



Kansas 4-H Horse Standard of Excellence

SKILL TEST EVALUATOR GUIDE

General

The Kansas 4-H Horse Standard of Excellence consists of four achievement levels (I, II, III, IV), each of which contains three sections: knowledge, leadership, and horsemanship skill attainment. Once participants successfully pass the required sections, they will receive certification of achievements and be granted the right to advance to the next level. Participants that fail either the written exam or skill test can retake the exam at any time. They are required to pay for testing each time.

Horse project members **must pass the written and leadership requirements before taking the skill test.** Members that start the project without completing the skill section can later complete that section. However, they cannot enter a higher level skill section without going back and completing skill sections previously skipped. (e.g., A member who has completed the Achievement Level III knowledge exam must complete the Achievement Level I and II skill tests before taking the Achievement Level III skill test.)

A **Horse Project Member** will be defined as a member who wishes to be eligible to fully participate in the project, including all classes at the district and state level. A **Horseless Horse Project Member** will be defined as a member that does not have access to a horse and can compete in judging and other panorama activities that do not require achievement level testing.

District and State Contests and Show Participation

Horse project members (ages 9 to 18) who wish to participate at the District and/or State horse show must have successfully met the requirements of all three sections of Achievement Level I prior to the entry deadlines for their District show. **Showmanship and Halter class participants must pass the first two sections of Achievement Level I**, plus the Groundwork portion of the skill test prior to their District qualifying **4-H Horse Show entry deadline.**

Senior youth who wish to participate in the 2-year-old snaffle bit futurity and the 3-year-old futurity projects must be Achievement Level II certified prior to the May 1 nomination deadline.

Participants who wish to participate in the Level II Horsemanship and/or Level IV Horsemanship class at state fair must be Achievement Level III certified before the state fair entry deadline.

Procedures

The process for completion of Achievement Level requirements are as follows:

1. Use subject matter worksheets to prepare for the Achievement Level knowledge exam.
2. Complete Leadership requirements found in Section II of the member study manual.
3. Fill out front page (Application), including required signatures.
4. Send Application and appropriate fees to: State 4-H Office, 201 Umberger Hall, Manhattan KS 66506-3404. Make checks payable to the Kansas 4-H Foundation.
5. Complete the knowledge test online or send the Application page to the state 4-H office to request the knowledge exam to be completed under supervision of county agent and/or project leader. Exam should be submitted online or returned in envelope provided to the state 4-H office.
6. After successfully completing the knowledge test, online or hard copy, the participant or the local K-State Research and Extension office should download the skill test and scoresheet from the the State 4-H Web site, or copy from the Study Guide and present to the skill test evaluator.
7. To schedule a skill test, obtain a list of certified evaluators in your area from your local K-State Research and Extension office. The list is also available on the 4-H website.
- 8 Send completed skill tests to the State 4-H office for processing.

** Puzzles and illustrations courtesy of North Central Region Horse Project Activity Guide.

REFERENCE MATERIAL

- National 4-H Council. 2000. *Horse Science and Horses and Horsemanship*. 4-H Sourcebook Catalog. *Kansas 4-H Horse Show Rule Book* (S133). Kansas Cooperative Extension Service.
- Arns, M. J. Kansas Youth Horse Judging Manual. Kansas Cooperative Extension Service.
(http://www.kansas4-h.org/events-activities/contests/horse-judging/docs/Kansas_Horse_Judging_Manual.pdf)
- American Youth Horse Council. 1993. *Horse Industry Handbook — A Guide to Equine Care and Management*. Lexington, KY: AYHC.
- Wood, C. H., A. Griffin, A. Parker. 1997. *Youth Leader's Manual — A Resource for Equine Educational Activities*. Lexington, KY: American Youth Horse Council.
- Evans, J. W., A. Borton, H. F. Hintz, L. D. Van Vleck. 1990. *The Horse*. New York: W. H. Freeman and Co.

*** Note: These references should provide the information necessary to complete Level I material. This is by no means a complete list. There are many other resources available that would provide similar information. Breed association literature, local trainers and your veterinarian are other valuable sources of information.

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4-H Horse Evaluator Request for Payment Form

Evaluator's Name _____
Address/City/ZIP _____
Telephone Number _____
Cell Phone Number _____
E-mail _____
Location of Evaluation _____
Date _____

Name of 4-H'er and County (those evaluated)	Achievement Level

Signature of Evaluator _____

Send completed form to: State 4-H Office
201 Umberger Hall
Kansas State University
Manhattan, KS 66506-3404

Do NOT collect any fees locally. Submit this form at least yearly or as funds are needed.

Kansas 4-H Horse Standard of Excellence

Considerations for Evaluating Youth

General

1. Youth need to provide proof of eligibility (either a letter from the state showing the passing grade of written exam or a copy of online verification) to administer the skill exam.
2. Not a horsemanship class, thus:
 - a. No DQ's for off patterns.
 - b. Questions and/or instructions (from evaluator) -- are permitted.
 - c. Illegal equipment is permitted -- if safe and humane. Evaluator should point out that equipment will result in DQ at district or state show.
 - d. If clarification is necessary, evaluator can ask for repeat of maneuver or ask questions.
 - e. Training aids (such as martingales) are permitted provided that they are used properly. An improperly adjusted tie-down, for example, would lead to deductions throughout the pattern.
3. Safety counts first:
 - a. No boots, no test.
 - b. Unsafe practices, listed and unlisted, are always considered.
 - c. If the child needs help (mounting, saddling, etc.), evaluator needs to assess knowledge by asking questions or by having youth dictate assistant's work.
4. Evaluators do not take money from participants. All fees will be paid through the state 4-H office. (See Evaluator's Payment Form in this guide.)
5. Evaluators can give whatever level of criticism they wish following the exam. It is permissible to give a general critique, and inform the youth you will have to tally the points before determining a pass or fail.
6. You must stay within the material and the points listed for each maneuver. The exceptions are for major safety faults (listed in the scoring procedures in the manuals).
7. It is permissible to ask for questions prior to the start of the exam.
8. Cannot evaluate youth within own county and/or those in own county 4-H program.

Level I

As Level I evaluators, you are asked to address the primary questions, “Can this youth safely work around horses?” The youth is to be evaluated at the beginner level, and is not expected to be an accomplished horseman/woman. He/she should show an understanding of safe practices when working with horses, while mounted, and should sit well enough to maintain control of the horse. If that question is answered affirmatively, your secondary task is to provide a basic critique of the pattern. Scoring the pattern will provide documentation of areas the youth can improve upon. For the youth that you will interact with, this may be the only constructive feedback that they will receive outside their normal circle of help. The minor point deductions will not cause them to fail; however they do bring some legitimacy to your suggestions for improvement.

Ground Work (Also required for Showmanship and Halter class participants.)

1. You may have to improvise to evaluate “catching” due to lack of facilities. If a parent or leader instructs you that the horse is hard to catch or does not tie, substitute another horse for that portion of the exam (including all ground work). The rule is that a youth must use an ID'd horse for the test, but for safety reasons, this is not enforced at this level.
2. Major ground work faults (assessed beyond maximum point allowance):
 - a. Placing halter around neck when tied to object (-5).
 - b. Securing back cinch prior to front cinch (-15).
 - c. Securing breast collar prior to front cinch (-5).

Automatic failures:

- d. Passing in front of tied horse
 - e. Tying horse too loose, or to weak or non-secure objects.
 - f. Leading horses with lead tightly coiled around hand.
 - g. Leading horses with lead around neck.
3. If mounting block is necessary to mount safely, there is no deduction.
 4. Parents/leaders can hold the horse while the youth mounts, but the rider must still maintain control.

Pattern Work

1. Youth chooses pattern.
2. English riders are not expected to be on correct diagonal (Level I only).
3. Riding two-handed with curb is minor deduction in Level I, and failure in Level II.

Level II

Examiners will expect Level II youth to have a greater degree of competency and knowledge. It is not expected that they be accomplished showmen; however they are expected to exhibit correctness in their position and pattern. As you review scoring considerations for Level II, you will notice that the emphasis is on knowledge, and not on actions. Pattern faults will result in minor deductions. The rider's response, or lack of, will determine if any additional points are taken off. This scoring system is designed to allow all youth to have a fair chance at exhibiting their skill level, rather than just those with finished horsemanship horses. You will also find that you'll need to decide if an error was due to the rider, as additional points are taken if the action appears to be due to rider error.

1. Correctness counts; thus, some of the allowances from Level I are not tolerated (e.g., horses must be ridden according to the bit used). However, as outlined above, riders are expected to correct faults, and thus, if the rider temporarily grabs the horse, it is not a point deduction.
2. When evaluating the rider's position, remember that it is not a horsemanship class; however, you are looking for a rider that is functionally correct.

Level I — Horsemanship Skill Test — Scoresheet

Participant Name:	County
Address:	
State Approval:	Date:

PART I. GROUND WORK (50 POINTS)

	Points	Comments
Catching		
Approach (3)		
Haltering (2)		
Leading/Tying		
Position (2)		
Proper holding of lead (3)		
Knot (5)		
Length and height (3)		
Maneuvering Around Horse		
Side to side (4)		
Picking up front foot (4)		
Picking up rear foot (4)		
Saddling & Bridling		
Blanket & saddle placement (4)		
Cinching (4)		
Bit placement & fit (4)		
Mounting		
Check Tack (3)		
Procedure (5)		

Penalties:
1.
2.
3.

Total Part I – _____
Total Part II – _____
Total Part III – _____
Exam Total – _____

Mounted Work Pattern Option A

PART II. PATTERN WORK (40 POINTS)

Maneuver	Points	Comments
Walk straight line (2)		
Walk-Jog transition (2)		
Jog straight line (4)		
Jog right circle (4)		
Jog straight line (4)		
Jog-lope transition (4)		
Lope left circle (4)		
Lope-jog transition (4)		
Jog straight line (3)		
Stop (5)		
Back (4)		
Total (40)		

PART III. HORSEMANSHIP POSITION (10 POINTS)

Secure Seat & Rein Use	Points	Comments
Walk (2)		
Trot/Jog (3)		
Canter/Lope (5)		
Total (10)		

(Note: For Hunter Hack replace jog with trot and lope with canter. HH riders have option to post or sit the trot. Diagonal correctness will not be evaluated in Level I.)

Evaluator's Signature	Date
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Office Use

Evaluator's Name:	Phone:
Address:	

Mounted Work Pattern Option B

PART II. PATTERN WORK (40 POINTS)

Maneuver	Points	Comments
Walk to center (2)		
Walk-Jog transition (2)		
Jog left circle (4)		
Jog-lope transition (2)		
Lope larger left circle (4)		
Lope-jog transition (2)		
Jog right circle (4)		
Jog-lope transition (2)		
Lope larger right circle (4)		
Lope-jog transition (2)		
Jog end of arena/straight line (3)		
Stop (5)		
Back (4)		
Total (40)		

PART III. HORSEMANSHIP POSITION (10 POINTS)

Secure Seat & Rein Use	Points	Comments
Walk (2)		
Trot/Jog (3)		
Canter/Lope (5)		
Total (10)		

-	
Evaluator's Signature	Date

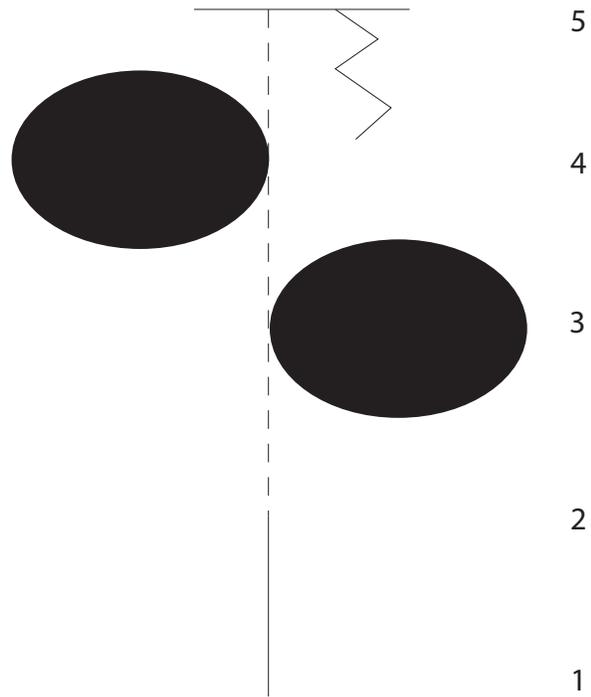


Office Use

Evaluator's Name:	Phone:
Address:	

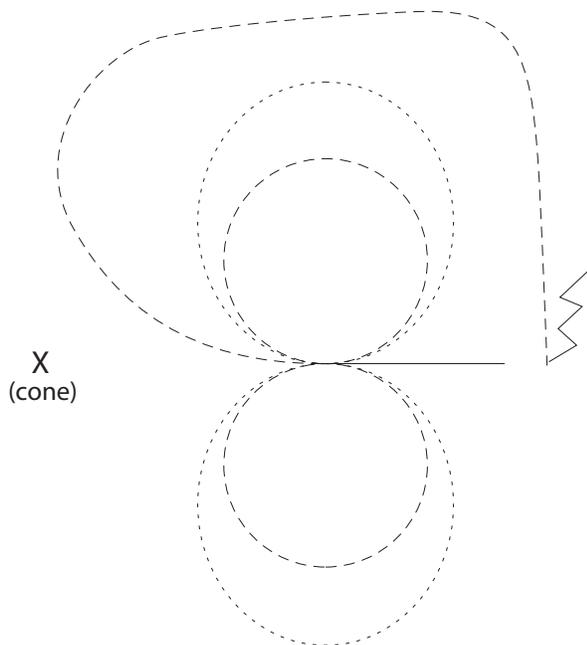
Level I Pattern — Option A

From cone (1) walk straight line. When in line with cone (2) pick up jog and proceed in straight line until in line with cone (3). At cone (3) continue to jog and do a circle to the right. Upon closing of circle, continue jogging and proceed in a straight line until in line with cone (4). At cone (4) pick up a left lead and lope a circle to the left. Upon closing circle, break down to a jog and proceed in a straight line until even with cone (5). At cone (5), stop and back. Wait for instructions from evaluator.



Level I Pattern - Option B

Walk to center, of arena, even with cone. At center pick up a jog and jog a circle to the left. Close circle at center and pick up lope. Lope a larger circle to the left on the left lead. Close circle at center and drop to a jog. Jog a circle to the right. Close at center and pick up a lope. Lope a larger circle to the right in the right lead. Close circle at center and drop to a jog. Jog around end of arena to the cone. Stop and Back.



Level I Horsemanship Skill Test - Scoring Considerations

GROUND WORK

Stall/Pen (Location of exam) – The ground work portion of the exam should proceed in an orderly fashion to minimize time spent conducting exam. Explain to youth that he/she should catch their horse, lead it to saddling site and tie it. They should then pick up the front left foot and then the right hind foot. Youth will then saddle and bridle horse and then lead to riding area. Youth will mount horse and wait for instructions to begin pattern from examiner. Youth will then dismount. Examiner can give brief critique of exam, however, evaluation form will be sent to State 4-H office and then forwarded to participant.

CATCHING

- A. Approach** – (3 points) Should be from shoulder angle with announced approach.
- Faults – Approaching horse from directly behind the animal ($-\frac{1}{2}$ to -3) or directly from the front of the animal (-1). Youth should take approach that prevents animal escape as well as keeping body from potential injury.
- B. Haltering** – (2 points) Halter should be held such that at approach, the halter can be slipped on the horse's head.
- Faults – Halter must fit the animal properly and be placed on from the 'crown piece down' (-1 to -2). Note some youth may be too small to safely halter horse. Youth should explain process.

LEADING/TYING

- A. Position** – (2 points) Youth should be at the horse's throat latch when leading.
- Faults – Being too far ahead or behind the horse is unsafe ($-\frac{1}{2}$ to -2).
- B. Holding lead rope** – (3 points) Youth should hold rope such that hand cannot be trapped in rope if horse breaks away.
- Faults – If coiled around hand (**-2 to failure, see below**). If placed around neck (**failure, see below**).
- C. Knot** (5 points) – Youth must tie horse to solid object with correct knot and at correct length (See below).
- Faults – Tying to unsafe object (**failure, see below**). Tying with knot other than slip/quick release knot (-5).
- D. Length** (3 points) Horse should be tied at eye level and with 18 to 24 inches of slack (arm's length).
- Faults – Tying too high or low ($-\frac{1}{2}$ to -3 depending on severity), too long or too short ($-\frac{1}{2}$ to -3 depending on severity).

MANEUVERING AROUND HORSE

- A. Side to side** (4 points) Youth must be able to move around horse without putting his/herself in potential danger. Youth should be next to animal with hand on hip, or out of kicking range.
- Faults – Passing under horse neck while tied (**failure, see below**). Moving behind horse in kicking zone (-1 to -4 depending on severity). Not using/keeping hand on horse properly (-2).
- B. Picking up front foot** (4 points) – Youth must place close hand on horse and run off hand (hand away from horse) down front of horse's leg. Once leg is lifted, close hand can stabilize leg.
- C. Picking up rear foot** (4 points) – Youth must place close hand on horse's hip and run off hand down back of leg and then pull leg forward prior to using close hand to stabilize leg.
- Faults – not placing close hand on horse (-1 to -2). Not running hand down leg (-1 to -2).

BRIDLING & SADDLING

- A. Blanket and saddle placement/care (4 points)** – Blanket should be placed forward and slip back into place to keep hairs flat. Blanket should be clean and intact at place of animal contact. Saddle should be placed carefully on horse's back in correct position while minimizing discomfort to animal.
- i. Faults – blanket slid forward (-1), unclean (-1), banging horse with stirrups (-2), dragging cinches (-2), pushing/cinches down (- $\frac{1}{2}$ to -2).
- B. Cinching (4 points)** – Cinch should be checked prior to tightening. Cinch needs to be tightened correctly and secured correctly (knot or ring pin). If back cinch is present, the front cinch must be done first. When unsaddling, back cinch must be undone first.
- i. Faults – back cinch first (**-15, see below**), securing breast collar prior to cinches (-5, see below), insecure knot (-1 to -2 depending on severity)
- C. Bit placement and fit (4 points)** – Youth should be able to correctly place bit into horse's mouth. Bit must fit properly in horse's mouth with bars "snug" against corners of mouth (no wrinkle to slight wrinkle of corners).
- i. Faults – Not opening horse's mouth & raking horse's teeth (- $\frac{1}{2}$ to -2 depending on severity). Leaving halter around horse's neck while still tied (-5). Improper fit (-1 to -2).

MOUNTING/DISMOUNTING

- A. Check tack (3 points)** Youth needs to check girth prior to mounting.
- B. Procedure (5 points)** Youth must maintain control of horse while mounting and must mount properly.
- i. Faults – Facing front of horse and leaning back to get foot into stirrup (-1 to -5). Not maintaining control of horse (-1 to -5). Failure to check girth prior to mounting (-3). Note: If youth is too small to mount while maintaining control of horse, it is permissible for parent/leader to hold horse. Likewise, if stand or assistance is needed during mounting, it is permissible.

Ground Work Major Penalties – These penalties are to be assessed beyond the valuations set for each part of the exam. Some will result in failure of exam, while others will result in major point deductions. These represent serious faults that could lead to injury to youth and/or animal.

Automatic failure:

1. Passing in front of tied horse.
2. Tying horse to loose, weak or non-secure object.
3. Tightly coiling rope around hand while leading.
4. Placing lead around neck while leading.

Serious faults to be assessed beyond maneuver's valuation

1. Back cinch fastened prior to front cinch (-15)
2. Securing breast collar prior to front cinch (-5)

The examiner should stop a maneuver if the youth is placing his or herself in an unsafe situation and it is evident that the youth does not understand the correct procedure. The youth will lose the points for that maneuver, but can complete the exam and pass providing that they still score 70 or above.

MOUNTED WORK

PATTERN COMPONENTS

A. Walk Straight Line (2 points)

- i. Crooked ($-\frac{1}{2}$)
- ii. Break of gait ($-\frac{1}{2}$ each break)

B. Jog Straight Line (4 points)

- i. Same as above

C. Jog Circles (4 points)

- i. Failure to use cone/pattern ($-\frac{1}{2}$ each occurrence)
- ii. Failure to maintain proper arc ($-\frac{1}{2}$ for each quarter circle, -2 maximum)
- iii. Break of gait ($-\frac{1}{2}$ each break)
- iv. Unwilling response to rider (-1 to -3)

D. Jog Straight line

- i. Same as above

E. Lope Circles (4 points)

- i. Failure to use cone/pattern ($-\frac{1}{2}$ each occurrence)
- ii. Failure to maintain proper arc ($-\frac{1}{2}$ for each quarter circle, -2 maximum)
- iii. Break of gait ($-\frac{1}{2}$ each break)
- iv. Unwilling response to rider (-1 to -3)
- v. Wrong Lead ($-\frac{1}{2}$ each quarter)

F. Gait Transitions (2 to 4 points)

- i. Lack of response to cue ($-\frac{1}{2}$)
- ii. Mis-timing by rider ($-\frac{1}{2}$)

G. Stop (5)

- i. Lack of response ($-\frac{1}{2}$)
- ii. Resisting rider (-1 to -3)

H. Secure Seat & Rein Use

- i. Walk (2 points)
- ii. Jog (Trot) (3 points)
- iii. Lope (Canter) (5 points)

Youth needs to have a stable seat at all three gaits. Points are to be deducted for non-secure seats and lack of control. Bouncing or loss of balance that would interfere with control will result in the point deductions (-1 to maximum for that gait, depending on severity). Riders heels should be down and the leg stable (-1 to -2). Reins should not be excessively tight or loose (-1 to -2). If using curb bit, rider needs to ride one handed (two hands, -2). For Level I, English option riders are not required to post, and if they do so, being on the correct diagonal will not be evaluated. Level II riders are required to post and to be on the correct diagonal.

Level II Horsemanship Skill Test Scoresheet - Pattern A

Name:	County:
Address:	Date:
State Approval:	

PATTERN WORK

Maneuver	Points	Comments
Walk straight line (3)		
Walk-Jog transition (3)		
Jog straight line (4)		
Jog right circle (5)		
Jog straight line (5)		
Jog-lope transition (5)		
Lope left circle (5)		
Lope-jog transition (5)		
Jog straight line (4)		
Stop (5)		
Back (5)		
Subtotal (50)		

HORSEMANSHIP POSITION

Walk: Hands (2)		
Seat (3)		
Legs (2)		
Balance (3)		
Jog: Hands (5)		
Seat (5)		
Legs (5)		
Balance (5)		
Lope: Hands (5)		
Seat (5)		
Legs (5)		
Balance (5)		
Subtotal (50)		
EXAM TOTAL (100)		

(Note: For Hunter Hack, replace jog with posting trot and lope with canter.)

Office Use	
Evaluator's Name:	
Address:	Phone:

Level II Horsemanship Skill Test Scoresheet - Pattern B

Name:	County:
Address:	Date:
State Approval:	

PATTERN WORK

Maneuver	Points	Comments
Walk to center (2)		
Walk-Jog transition (3)		
Jog left circle (5)		
Jog-lope transition (3)		
Lope larger left circle (5)		
Lope-jog transition (3)		
Jog right circle (5)		
Jog-lope transition (3)		
Jog end of arena/straight line (3)		
Stop (5)		
Back (5)		
Subtotal (50)		

HORSEMANSHIP POSITION

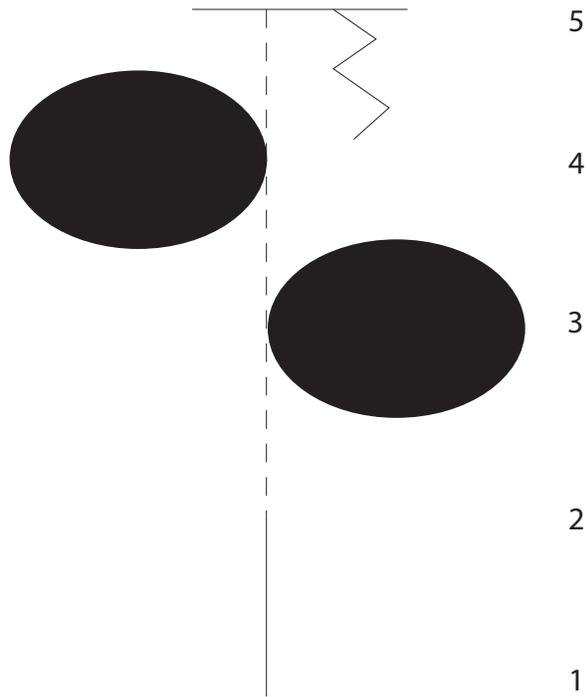
Walk: Hands (2)		
Seat (3)		
Legs (2)		
Balance (3)		
Jog: Hands (5)		
Seat (5)		
Legs (5)		
Balance (5)		
Lope: Hands (5)		
Seat (5)		
Legs (5)		
Balance (5)		
Subtotal (50)		
EXAM TOTAL (100)		

(Note: For Hunter Under Saddle/Saddle Seat replace jog with posting trot and lope with canter.)

Office Use	
Evaluator's Name:	
Address:	Phone:

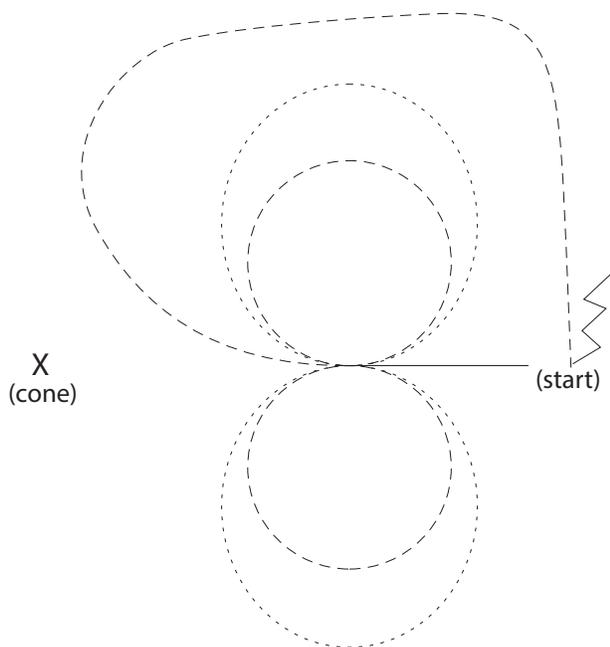
Level II Pattern — Option A

From cone (1), walk straight line. When in line with cone (2), pick up jog and proceed in straight line until in line with cone (3). At cone (3), continue to jog and do a circle to the right. Upon closing of circle, continue jogging and proceed in a straight line until in line with cone (4). At cone (4), pick up a left lead and lope a circle to the left. Upon closing circle, break down to a jog and proceed in a straight line until even with cone (5). At cone (5), stop and back. Wait for instructions from evaluator.



Level II Pattern - Option B

Walk to center, of arena, even with cone. At center, pick up a jog and jog a circle to the left. Close circle at center and pick up lope. Lope a larger circle to the left on the left lead. Close circle at center and drop to a jog. Jog a circle to the right. Close at center and pick up a lope. Lope a larger circle to the right in the right lead. Close circle at center and drop to a jog. Jog around end of arena to the cone. Stop and Back.



Pattern Work

50 points, note point range reflective of pattern differences

- A. Walk Straight Line (2 to 3 points) — walk should have forward momentum and be straight as indicated by pattern.
- Faults
1. Crooked ($-\frac{1}{2}$)
 2. Break of gait ($-\frac{1}{2}$ each break)
- B. Transition (3 points) — transitions should be crisp (on command, fluid) and at the point indicated by pattern.
- Faults
1. Unwilling response by horse ($-\frac{1}{2}$)
 2. Inappropriate application of aids and/or failure of rider to respond correctly ($-\frac{1}{2}$ to -2)
- C. Jog/Trot Straight Line (4 to 5 points) — jog/trot should be a true two-beat gait with horse traveling at proper speed for size and conformation. Horse should display proper frame and collection.
- Faults
1. Crooked ($-\frac{1}{2}$)
 2. Break of gait ($-\frac{1}{2}$ each break)
 3. Failure to maintain collected frame & impulsion ($-\frac{1}{2}$)
 4. Inappropriate application of aids and/or failure of rider to respond correctly ($-\frac{1}{2}$ to -2)
- D. Jog/Trot Circles (5 points) — circles should be round and uniform with body on proper arc from tail to poll. Circle should begin and end at point indicated by pattern
- Faults
1. Failure to use cone/pattern ($-\frac{1}{2}$ each occurrence)
 2. Failure to maintain proper arc ($-\frac{1}{2}$ for each quarter circle, -2 maximum)
 3. Break of gait ($-\frac{1}{2}$ each break)
 4. Unwilling response to rider ($-\frac{1}{2}$)
 5. Failure to maintain collected frame & impulsion ($-\frac{1}{2}$)
 6. Failure to be on the correct diagonal ($-\frac{1}{2}$ per quarter)
 7. Inappropriate application of aids and/or failure of rider to respond correctly ($-\frac{1}{2}$ to -2)
- E. Lope/Canter Circles (5 points) — circles should be round and uniform and horse should travel on correct lead with a three-beat gait. Circles should begin and end at point indicated by pattern.
- Faults
1. Failure to use cone/pattern ($-\frac{1}{2}$ each occurrence)
 2. Failure to maintain proper arc ($-\frac{1}{2}$ for each quarter circle, -2 maximum)
 3. Break of gait ($-\frac{1}{2}$ each break)
 4. Unwilling response to rider ($-\frac{1}{2}$)
 5. Wrong Lead ($-\frac{1}{2}$ each quarter)
 6. Failure to maintain collected frame & impulsion ($-\frac{1}{2}$)
 7. Inappropriate application of aids and/or failure of rider to respond correctly ($-\frac{1}{2}$ to -2)

F. Stop (5) — performed at site designated by pattern. Horse should stop square without hesitation or refusal.

Faults

1. Lack of response (- $\frac{1}{2}$)
2. Resisting rider (- $\frac{1}{2}$)
3. Inappropriate application of aids and/or failure of rider to respond correctly (- $\frac{1}{2}$ to -2)

G. Back (5) — the back should reflect a willing gait performed in a straight line.

Faults

1. Lack of response (- $\frac{1}{2}$)
2. Resisting rider (- $\frac{1}{2}$)
3. Crooked (- $\frac{1}{2}$)
4. Inappropriate application of aids and/or failure of rider to respond correctly (- $\frac{1}{2}$ to -2)

Horsemanship Position

(50 points)

Walk

Hands (2)

Seat (3)

Legs (2)

Upper body/Balance (3)

Jog

Hands (5)

Seat (5)

Legs (5)

Upper body/Balance (5)

Lope

Hands (5)

Seat (5)

Legs (5)

Upper body/Balance (5)

For each of the gaits, the following will be evaluated. The point differences between the gaits reflect the “increased difficulty” of maintaining proper position as the horse increases speed.

A. Hands — The hands should remain light and sensitive, and in a position to be effective. The hands should form a straight line with the rider’s elbow and the horse’s mouth. Hands located too high or too low are not effective and do not present the rider in a professional manner. Likewise, heavy abusive hands are not desired if one is going to develop a willing, responsive mount.

Faults

1. Hands that are located too high or too low (- $\frac{1}{2}$ to -2 for each gait that fault is displayed). A good rule of thumb is that they should be located in front of the saddle and within 2 inches on the horn.
2. Reins that are held incorrectly (- $\frac{1}{2}$ to -2 for each gait that the fault is displayed. Note: riders can ride either one- or two-handed and should reflect the type of bit/bridle being used).
3. Excessive hand movement or using the hands to support rider’s balance (- $\frac{1}{2}$ to -2). The rider’s hands need to move with the horse and be independent of the rider’s seat.

B. Seat — The rider should sit over his/her seat bones which remain in contact with the saddle (exception—posting trot) over the horse's center of gravity.

Faults

1. Seat too far forward or back ($-\frac{1}{2}$ to -2 for each gait that the fault is displayed)
2. Excessive bouncing (lack of ability to sit horse) ($-\frac{1}{2}$ to -2 for each gait the fault is displayed)

C. Legs — The legs should hang down below the rider's hip with a slight bend to the knee and ankle. The heels should be down and in line with the hip, shoulder and ear.

Faults

1. Legs too far forward or too far back ($-\frac{1}{2}$ to -2 for each gait the fault is displayed)
2. Heels not down ($-\frac{1}{2}$ to -2 for each gait the fault is displayed)
3. Unstable (too much swing/movement) ($-\frac{1}{2}$ to -2 for each gait the fault is displayed)

D. Upper body/balance — The rider should sit up straight and over the horse's center of gravity. His/her shoulders should remain square.

Faults

1. Leaning too far forward or too far back ($-\frac{1}{2}$ to -2 for each gait the fault is displayed)
2. Leaning to one side or another ($-\frac{1}{2}$ to -1 for each gait that the fault is displayed)
3. Failing to maintain square shoulders ($-\frac{1}{2}$ to -1 for each gait that the fault is displayed)