

# 4-H SHOWMANSHIP

JUDGE Karla Mayne  
 CLASS W/T Showmanship  
 DATE 7/20/24



**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	walk	Trot	stop + set	90°												
3 108	Penalty	/	-3	-1	X								H	-4X		
	Maneuver	0	-1	-1	X									-2X	-6X	
late watch X wrong way																
2 40	Penalty	/	/	-3	X								H	-3X		
	Maneuver	0	H	-2	X									-1X	-4X	
watch X wrong way																
4 119	Penalty	/	X	-1	X								H	-1XX		XX
	Maneuver	-1	X	-2	X									-3		
no wait no trot no X wrong way																
1 23	Penalty	/	/	-3	-3								H	-6		
	Maneuver	0	-1	-2	-2									-5	60	
late move no X position																
	Penalty															
	Maneuver															



# 4-H SHOWMANSHIP

(w/T West Pleas.)

7/20/24

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					
3	119	-3	-1	-3	-3	-1								-11	(59)	
	Appy															
1	108	-1	0	0	0	+1								0	(70)	
	Sorel															
4	40	-3	-3	-3	-3	-1								-13	(57)	
	ches./pink															
2	23	-1	-3	-1	-3	-1								-9	(61)	
	Sorel/cookies															

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

March 31, 2021

Judge's Signature Karla Mays



# 4-H WESTERN HORSEMANSHIP

JUDGE Rada Mayne  
 CLASS w/T Horsemanship  
 DATE 7/20/24



**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 BC	Jog (C)	Jog to P	STOP											
2	108	Penalty	/	/	/	/	-1						+1	-1		68
		Maneuvers	0	0	-1	0	-1									
			Lopside		PASTO											
4	119	Penalty	/	/	/	/	X						+1	X(0)	X	(60)
		Maneuvers	0	0	-1	0	X							X(-1)		
			Lopside		NO STOP											
3	23	Penalty	/	/	-1	/	-1						+1	-2		66
		Maneuvers	0	0	-2	0	-1							-3		
			Break/Lopside		PASTO											
1	40	Penalty	/	/	/	/	/						+1	/		72
		Maneuvers	0	0	+1	0	0							+1		



Walk/Trot

# 4-H WESTERN/ENGLISH TRAIL

Obstacle Description

Walk to gate Gate Trot Walk into Back Bridges Walk Trot Break to walk walk over pole

ENTRY #	Obstacle	1	2	3	4	5	6	7	8	9	10	TOTAL	PLACE
23	Penalty		-10		-10	-10	-10					-40	2
	Maneuver	✓	Zero	✓	Zero	✓	Zero	✓	✓	✓	✓	Zero	

Comments: dropped gate/wrong 3 vehicles

119	Penalty												4
	Maneuver	off pattern	Zero	Zero	✓	✓	✓	✓				Zero	

Comments: dropped gate (off pattern from start)

	Penalty												
	Maneuver												

Comments:

	Penalty												
	Maneuver												

Comments:

	Penalty												
	Maneuver												

Comments:

	Penalty												
	Maneuver												

Comments:

	Penalty												
	Maneuver												

Comments:

	Penalty												
	Maneuver												

Comments:

	Penalty												
	Maneuver												

Comments:

	Penalty												
	Maneuver												

Comments:



# 4-H WESTERN/ENGLISH TRAIL



COLORADO STATE UNIVERSITY  
EXTENSION

JUDGE Rebecca Raver  
CLASS Walk/Trot  
DATE 7.20.2024

Scoring Scale: The judge will score each maneuver based on the performance of the horse. Each obstacle will receive an obstacle maneuver score that should be added or subtracted from 70 along with penalties.  
+1½ Excellent    +1 Very good    +½ Good    0 Correct    -½ Poor    -1 Very poor    -1½ Extremely poor

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

### 1 POINT PEALTIES

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

### 3 POINT PENALTIES

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

### 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 401 and 41)
- Abuse of horse

### 5 POINT PENALTIES

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

### ZERO SCORE - Scores of 0 are not to be placed

- Use of more than one finger between split reins
- Use of two hands (exception, junior horses ridden in a snaffle or hackamore or when changing hands to work an obstacle)
- Use of romal other than as outlined. (pg. 12 rule 58)
- Failure to work an obstacle in any manner, other than how it is posted on the course. Failure to work an obstacle either by skipping, not attempting or after attempting it and having three (3) refusals or when deemed necessary by the judge, the judge will ask the contestant to proceed to the next obstacle. Third cumulative refusal, balk, or evading an obstacle by shying or backing. This includes dropping a rope gate.
- Performing obstacles other than in the specified order including failure to enter, exit or work the obstacle from the correct side or direction. Including overturns of more than 1/4 turn
- Riding outside designated boundary
- Equipment failure that delays completion of pattern
- Excessive schooling, pulling, turning, stepping or backing anywhere on course.
- Failure to ever demonstrate the correct lead and/or gait as designated

Walk/Trot

Obstacle Description

Walk pole to gate, Gate L/H, Trot over pole, Walk, Back, Walk Bridge, Walk, Trot, Break to walk, Walk pole

ENTRY #	Obstacle	1	2	3	4	5	6	7	8	9	10	TOTAL	PLACE
108	Penalty		-10									zero	1
	Maneuver	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	zero	

Comments:

Drop gate

40	Penalty								-6			zero	3
	Maneuver	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	zero	

went through both boxes, & all poles...

no hit

Judge's signature \_\_\_\_\_