or praise; 4. Holding saddle with either hand; 5. Blatant disobedience including kicking, pawing, bucking and rearing.

Penalty score of zero (0): 1. Willful abuse of horse or schooling; 2. Fall by horse or exhibitor; 3. Illegal use of hands on reins; 4. Use of prohibited equipment; 5. Off pattern, including: knocking over or wrong side of cone or marker; 6. Never performing designated gait, lead or diagonal; 7. Over or under turning more than 1/4 turn.

Maneuver Description

Score each maneuver
-1 1/2 to +1 1/2

Entry #	Maneuver	Walk Post Pos Scop ADog Canter RL 3/4 Canter LR 3/4 Sitting Trot Half Pace												Total Penalty	Score	Place
		1	2	3	4	5	6	7	8	9	10	11	12			
107	Penalty		1											1	67.5	
	Score	0	0	0	0	0	-1	-1/2	0							

Comments:

115	Penalty														0	
	Score	0	-1/2	-1/2	-1	0	0	-1/2	0							

Comments:

126	Penalty													0	72.5	
	Score	0	0	+1/2	+1/2	0	+1	+1/2	0							

Comments:

124	Penalty													0	71.5	
	Score	0	0	0	0	0	+1/2	+1/2	+1/2							

Comments:

[Signature]

4-H ENGLISH CONTROL JUDGES CARD



COLORADO STATE UNIVERSITY
EXTENSION

JUDGE Urabee
CLASS 14-18
DATE 2/21/26

The performance required in this class is designated to reflect a combination of controls and skills required for good English performance and equitation. Each rider will perform individually and be judged upon the skills shown in executing the required pattern. Judging emphasis will be placed upon the following points: basic position in the saddle, lightness of hands, correct and imperceptible use of aids, response of the horse as indicative of the equitation ability of the rider (including correct use of diagonals), the smoothness of performance and steadiness of the gaits. Preference will be given to proper changes of leads between the markers. Changing of leads are required. Conformation will not be considered. The rider should present a workman-like appearance of being with the horse and in light control at all times. An impression of lightness and suppleness should be conveyed.

Scores will be on a basis of 0-100 with 70 denoting an average score. Each maneuver will be scored ranging from minus 1.5 to plus 1.5, in 1/2 point increments. In addition, any penalty scores accrued in a maneuver are to be subtracted from each maneuver score: -1.5 Extremely Poor, -1 Very Poor, -.5 Poor, 0 Average, +.5 Good, +1 Very Good, +1.5 Excellent.

Penalties: An exhibitor should be penalized in the pattern independent of maneuver scores and deducted from the final score as follows:
One (1) Point: 1. Break of gait at the walk or trot up to 2 strides; 2. Missing a diagonal up to 2 strides; 3. Over or under turn from 1/8 to 1/4 turn; 4. Tick or hit of cone; 5. Obviously looking down to check leads or diagonals.

Three (3) Points: 1. Not performing the specific gait or not stopping within 10 feet of designated location; 2. Missing a diagonal for more than 2 strides; 3. Incorrect lead or break of gait at the canter (except when correcting an incorrect lead); 4. Complete loss of contact between rider's hand and the horse's mouth; 5. Break of gait at walk or trot for more than 2 strides; 6. Loss of iron; 7. Head carried too low and/or clearly behind the vertical while the horse is in motion; 8. Showing the appearance of intimidation.

Five (5) Points: 1. Loss of rein; 2. Use of either hand to instill fear or praise; 3. Holding saddle with either hand; 4. Blatant disobedience including kicking, pawing, bucking and rearing.

Penalty score of zero (0): 1. Willful abuse of horse or schooling; 2. Fall by horse or exhibitor; 3. Illegal use of hands on reins; 4. Use of prohibited equipment; 5. Off pattern, including: knocking over or wrong side of cone or marker; 6. Never performing designated gait, lead or diagonal; 7. Over or under turning more than 1/4 turn.

Maneuver Description

Score each maneuver
-1 1/2 to +1 1/2

Entry #	Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	Total Penalty	Score	Place
	Penalty				1											
114	Score	0	-1/2	0	-1/2	0	-1	-1/2	0					1	66.5	

Comments:

	Penalty															
125	Score	-1/2	0	0	0	0	+1	+1/2	+1/2					0	71.5	

Comments:

	Penalty															
119	Score	0	0	0	0	0	+1/2	0	+1/2					0	71	

Comments:

	Penalty		1	1		1										
118	Score	-1	-1/2	-1	-1/2	-1	-1/2	0	0					3	61.5	

Comments:

April 14, 2022

Judge's Signature

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4-H ENGLISH CONTROL JUDGES CARD

Maneuver Description

Score each maneuver
-1 ½ to +1 ½

Entry #	Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	Total Penalty	Score	Place
116	Penalty		1											1	66	
	Score	0	-1/2	-1/2	-1	-1/2	-1/2	0	0							

Comments:

108	Penalty	1			5									6	60.5	
	Score	-1/2	-1/2	-1/2	-1/2	0	-1/2	0	0							

Comments:

106	Penalty	1		5.5										11	0	
	Score	0	0	-1/2	-1/2	0	0	-1/2	-1/2							

Comments:

104	Penalty													0	72.5	
	Score	0	0	+1	0	0	+1/2	+1/2	+1/2							

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

[Signature]

4-H ENGLISH CONTROL JUDGES CARD

JUDGE Urabece

CLASS 8-13

DATE 2/21/26



The performance required in this class is designated to reflect a combination of controls and skills required for good English performance and equitation. Each rider will perform individually and be judged upon the skills shown in executing the required pattern.

Judging emphasis will be placed upon the following points: basic position in the saddle, lightness of hands, correct and imperceptible use of aids, response of the horse as indicative of the equitation ability of the rider (including correct use of diagonals), the smoothness of performance and steadiness of the gaits. Preference will be given to proper changes of leads between the markers. Changing of leads are required. Conformation will not be considered. The rider should present a workman-like appearance of being with the horse and in light control at all times. An impression of lightness and suppleness should be conveyed.

Scores will be on a basis of 0-100 with 70 denoting an average score. Each maneuver will be scored ranging from minus 1.5 to plus 1.5, in 1/2 point increments. In addition, any penalty scores accrued in a maneuver are to be subtracted from each maneuver score: -1.5 Extremely Poor, -1 Very Poor, -.5 Poor, 0 Average, +.5 Good, +1 Very Good, +1.5 Excellent.

Penalties: An exhibitor should be penalized in the pattern independent of maneuver scores and deducted from the final score as follows:

One (1) Point: 1. Break of gait at the walk or trot up to 2 strides; 2. Missing a diagonal up to 2 strides; 3. Over or under turn from 1/8 to 1/4 turn; 4. Tick or hit of cone; 5. Obviously looking down to check leads or diagonals.

Three (3) Points: 1. Not performing the specific gait or not stopping within 10 feet of designated location; 2. Missing a diagonal for more than 2 strides; 3. Incorrect lead or break of gait at the canter (except when correcting an incorrect lead); 4. Complete loss of contact between rider's hand and the horse's mouth; 5. Break of gait at walk or trot for more than 2 strides; 6. Loss of iron; 7. Head carried too low and/or clearly behind the vertical while the horse is in motion; 8. Showing the appearance of intimidation.

Five (5) Points: 1. Loss of rein; 2. Use of either hand to instill fear or praise; 3. Holding saddle with either hand; 4. Blatant disobedience including kicking, pawing, bucking and rearing.

Penalty score of zero (0): 1. Willful abuse of horse or schooling; 2. Fall by horse or exhibitor; 3. Illegal use of hands on reins; 4. Use of prohibited equipment; 5. Off pattern, including: knocking over or wrong side of cone or marker; 6. Never performing designated gait, lead or diagonal; 7. Over or under turning more than 1/4 turn.

Maneuver Description

Score each maneuver
-1 1/2 to +1 1/2

Entry #	Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	Total Penalty	Score	Place
127	Penalty															
	Score	+1/2	0	+1/2	+1/2	0	+1/2	+1	+1					0	74	1

Comments:

123	Penalty															
	Score	0	-1/2	-1	-1	-1/2	-1/2	-1/2	+1/2					0	66.5	

Comments:

122	Penalty															
	Score	0	-1/2	-1/2	-1/2	-1	0	0	0					0	67.5	

Comments:

121	Penalty															
	Score	0	0	+1/2	0	0	-1/2	-1/2	0					0	69.5	2

Comments:

April 14, 2022

Judge's Signature

[Signature]

4-H ENGLISH CONTROL JUDGES CARD

Maneuver Description

Score each maneuver
-1 1/2 to +1 1/2

Entry #	Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	Total Penalty	Score	Place
120	Penalty			5			WL									
	Score	-1/2	0	-1	0	0	0	0	0							

Comments:

117	Penalty															
	Score	-1/2	-1/2	-1/2	-1/2	0	-1	0	0					0	67	

Comments:

112	Penalty	1	1	1	3											
	Score	-1/2	-1/2	-1	-1/2	0	0	0	0					7	62.5	

Comments:

100	Penalty	1			3	3	3									
	Score	-1/2	-1/2	-1/2	WL	0	0	-1/2	-1					7	0	

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

ZRL

4-H ENGLISH CONTROL JUDGES CARD

Maneuver Description

Score each maneuver
-1 ½ to +1 ½

Entry #	Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	Total Penalty	Score	Place
	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

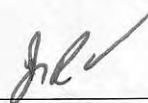
Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:



4-H SHOWMANSHIP

JUDGE _____

CLASS ADULT

DATE _____



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		WALK A-B	TROT B	~~X~~	STOP 360	SET UP	INSP	90° RH	WALK						
107	Penalty											0		68.5	
	Maneuver	0	-1/2		0	0	0	0	-1						
132	Penalty											0		72.5	
	Maneuver	0	+1/2		0	+1	+1/2	+1/2	0						
126	Penalty											0		74	
	Maneuver	0	+1		+1	+1/2	+1	+1/2	0						
150	Penalty											0		70	
	Maneuver	0	0		-1	0	+1	0	0						
133	Penalty					3	3					0	6	62	
	Maneuver	0	+1		+1	-2	-2	0	0						

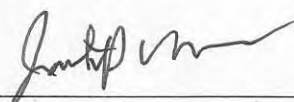
4-H SHOWMANSHIP

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				
115	WALK A-B TROT B X STOP 360 SET UP INSP 90' WALK				3	1	1					0	5	60	
	Penalty														
	Maneuver	0	-1		-2	-1/2	-1/2	-1	0						
131					3							0	3	63	
	Penalty														
	Maneuver	-1/2	0		-1/2	-2	-1	0	0						
154					3				3			0	6	0	
	Penalty														
	Maneuver	0	-1		0	-1/2	-1/2	0	0						
130												0	0	69.5	
	Penalty														
	Maneuver	0	+1/2		0	-1	0	0	0						
	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 14-18

DATE _____



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		WALK A-B	TROT B	~~X~~	STOP 360	SET UP	INSP	90° RH	WALK						
104	Penalty				3	1		1				0	5	59.5	
	Maneuver	0	-1		-2	-1	-1	-1/2	0						
114	Penalty				~~0~~			1				0	1	~~0~~	
	Maneuver	0	-1		~~0~~	-1	-1	-1	0						
116	Penalty				3			3				0	6	60.5	
	Maneuver	0	0		-2	0	-1/2	-1	0						
108	Penalty				1			1				0	2	63.5	
	Maneuver	0	-1/2		-1	-1	-1	-1	0						
118	Penalty		1		3			3				0	7	57	
	Maneuver	0	0		-3	-2	0	-1	0						

JPR

4-H SHOWMANSHIP

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				
147	WALK A-B TROT B X STOP SET UP INSP 90° WALK	0	-1		3 -2	-3	-2	-1	0			0	4	57	
112		0	0		3 -1	5 -1/2	1 -1		0			0	9	57.5	
121		0	-1/2		3 -3	3 -1	1 -1		0			0	7	56.5	
138		-1/2	~~NO TROT~~		3 -2	5 -3	~~0~~		0			0	8	~~0~~	
137		0	~~NO TROT~~		-2	-2	3 -2	3 -2	0			0	~~0~~		
141		0	+1/2		3 -3	5 -1	1 -2		0			0	9	54.5	
144		-1	-1		~~3 -3~~	5 -3	~~NO 90~~		0			0	8	~~0~~	
127		+1	+1		+2	+1	+1	+2	0			0	0	78	
117		0	-1/2		3 -2		3 -1		0			0	6	58 1/2	
151		-1	-1		3 -2		3 -1		0			0	6	55	
146		0	-1/2		5 -3	5 -2	3 -3		0			0	16	42.5	

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

JRV

4-H SHOWMANSHIP

JUDGE _____

CLASS 8-13

DATE _____



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		WALK A-B	TRDT B	X	STOP 360	SET UP	INSP	90°	WALK						
123	Penalty				3			1				0	4	60	
	Maneuvers	0	-1		-1	-2	-1	-2	0						
122	Penalty				3		5	3				0	11	51	
	Maneuvers	-1/2	-1/2		-2	-2	-2	-1	0						
102	Penalty		3		3		3	3				0	12	45	
	Maneuvers	-1	-1		-2	-3	-3	-3	0						
100	Penalty				3		3	3				0	9	47.5	
	Maneuvers	-1	-1/2		-3	-3	-3	-3	0						
153	Penalty				1							0	1	66.5	
	Maneuvers	-1	0		-1	-1/2	0	0	0						

4-H SHOWMANSHIP

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					
134	WALK AB	TROT B	~~STOP~~	STOP 360	SET UP	INSP	90° RH	WALK					0	6	55.5	
140													0	3	0	
142													0	6	0	
143													0	4	62.5	
110													0	3	66	
148													0	0	70	
* 135													0		0	Bronc Halter
145													0		0	
136													0		65	

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

4-H SHOWMANSHIP

JUDGE _____

CLASS WALK TROT

DATE _____



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 A/B	WALK TO JUDGE	STOP SETUP	INSP	90°	TROT								
111	Penalty					1									
	Maneuver	0	-1	-1/2	-1	-1	0					0	1	65.5	
105	Penalty														
	Maneuver	0	0	-2	-1/2	-1	0					0	0	66.5	
101	Penalty					5, 3	3								
	Maneuver	0	-1	0	-2	-1	0					0	11	0	
	Penalty														
	Maneuver														
	Penalty														
	Maneuver														

4-H WESTERN HORSEMANSHIP

JUDGE _____

CLASS 19 and over

DATE _____



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		<i>under A</i>	<i>Jog AB</i>	<i>B jog L-R</i>	<i>Slack C-R</i>	<i>lope L</i>	<i>@ L STB</i>								
154	Penalty											1	0	69	
	Maneuver	0	0	-1	0	-1	0								
150	Penalty											1	0	69	
	Maneuver	0	0	0	-1	-1	0								
132	Penalty				3							0	3	61	
	Maneuver	0	-1	-1	-2	-2	0								
131	Penalty			1	3							0	4	61	
	Maneuver	0	-1	-1	-2	-1	0								
113	Penalty											0	0	65	
	Maneuver	0	-1	-1	-1	0	-2								

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		WALK A	JOB AB	BJOB L	LOPE CIR	LOPE C	STOP # BACK									
107	Penalty															
	Maneuver	0	0	0	0	0	+1							20	73	
	Penalty															
	Maneuver															
	Penalty															
	Maneuver															
	Penalty															
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	Penalty															
	Maneuver															
	Penalty															
	Maneuver															
	Penalty															
	Maneuver															

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

4-H WESTERN HORSEMANSHIP

JUDGE _____

CLASS 14-18

DATE _____



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 A	Jog A-B	B jog circle	B Lope circle	Lope to L	@ C C&B								
155	Penalty			WRONG SIDE CONE											OFF PATTERN
	Maneuver	0	0												
149	Penalty			OFF PATTERN											
	Maneuver	-1	0												
148	Penalty														
	Maneuver	-1	0	0	-1	0	+1					1		70	
145	Penalty														
	Maneuver	-2	-1	-1	0	0	-2					0		65	
143	Penalty														
	Maneuver	0	-1	-1	-1	-1	0					0		66	

AKV

4-H WESTERN HORSEMANSHIP

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				
142	Penalty														
	Maneuver	0	-1	-2	-1	-1	-2					0	0	63	
140	Penalty														
	Maneuver	0	-1	-1	WRONG LEAD		0					0	0		
136	Penalty						5								
	Maneuver	0	0	0	-1	0	-2					1	5	64	
135	Penalty														
	Maneuver	0	0	0	-1	0	0					1	0	70	
134	Penalty														
	Maneuver	WRONG	WRONG	3								0	0		WRONG SIDE OF CONES
128	Penalty														
	Maneuver	0	0	-1	-1	WRONG SIDE OF CONE	-2					0	0		
118	Penalty				3	3									
	Maneuver	0	0	-1	-2	-2	-1					1	6	59	
116	Penalty														
	Maneuver	0	0	0	-1	0	-1					1	0	69	
114	Penalty														
	Maneuver	0	+1	0	WRONG LEAD		0					2	0		
110	Penalty														
	Maneuver	0	0	0	-1	0	+1					2	0	72	
108	Penalty														
	Maneuver	0	0	0	-1	0	+1					1	0	71	

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

2063

JPR

4-H WESTERN HORSEMANSHIP

[illegible]

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

March 31, 2021

Judge's Signature

3063

4-H WESTERN HORSEMANSHIP

JUDGE _____

CLASS _____ 8-13

DATE _____



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 A	jog A-B	B jog circle	B jog circle	lope C	OC STB								
100	Penalty				3	OFF						0	3		
	Maneuver	-1	-1	-1	-2	PATERN	0								
102	Penalty					3	-					0	3	64	
	Maneuver	-1	0	0	-1	-1	0								
112	Penalty				3							0	3	62	
	Maneuver	-1	0	-1	-1	-1	-1								
121	Penalty				5							2	5	67	Kick out
	Maneuver	0	0	0	0	0	0								
122	Penalty					3						1	3	65	
	Maneuver	0	0	0	-1	-1	-1								

JK

4-H WESTERN HORSEMANSHIP

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					
123	Penalty Maneuver	WALK A	SOB A B	SOB CIRCLE	LOPE CIRCLE	LOPE C	STB						0	0	64	
137	Penalty Maneuver	-1	-1	-2	-2	3 (OFF PATTERN)	-1						0	3	0	
147	Penalty Maneuver	0	-1	-1	-1	-2	-2						0	0	63	
130	Penalty Maneuver	0	~~ILLEGAL EQU.~~	0	0	0	-1						0	0	0	OFF PATTERN
141	Penalty Maneuver	0	-1	-2	-2	-2	-1						0	4	58	
144	Penalty Maneuver	-1	-1	-2	-3	3 (3)	-1						0	9	0	OFF PATTERN
153	Penalty Maneuver	0	0	+1	0	0	-1						1	0	71	
151	Penalty Maneuver	0	~~OFF PATTERN~~	0	0								0	0	0	
146	Penalty Maneuver	0	-1	-1	-1	-1	-2						0	0	64	
117	Penalty Maneuver	0	-1	-1	-1	-1	-1						0	0	65	
	Penalty Maneuver															

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

JRC

4-H WESTERN HORSEMANSHIP

JUDGE _____

CLASS Walk Trot

DATE _____



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		Jog A-B	OB 8 R	Jog B-C	@C SIDH										
101	Penalty				3							0	3	61	Grabbed Saddle WITH HAND
	Maneuver	-1	-2	-1	-2										
105	Penalty				-2							2	0	71	
	Maneuver	0	+1	0	-2										
111	Penalty				-1							1	0	70	
	Maneuver	0	0	0	-1										
	Penalty														
	Maneuver														
	Penalty														
	Maneuver														

Janet R. [Signature]

4-H REINING JUDGES CARD



Colorado State University
EXTENSION

JUDGE _____
CLASS 19 & Over
DATE _____

Scoring Scale: Scoring will be on the basis of 0 to infinity, with 70 denoting an average performance. The judge will score each maneuver based on the performance of the horse and add or subtract penalties and/or maneuver scores from 70.

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

½ POINT PENALTIES

1. A delayed change of lead by one (1) stride where the lead change is required
2. Starting circle at a jog or exiting rollbacks at a jog up to two (2) strides.
3. Over or under spinning up to one eighth (1/8) of a turn. A horse can only be assessed one over or under spin penalty per maneuver.
4. Failure to remain a minimum of twenty (20) feet from the side of the arena when approaching a stop and/or rollback.
5. Failure to remain a minimum of 10 feet from either side of the center of the arena when approaching a stop and/or rollback; for small arenas, the distance will be at the judge's discretion.

1 POINT PENALTIES

1. Each time the horse is out of lead (accumulative, one point for each quarter of a circle or any part thereof)
2. Over/under spinning from 1/8 to 1/4 of a turn
3. When run around is required, failure to be in correct lead when rounding the end of the arena: from the turn to the half-way point at the end wall is 1 point and beyond the half-way point to the beginning of the run down an additional point.

2 POINT PENALTIES

1. Failure to go beyond markers on stops or rollbacks
2. Break of gait, except where a simple change is called for (patterns A-K, Level I and II)
3. On walk in patterns, loping prior to reaching center or failure to stop or walk before executing a lope departure.
4. On run in patterns, failure to be in a lope prior to the first marker
5. Freezing up in spins or rollbacks
6. Starting circle or exiting rollback at a jog more than two strides but less than ½ circle or ½ length of arena

5 POINT PENALTIES

1. Spur in front of the cinch
2. Use of free hand to instill fear or praise
3. Holding saddle with free hand
4. Blatant disobedience (kicking, biting, bucking, rearing)

ZERO SCORE: Not eligible to place

1. Failure to complete pattern as written
2. Performing the maneuvers other than in the specified order
3. Inclusion of maneuvers not specified, including backing more than two strides, turn of more than 90 degrees where not specified
4. Equipment failure that delays completion of pattern
5. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern
6. Jogging an excess of ½ circle or ½ length of the arena while starting a circle, circling or exiting a rollback (except when required in the pattern)
7. Over spins of more than ¼ turn
8. More than one finger between reins,
9. Changing hands on reins
10. Use of two hands (exception junior horses ridden in a snaffle or hackamore)
11. Fall to ground of horse or rider
12. Balking or refusal of command
13. When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line.

NO SCORE (disqualification) Use of illegal equipment, Willful abuse of an animal while in the show arena, Using reins or romal as a whip

ENTRY #	Maneuver Description	Maneuver Description										Total	Final	Place	
		WALK	LOPS	LOPER	EX LOPE R	TROT	STOP 1/2 R	WALK	TROT	EX TROT	LOPE L	STB	SIDE PASS		
158	Penalty														
	Score	0	+1	0	+1	0	+1	0	0	+1/2	+1/2	0	+1/2	74.5	
Comments:															
154	Penalty														
	Score	0	+1/2	0	0	-1/2	0	0	0	+1/2	0	0	0	70.5	
Comments:															
150	Penalty														
	Score	0	0	0	-1/2	0	-1	0	0	0	-1/2	-1/2	0	67.5	
Comments:															
132	Penalty														
	Score	0	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	0	0	66	
Comments:															

Judge's Signature _____

Jonathan

RANCH RIDING

4-H REINING JUDGES CARD

ENTRY #	Maneuver Description	Maneuver										Total Penalty	Final Score	Place
		WALK	LOPS	LOPE R	EX LOPE R	TROT	STOP 1/2	WALK	TROT	EX TROT	LOPEL			
131	Penalty			5		1		1						
	Score	0	-1	-1	-1	-1	-1	-1/2	-1	-1/2	-1/2	-1/0	52.5	

Comments:

113	Penalty			1		1					1			
	Maneuver	0	0	-1/2	0	0	-1	0	0	-1/2	-1/2	-1/2	63	

Comments:

107	Penalty													
	Maneuver	0	+1/2	+1/2	+1	-1/2	0	0	0	0	0	0	-1/2	71

Comments:

	Penalty													
	Maneuver													

Comments:

	Penalty													
	Maneuver													

Comments:

	Penalty													
	Maneuver													

Comments:

	Penalty													
	Maneuver													

Comments:

	Penalty													
	Maneuver													

Comments:

	Penalty													
	Maneuver													

Comments:

	Penalty													
	Maneuver													

Comments:

	Penalty													
	Maneuver													

Comments:

Judge's Signature

4-H RANCH RIDING JUDGES CARD



COLORADO STATE UNIVERSITY
EXTENSION

JUDGE _____
CLASS _____ 14-18
DATE _____

1 Point Penalties:

1. Too slow/per gait
2. Over-bridled
3. Out of frame
4. Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

1. Break of gait at walk or trot for more than 2 strides
2. Break of gait at lope
3. Wrong lead or out of lead
4. Draped reins (per maneuver)
5. Out of lead or cross-cantering more than two strides when changing leads
6. Trotting more than three strides when making a simple lead change
7. Severe disturbance of any obstacle

5 Point Penalties:

1. 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):

1. Eliminates maneuver
2. Incomplete maneuver

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

1. Illegal equipment including braided or banded manes, or tail extensions
2. Illegal use of hands (See Rule 300D, page 94)
3. Willful Abuse
4. Major disobedience or schooling
5. Lameness
6. Fall of horse and rider

Note: There are no specific penalties for ticks/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
		WALK	LOPS	LOPE RL	EXT LOPE	TROT	STOP 1 1/2	WALK	TROT	EXT TROT	LOPE LL	STOP BACK	SIDE			
103	Penalty															LAME
	Score	0	-1/2	0	0	-1	0	-1								
Comments:																
108	Penalty					1			1	3	20			24	42	OP
	Score	0	0	0	0	-1/2	0	0	-1	-1/2	0	0				
Comments:																
110	Penalty				1				1					2	67	
	Score	0	0	0	+1/2	-1/2	0	0	0	-1/2	0	-1/2	0			
Comments:																
114	Penalty			3	1		1			1	3	1		10	54	
	Score	0	0	-1	-1/2	0	-1/2	0	0	-1/2	-1/2	-1/2	-1/2			
Comments:																
116	Penalty			3	3				1	1	1	1		10		
	Score	0	0	-1/2	-1/2	-1	-1/2	0	-1/2	-1/2	-1/2	-1	-1/2			
Comments:																
118	Penalty		1	1				1			1			4	63.5	
	Score	0	-1/2	0	0	-1	-1/2	0	0	0	0	-1/2	0			
Comments:																

[Signature]

4-H RANCH RIDING JUDGES CARD

ENTRY #	Maneuver Description	Maneuver												Total Penalty	Final Score	Off Pattern
		1	2	3	4	5	6	7	8	9	10	11	12			
134	Penalty		20		3					1,3				27	33.5	OP
	Score	0	-1	0	-1/2	-1	-1	0	-1	-1/2	-1/2	-1	-1			
Comments:																
135	Penalty					1					1				66	
	Score	0	0	0	0	0	-1	0	0	0	0	-1	0			
Comments:																
136	Penalty					1		20				1		22	43	OP
	Score	0	0	0	-1/2	-1/2	-1/2	-1/2	0	-1/2	0	-1/2	-1/2			
Comments:																
140	Penalty				1									1	62.5	
	Score	0	0	0	-1/2	-1/2	-1/2	0	0	-1/2	-1/2	-1/2	-1/2			
Comments:																
142	Penalty					1		1		1	3			7	55	
	Score	0	0	0	-1/2	-1/2	-1/2	-1/2	0	-1	-1/2	-1	-1/2			
Comments:																
143	Penalty									1	3			4	66	
	Score	0	0	0	+1/2	-1/2	+1/2	0	0	0	-1/2	0	0			
Comments:																
145	Penalty	1		1	1	1	1			1	3	1		12		
	Score	0	0	-1/2	-1	-1/2	-1/2	0	0	-1/2	-1/2	-1/2	-1			
Comments:																
148	Penalty													0	73	
	Score	0	+1/2	+1/2	+1/2	-1/2	0	0	+1/2	0	+1/2	+1/2	+1/2			
Comments:																
155	Penalty													0	72.5	
	Score	0	0	0	0	0	+1	0	+1/2	0	0	+1	0			
Comments:																
157	Penalty						20	1						21		OP
	Score	0	0	+1/2	+1/2	-1/2	+1	0	0	+1/2	+1/2	+1/2	0			
Comments:																
	Penalty															
	Score															
Comments:																

[Handwritten Signature]

4-H RANCH RIDING JUDGES CARD



COLORADO STATE UNIVERSITY
EXTENSION

JUDGE _____
CLASS _____ 8-13
DATE _____

1 Point Penalties:

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

3 Point Penalties:

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

5 Point Penalties:

- 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):

- Eliminates maneuver
- Incomplete maneuver

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

- Illegal equipment including braided or banded manes, or tail extensions
- Illegal use of hands (See Rule 300D, page 94)
- Willful Abuse
- Major disobedience or schooling
- Lameness
- Fall of horse and rider

Note: There are no specific penalties for ticks/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			
153	Penalty			1	1	1				1				4	62	
	Score	0	-1/2	0	-1	-1/2	0	0	0	-1	-1/2	-1/2	0			

Comments:

147	Penalty			1										1	64.5	
	Score	0	0	-1/2	-1/2	0	-1	0	0	-1	0	0	-1/2			

Comments:

144	Penalty						20		1	1	3			25	0	ILLEGAL USE OF HANDS REINS
	Score	0	-1/2	-1/2	-1/2	0	-1/2	0	0	-1/2	-1/2	-1	-1/2			

Comments:

138	Penalty			20							20			40	0	ILLEGAL USE OF HANDS REINS
	Score	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2			

Comments:

137	Penalty		20	20	20					20	20			100	0	ILLEGAL REINS
	Score	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1	-1/2	-1/2	-1/2	-1/2			

Comments:

123	Penalty								1	1	1			3	63	
	Score	0	0	0	-1/2	-1/2	+1/2	0	-1/2	-1/2	-1	-1/2	-1			

Comments:

[Signature]

4-H RANCH RIDING JUDGES CARD

ENTRY #	Maneuver Description	WALK LOPS LOPE AL EXT LOPE TROT STOP 1/2 WALK TROT EXTEND TROT LL LOPE SB SIDE PASS												Total Penalty	Final Score	Off Pattern
		1	2	3	4	5	6	7	8	9	10	11	12			
122	Penalty					OP								20	43.5	OP
	Score	0	0	0	-1	-1 1/2	+1	0	-1	-1	0	-1	+1 1/2			

Comments:

121	Penalty								1					1	70.5	
	Score	0	0	0	+1/2	0	+1/2	-1/2	0	+1/2	+1/2	0	0			

Comments:

117	Penalty			1					1	1				3	63.5	
	Score	0	0	-1	0	0	-1/2	0	-1/2	-1	0	-1/2	0			

Comments:

112	Penalty	1		3	20									24	41.5	OP
	Score	-1/2	0	-1 1/2	-1	0	-1/2	0	0	-1/2	0	-1/2	0			

Comments:

102	Penalty			1			20	20	1	1			20	62	-1 1/2	OP
	Score	0	0	0	-1	-1/2	-1	-1 1/2	-1/2	-1	-1	-1 1/2	-1 1/2			

Comments:

100	Penalty								1	1,3				5	60	
	Score	0	0	0	-1/2	-1/2	-1/2	0	0	-1/2	-1	-1/2	-1/2			

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

[Signature]

4-H RANCH RIDING JUDGES CARD



COLORADO STATE UNIVERSITY
EXTENSION

JUDGE _____
CLASS Walk - Trot
DATE _____

1 Point Penalties:

1. Too slow/per gait
2. Over-bridled
3. Out of frame
4. Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

1. Break of gait at walk or trot for more than 2 strides
2. Break of gait at lope
3. Wrong lead or out of lead
4. Draped reins (per maneuver)
5. Out of lead or cross-cantering more than two strides when changing leads
6. Trotting more than three strides when making a simple lead change
7. Severe disturbance of any obstacle

5 Point Penalties:

1. 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):

1. Eliminates maneuver
2. Incomplete maneuver

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

1. Illegal equipment including braided or banded manes, or tail extensions
2. Illegal use of hands (See Rule 300D, page 94)
3. Willful Abuse
4. Major disobedience or schooling
5. Lameness
6. Fall of horse and rider

Note: There are no specific penalties for ticks/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			
111	Penalty													0	68.5	
	Score	0	0	0	-1/2	0	-1									
Comments:																
105	Penalty	5		1										6	59.5	
	Score	-1	-1/2	-1	-1 1/2	-1	+1/2									
Comments:																
	Penalty															
	Score															
Comments:																
	Penalty															
	Score															
Comments:																
	Penalty															
	Score															
Comments:																
	Penalty															
	Score															
Comments:																

4-H REINING JUDGES CARD



Colorado State University
EXTENSION

JUDGE _____

CLASS 19 & OVER REINING

DATE _____

Scoring Scale: Scoring will be on the basis of 0 to infinity, with 70 denoting an average performance. The judge will score each maneuver based on the performance of the horse and add or subtract penalties and/or maneuver scores from 70.

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

½ POINT PENALTIES

1. A delayed change of lead by one (1) stride where the lead change is required
2. Starting circle at a jog or exiting rollbacks at a jog up to two (2) strides.
3. Over or under spinning up to one eighth (1/8) of a turn. A horse can only be assessed one over or under spin penalty per maneuver.
4. Failure to remain a minimum of twenty (20) feet from the side of the arena when approaching a stop and/or rollback.
5. Failure to remain a minimum of 10 feet from either side of the center of the arena when approaching a stop and/or rollback; for small arenas, the distance will be at the judge's discretion.

1 POINT PENALTIES

1. Each time the horse is out of lead (accumulative, one point for each quarter of a circle or any part thereof)
2. Over/under spinning from 1/8 to 1/4 of a turn
3. When run around is required, failure to be in correct lead when rounding the end of the arena: from the turn to the half-way point at the end wall is 1 point and beyond the half-way point to the beginning of the run down an additional point.

2 POINT PENALTIES

1. Failure to go beyond markers on stops or rollbacks
2. Break of gait, except where a simple change is called for (patterns A-K, Level I and II)
3. On walk in patterns, loping prior to reaching center or failure to stop or walk before executing a lope departure.
4. On run in patterns, failure to be in a lope prior to the first marker
5. Freezing up in spins or rollbacks
6. Starting circle or exiting rollback at a jog more than two strides but less than ½ circle or ½ length of arena

5 POINT PENALTIES

1. Spur in front of the cinch
2. Use of free hand to instill fear or praise
3. Holding saddle with free hand
4. Blatant disobedience (kicking, biting, bucking, rearing)

ZERO SCORE: Not eligible to place

1. Failure to complete pattern as written
2. Performing the maneuvers other than in the specified order
3. Inclusion of maneuvers not specified, including backing more than two strides, turn of more than 90 degrees where not specified
4. Equipment failure that delays completion of pattern
5. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern
6. Jogging an excess of ½ circle or ½ length of the arena while starting a circle, circling or exiting a rollback (except when required in the pattern)
7. Over spins of more than ¼ turn
8. More than one finger between reins,
9. Changing hands on reins
10. Use of two hands (exception junior horses ridden in a snaffle or hackamore)
11. Fall to ground of horse or rider
12. Balking or refusal of command
13. When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line.

NO SCORE (disqualification) Use of illegal equipment, Willful abuse of an animal while in the show arena, Using reins or romal as a whip

ENTRY #	Maneuver	Maneuver Description										Total Penalty	Final Score	Place
		1	2	3	4	5	6	7	8	9	10			
107	Penalty											0	67	
	Score	0	-1/2	0	-1 1/2	-1/2	-1/2							

Comments:

154	Penalty					1/2	1/2					3	66	
	Score	-1/2	-1/2	0	0	0	0							

Comments:

	Penalty													
	Score													

Comments:

	Penalty													
	Score													

Comments:

Judge's Signature

[Signature]

4-H REINING JUDGES CARD



Colorado State University
EXTENSION

JUDGE _____
CLASS 14-18
DATE _____

Scoring Scale: Scoring will be on the basis of 0 to infinity, with 70 denoting an average performance. The judge will score each maneuver based on the performance of the horse and add or subtract penalties and/or maneuver scores from 70.

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

½ POINT PENALTIES

1. A delayed change of lead by one (1) stride where the lead change is required
2. Starting circle at a jog or exiting rollbacks at a jog up to two (2) strides.
3. Over or under spinning up to one eighth (1/8) of a turn. A horse can only be assessed one over or under spin penalty per maneuver.
4. Failure to remain a minimum of twenty (20) feet from the side of the arena when approaching a stop and/or rollback.
5. Failure to remain a minimum of 10 feet from either side of the center of the arena when approaching a stop and/or rollback; for small arenas, the distance will be at the judge's discretion.

1 POINT PENALTIES

1. Each time the horse is out of lead (accumulative, one point for each quarter of a circle or any part thereof)
2. Over/under spinning from 1/8 to 1/4 of a turn
3. When run around is required, failure to be in correct lead when rounding the end of the arena: from the turn to the half-way point at the end wall is 1 point and beyond the half-way point to the beginning of the run down an additional point.

2 POINT PENALTIES

1. Failure to go beyond markers on stops or rollbacks
2. Break of gait, except where a simple change is called for (patterns A-K, Level I and II)
3. On walk in patterns, loping prior to reaching center or failure to stop or walk before executing a lope departure.
4. On run in patterns, failure to be in a lope prior to the first marker
5. Freezing up in spins or rollbacks
6. Starting circle or exiting rollback at a jog more than two strides but less than ½ circle or ½ length of arena

5 POINT PENALTIES

1. Spur in front of the cinch
2. Use of free hand to instill fear or praise
3. Holding saddle with free hand
4. Blatant disobedience (kicking, biting, bucking, rearing)

ZERO SCORE: Not eligible to place

1. Failure to complete pattern as written
2. Performing the maneuvers other than in the specified order
3. Inclusion of maneuvers not specified, including backing more than two strides, turn of more than 90 degrees where not specified
4. Equipment failure that delays completion of pattern
5. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern
6. Jogging an excess of ½ circle or ½ length of the arena while starting a circle, circling or exiting a rollback (except when required in the pattern)
7. Over spins of more than ¼ turn
8. More than one finger between reins,
9. Changing hands on reins
10. Use of two hands (exception junior horses ridden in a snaffle or hackamore)
11. Fall to ground of horse or rider
12. Balking or refusal of command
13. When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line.

NO SCORE (disqualification) Use of illegal equipment, Willful abuse of an animal while in the show arena, Using reins or romal as a whip

Maneuver Description		LEFT 1 CIRCLES LEFT 2 CIRCLES LEFT 3 CIRCLES LEFT 4 CIRCLES LEFT 5 CIRCLES LEFT 6 CIRCLES LEFT 7 CIRCLES LEFT 8 CIRCLES LEFT 9 CIRCLES LEFT 10 CIRCLES STB										Total	Final	
ENTRY #	Maneuver	1	2	3	4	5	6	7	8	9	10	Penalty	Score	Place
108	Penalty					-1/2						-1/2	67	
	Score	0	-1/2	0	-1	-1/2	-1/2							
Comments:														
148	Penalty												69.5	
	Score	0	0	0	0	-1/2	0							
Comments:														
145	Penalty			-1/2								-1/2	65	
	Score	-1/2	-1	-1/2	-1	-1/2	-1							
Comments:														
143	Penalty												68	
	Score	0	-1	0	-1/2	0	-1/2							
Comments:														

Judge's Signature

[Signature]

4-H REINING JUDGES CARD

ENTRY #	Maneuver Description	Maneuver										Total Penalty	Final Score	Place
		1	2	3	4	5	6	7	8	9	10			
142	Penalty			$\frac{1}{2}$		$\frac{1}{2}$						1	65	
	Score	-1	$-\frac{1}{2}$	0	-1	$-\frac{1}{2}$	$-\frac{1}{2}$							
Comments:														
140	Penalty	3.2		$\frac{1}{2}$		1.1	$\frac{1}{2}$	1.1				15.5	47.5	
	Maneuver	$-\frac{1}{2}$	$-\frac{1}{2}$	-1	$-\frac{1}{2}$	-1	$-\frac{1}{2}$							
Comments:														
136	Penalty					$\frac{1}{2}$	1.1					2.5	63.5	
	Maneuver	$-\frac{1}{2}$	$-\frac{1}{2}$	$-\frac{1}{2}$	$-\frac{1}{2}$	$-\frac{1}{2}$	$-\frac{1}{2}$							
Comments:														
135	Penalty					$\frac{1}{2}$	2					2.5	$\emptyset$	
	Maneuver	0	$-\frac{1}{2}$	0	$\emptyset$	$-\frac{1}{2}$	$-\frac{1}{2}$							
Comments:														
118	Penalty	1										1	65	
	Maneuver	$-\frac{1}{2}$	$-\frac{1}{2}$	$-\frac{1}{2}$	$-\frac{1}{2}$	$-\frac{1}{2}$	$-\frac{1}{2}$							
Comments:														
116	Penalty	2.2		$\frac{1}{2}$	2	2						12.5	$\emptyset$	
	Maneuver	-1	$-\frac{1}{2}$	$-\frac{1}{2}$	$-\frac{1}{2}$	-1	$-\frac{1}{2}$							
Comments:														
114	Penalty					2						2	64.5	
	Maneuver	-1	0	0	-1	-1	$-\frac{1}{2}$							
Comments:														
110	Penalty			1.2		2						5	65.5 *	
	Maneuver	0	+1	0	0	$-\frac{1}{2}$	0							
Comments:														
104	Penalty			$\frac{1}{2}$		2.5						14.5	$\emptyset$	
	Maneuver	0	$\emptyset$	$-\frac{1}{2}$	$-\frac{1}{2}$	$-\frac{1}{2}$	$-\frac{1}{2}$							
Comments:														
157	Penalty			2		$\frac{1}{2}$						2.5	$\emptyset$	
	Maneuver	0	$-\frac{1}{2}$	$-\frac{1}{2}$	$+\frac{1}{2}$	$-\frac{1}{2}$	$-\frac{1}{2}$							
Comments:														
	Penalty													
	Maneuver													
Comments:														

Judge's Signature John R. M.

4-H REINING JUDGES CARD



Colorado State University
EXTENSION

JUDGE _____
CLASS _____ 8-13
DATE _____

Scoring Scale: Scoring will be on the basis of 0 to infinity, with 70 denoting an average performance. The judge will score each maneuver based on the performance of the horse and add or subtract penalties and/or maneuver scores from 70.

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

½ POINT PENALTIES

1. A delayed change of lead by one (1) stride where the lead change is required
2. Starting circle at a jog or exiting rollbacks at a jog up to two (2) strides.
3. Over or under spinning up to one eighth (1/8) of a turn. A horse can only be assessed one over or under spin penalty per maneuver.
4. Failure to remain a minimum of twenty (20) feet from the side of the arena when approaching a stop and/or rollback.
5. Failure to remain a minimum of 10 feet from either side of the center of the arena when approaching a stop and/or rollback; for small arenas, the distance will be at the judge's discretion.

1 POINT PENALTIES

1. Each time the horse is out of lead (accumulative, one point for each quarter of a circle or any part thereof)
2. Over/under spinning from 1/8 to 1/4 of a turn
3. When run around is required, failure to be in correct lead when rounding the end of the arena: from the turn to the half-way point at the end wall is 1 point and beyond the half-way point to the beginning of the run down an additional point.

2 POINT PENALTIES

1. Failure to go beyond markers on stops or rollbacks
2. Break of gait, except where a simple change is called for (patterns A-K, Level I and II)
3. On walk in patterns, loping prior to reaching center or failure to stop or walk before executing a lope departure.
4. On run in patterns, failure to be in a lope prior to the first marker
5. Freezing up in spins or rollbacks
6. Starting circle or exiting rollback at a jog more than two strides but less than ½ circle or ½ length of arena

5 POINT PENALTIES

1. Spur in front of the cinch
2. Use of free hand to instill fear or praise
3. Holding saddle with free hand
4. Blatant disobedience (kicking, biting, bucking, rearing)

ZERO SCORE: Not eligible to place

1. Failure to complete pattern as written
2. Performing the maneuvers other than in the specified order
3. Inclusion of maneuvers not specified, including backing more than two strides, turn of more than 90 degrees where not specified
4. Equipment failure that delays completion of pattern
5. Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern
6. Jogging an excess of ½ circle or ½ length of the arena while starting a circle, circling or exiting a rollback (except when required in the pattern)
7. Over spins of more than ¼ turn
8. More than one finger between reins,
9. Changing hands on reins
10. Use of two hands (exception junior horses ridden in a snaffle or hackamore)
11. Fall to ground of horse or rider
12. Balking or refusal of command
13. When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line.

NO SCORE (disqualification) Use of illegal equipment, Willful abuse of an animal while in the show arena, Using reins or romal as a whip

ENTRY #	Maneuver	Maneuver Description										Total Penalty	Final Score	Place
		1	2	3	4	5	6	7	8	9	10			
100	Penalty	1,1,1		1,1,2			1,2,1					11	53	
	Score	-1	-1	-1	-1	-1½	-½							
Comments:														
102	Penalty	OFF	2			2						4	0	
	Score	PATTERN	-1½	-½	-1	-1½	-1							
Comments:														
112	Penalty	OFF	½	0	0							½	0	
	Score	PATTERN	-½	0	0									
Comments:														
* 117	Penalty												0	
	Score	-1	-½	-½	-½	-1	-½							
Comments:														

Judge's Signature _____

4-H REINING JUDGES CARD

ENTRY #	Maneuver Description	Maneuver										Total Penalty	Final Score	Place	
		1	2	3	4	5	6	7	8	9	10				
* 121	Penalty				~~NO SPIN~~									~~0~~	
	Score	-1/2	-1/2	-1/2		-1/2	0								
Comments:															
122	Penalty	1/1			1/2								2.5	66.5	
	Maneuver	-1/2	0	-1/2	0	0	0								
Comments:															
123	Penalty					2	2						4	63.5	
	Maneuver	-1	+1/2	-1	0	-1/2	-1/2								
Comments:															
137	Penalty													~~0~~	ILLEGAL REINS
	Maneuver	~~OFF PATTERN~~													
Comments:															
144	Penalty			1/2	2	1/2	2						7	~~0~~	ILLEGAL REINS
	Maneuver	-1	-1/2	-1/2	-1/2	-1/2	-1/2								
Comments:															
147	Penalty	2		1/2		2 1/2	2						7	59	
	Maneuver	-1	-1	-1/2	-1		-1/2								
Comments:															
153	Penalty					1/2	1/2						1/2	66	
	Maneuver	0	-1/2	0	-1	-1/2	-1/2								
Comments:															
	Penalty														
	Maneuver														
Comments:															
	Penalty														
	Maneuver														
Comments:															
	Penalty														
	Maneuver														
Comments:															

Judge's Signature _____