

4-H WESTERN/ENGLISH TRAIL



COLORADO STATE UNIVERSITY

EXTENSION

JUDGE

CLASS KCC Jr & Novice

DATE

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

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

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 an obstacle
(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

ENTRY #	Obstacle Description	Obstacle										TOTAL	PLACE
		1	2	3	4	5	6	7	8	9	10		
1 #98	Penalty				0							0	
	Maneuver	1	1	0	-1½	0	0	0				70½	
Comments: <u>Held horn</u>													
2 #159	Penalty			11	11	1							
	Maneuver	0	1	0	-1	-1	0	0				63	

4-H SHOWMANSHIP

JUDGE V. V. V. V.

CLASS Jr + Nov Showmanship

DATE 7/24/25



COLORADO STATE UNIVERSITY
EXTENSION

Scoring: 0-infinity, with 70 denoting an average performance. Each maneuver scored: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor.

Overall form and effectiveness: scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent.

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

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

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

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

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

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

Hoove on Back

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		TIA A-B	OB walk	stop set-up	pivot	90	turn								
22	Penalty				3	3						1			1st time hand 2 (hubs)
	Maneuver	-1	-2		-2	-1	0								
98	Penalty				5	3						1			Extra Turn
	Maneuver	-2	0		-2	-1	0								
159	Penalty				5	3						2			noted
	Maneuver		0	0	-1	-1	0								
	Penalty														
	Maneuver														
	Penalty														
	Maneuver														

4-H WESTERN HORSEMANSHIP

JUDGE Jaci Brown

CLASS Junior

DATE 7/25/29



COLORADO STATE UNIVERSITY
EXTENSION

Scoring: 0-infinity, with 70 denoting an average performance. Each maneuver scored: +3 Excellent, +2 Very Good, +1 Good, 0 Average or Correct, -1 Poor, -2 Very Poor, -3 Extremely Poor.

Overall horsemanship, form and effectiveness: scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent.

Minor One (1) Point Penalties: Break of gait at walk/trot or wrong lead up to 2 strides; Over/under turning 1/8 of designated turn; Over cueing with reins and/or legs; Reins too long /short or uneven; Failure of horse to stand still at end of pattern; Obviously looking for lead, Tick or hit of cone.

Major Three (3) Point Penalties: Not performing the specific gait or not stopping within 10 feet (3 meters) of designated location; Incorrect lead for more than 2 strides; Break of gait at the lope (except when correcting an incorrect lead); Break of gait at walk or jog for more than 2 strides; Over or under turn from 1/8 to 1/4 turn.

Severe Five (5) Point Penalties: Blatant disobedience including kicking, pawing, bucking, and rearing; Loss of stirrup or rein; Touching the horse or saddle; Cueing with the end of the romal; Spurring in front of the cinch; Use of free hand to instill fear or praise.

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

Disqualifications (should not be placed): Loss of control of the horse; Illegal Equipment or illegal use of hands on reins; Fall by horse or exhibitor (pg. 7 rule 40 and 41); Abuse of horse or schooling.

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

Unrated and Advancement Level I Riders: Individual performance on the rail; Circle at jog or lope on the correct lead; Lope and balanced gradual stop; Back

Level II Riders: Any of the above; Simple lead change. (Simple change is when the horse is brought back to a jog at the point of change and transition to a lope on the opposite lead.); Figure 8 at lope on correct lead, demonstrating simple change of leads. Figure 8 should be started in center of two circles so one lead change is shown; Ride without stirrups; Turn on forehand, 90° or 180°; Turn on hindquarter, 90° or 180°

Level III Riders: Any of the above; Figure 8 at lope on correct lead executing a flying change of lead; Execute flying change of lead at each change of direction on a serpentine; Execute a smooth, balanced stop; Controlled turn on hindquarters (at least 180° turn both directions); Side pass either direction; Extended gaits; Counter-canter; Turn on forehand 360°; Turn on hindquarter 360°; Two track at a walk or jog (either or both directions)

Level IV Riders: Any of the above; Roll backs; Two track (either or both directions), any gait; Flying change of lead on straight away; Spins; Sliding Stops

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

Entry	Maneuver Description	-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E	Total Penalty	Score	Comments
		1	2	3	4	5	6	7	8	9	10				
98	Penalty				3							1.5		69	
	Maneuver	0	+1/2	0	0	0	0								
199	Penalty			1		0								0	
	Maneuver	0	0	0	0	0	+1/2								
	Penalty														
	Maneuver														
	Penalty														
	Maneuver														
	Penalty														
	Maneuver														

Jaci Brown

4-H REINING JUDGES CARD

JUDGE Jaci Brown
 CLASS Junior
 DATE 7/25/25



Colorado State University
 EXTENSION

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 ¼ 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 ¼ 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			
98	Penalty						1					1	67½	
	Score	0	0	-½	0	0	-1	0	0	0				

Comments:

159	Penalty												71	
	Score	0	0	+½	0	0	+½	0	0	0				

Comments:

	Penalty													
	Score													

Comments:

	Penalty													
	Score													

Comments:

Judge's Signature Jaci Brown

4-H WESTERN RIDING JUDGES CARD



JUDGE Jaci Brown
 CLASS Junior
 DATE 7/25/25

COLORADO STATE UNIVERSITY
 EXTENSION

Scoring Scale: Scoring will be on the basis of 0 to 100, 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

- A. Tick or light touch of log
- B. Hind legs skipping or coming together during a lead change
- C. Non-simultaneous lead change (front to hind or hind to front)

1 POINT PENALTIES

- A. Break of gait at walk or jog up to two strides
- B. Hitting or rolling log
- C. Out of lead more than one stride on either side of designated lead change area
- D. Splitting the log (log between the two front or two hind feet) at lope

3 POINT PENALTIES

- A. Not performing specific gait (jog or lope) or not stopping when called for in the pattern, within 10 feet of the designated area
- B. Break of gait at lope
- C. Out of lead at or before the marker prior to the designated change area
- D. Out of lead at or after the marker after the designated change area
- E. Additional lead changes anywhere in the pattern (except when correcting an extra change or incorrect lead)
- F. In pattern A or 1, failure to start the lope within three strides or 30 feet after crossing the log at a jog
- G. Break of gait at walk or jog for two or more strides
- H. Flying lead change where simple lead is required (Patterns A, B, C, D, E, F)
- I. Simple lead change where a flying lead change is required (Pattern 1, 2, 3, 4)

5 POINT PENALTIES

- A. Out of lead beyond the next designated change area (failure to change, cross-canter; two consecutive failures to change would result in two five point penalties)
- B. Blatant disobedience (biting, kicking out, bucking, etc.)

Disqualified or 0 SCORE: not to be placed

- A. Illegal equipment
- B. Willful abuse
- C. Off course
- D. Knocking over markers
- E. Completely missing log
- F. Major refusal (stop and back more than two strides four steps with front legs)
- G. Major disobedience (rearing, schooling)
- H. Failure to start lope prior to end cone in pattern one
- I. Failure to change leads four or more times

Some patterns require simple lead changes based on level. When simple lead changes are required, a flying lead change should be penalized and not be scored higher than a well-executed simple lead change.

When levels are mixed and the judge agrees, properly executed flying changes will score higher than simple changes on all patterns.

ENTRY #	Maneuver	Maneuver Description												Total Penalty	Final Score	Place
		1	2	3	4	5	6	7	8	9	10	11	12			
98	Penalty														0	
	Score	0	0	0	+1/2	0	0	0								

Comments:

169	Penalty				0	0									0	
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

	Penalty															
	Score															

Comments:

Judge's Signature

Jaci Brown