

KENT COUNTY 4-H YOUTH HORSEMASTER PROGRAM

SENIOR DIVISION ADVANCED LEVEL

Name		4-H Age		Number of Years in 4-H	
4-H Club		Phone #			
Youth Signature					
Club Leader Signature Must be signed					
Club Leader Phone #					
Club Leader Email If available					
Parent Signature Must be signed					
Points Possible (passing grade 80%)					

SENIOR DIVISION-ADVANCED LEVEL REQUIREMENTS

1. Youth must be judged at the required riding pattern for the member's chosen division of riding (ex. Western, Hunter, Saddle Seat, Dressage, Contesting)
2. Youth must give a demonstration relating to some area of horses to their club or a group of students. The demonstration will be rated according to the provided scorecard. 80% is required to pass. The rater can either attend the demonstration or the member can have the demonstration video taped (full size VHS or DVD preferred) for judging by approved rater at a later date.
3. Youth must give 1 – 2 persons an organized lesson pertaining to some area the person(s) have a need to learn more about riding or handling horses. The lesson will be rated by an approved rater using the lesson scorecard provided. 80% is required to pass. The less may either be observed by the approved rater or a video (full size VHS or DVD) may be taken for rating purposes at a later date.

Western: Ride the Reining Pattern provided in the packet. The reining pattern will be judged according to established reining scoring. A score of 68 will be considered passing.

Hunt Seat: Ride the Hunt Seat Riding Pattern provided in the packet. The rater will look for quality of riding, execution of elements and correct position. The scoring will be done with the provided scorecard for the pattern.

Hunter: A medals course must be ridden and will be judged by an approved rater. Rater will be looking for quality of jumps and turns. All jumps must be a height of 2' 3". A sample course has been included.

Saddle Seat: The saddle seat pattern enclosed in packet will be judged by an approved rater. The rater will look for quality of riding, execution of elements and correct position. The scoring will be done with the provided scorecard for the pattern.

Dressage: The approved test (current Training Level Test 3 or 4) may either be ridden to an approved rater or may be ridden at an established show holding dressage classes under a hired judge. The test results must be signed by the show secretary and have a score above 55%. Show must have been held in the current year. Please provide your own test sheet.

Contesting: The member must ride the provided pattern and be judged by an approved rater, who will look for quality of turns, control and rating of speed, attempt at maximum speed, and efficiency of ridden lines. The scoring will be done with provided scorecard for the pattern.

SENIOR DIVISION-ADVANCED LEVEL DEMONSTRATION SCORECARD

Title: _____

Presented to: _____

Date: _____

Time allowed: 9 – 12 minutes

Number	Element	Possible Points	Earned
1	Introduction		
	The introduction created interest in the subject	5	
	The introduction was short and to the point	5	
2	Organization		
	Only one main idea was presented	10	
	Materials/equipment was carefully selected	5	
	Key points were stressed	10	
3	Content and Accuracy		
	The facts and information were complete and accurate	10	
	Approved practices were used	10	
	Content was appropriately related to topic	5	
4	Stage Presence		
	Member was neat and appropriately dressed	5	
	Member spoke directly to and looked at the audience	5	
5	Delivery		
	Member appeared to enjoy presentation	5	
	Words were pronounced correctly	5	
	Member used good voice control	5	
	Notes, if used, did not detract from the presentation	5	
6	Summary		
	The summary was short and interesting	5	
	Questions were effectively handled	5	
7	Penalty points (if any)	Minus	
	15 seconds to 59 seconds over or under	-2	
	1 – 3 minutes over or under	-5	
	More than 3 minutes over or under		Disqualified
	Total Points Possible	100	
	Total Points Received		

Comments:

Rater signature: _____ Date: _____

SENIOR DIVISION-ADVANCED LEVEL HORSE/PONY LESSON SCORECARD

Guidelines:

1. Select a horse(s) that is well suited to the lesson takers.
2. Select handlers/riders that have only limited knowledge of the area you are covering.
3. Have all needed equipment on hand at the start of the lesson.
4. Keep the lesson moving, don't over talk a subject.
5. Have someone video tape the lesson if you are unable to have an approved rater on site.
6. Select a topic area that you are knowledgeable and comfortable with yourself.

Lesson Scoring: (use a score of 1 - 10 points for each category below)

Number	Element	Score
1	The horse(s) was well suited to the handler/rider taking the lesson	
2	The handler/rider seemed to have a limited knowledge of the topic covered	
3	The teacher seemed to have sufficient knowledge of the topic covered	
4	All the necessary equipment was organized, available and clean	
5	The lesson stayed on track and seemed focused to the task	
6	Good communication was used. The handler/rider seemed to understand the instruction given and be comfortable with the instruction given.	
7	The instruction was given in an organized and structured manner.	
8	Sufficient time was given the student to accomplish each task	
9	The lesson time stayed positive and upbeat for the student	
10	The member took time to actually show certain skills	
	Initial Score	
	Minus Penalty Points	
	Final Total	
Lesson should be between 15 and 30 minutes long. 2 penalty points for every 5 minutes over or under are to be deducted from the initial score to determine the final total score.		

Comments:

Rater signature: _____ Date: _____

SENIOR DIVISION-ADVANCED LEVEL WESTERN REINING PATTERN

NAME: _____ CLUB: _____

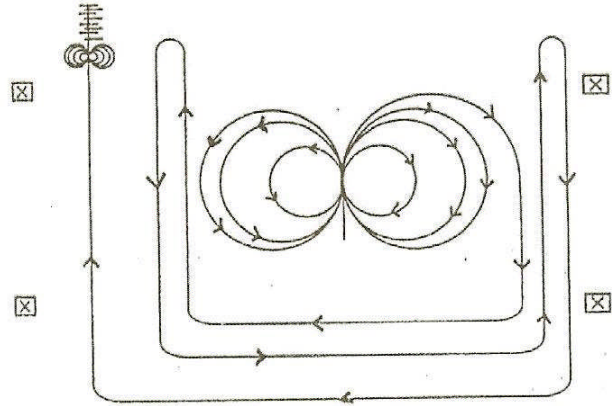
Scoring ranges from 0 to 100 with 70 denoting an average performance. Eight maneuvers are scored and assessed penalty points if necessary. Add up total score by adding or subtracting maneuver scores and subtracting penalty points from a total of 70. A score of 68 is passing.

Penalties:

- 5 points – spurring in front of cinch, free hand used to instill fear, holding saddle, disobedience of horse (rearing, bucking, kicking, biting, and striking)
- 2 points – break of gait, freezing up in spins or RB, failure to walk during walk in, failure to go beyond designed marker before initiation stop position.

Credit or Fault on Maneuvers:

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

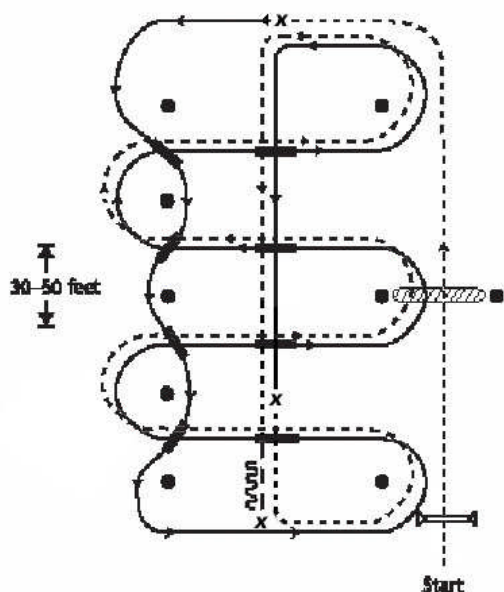


1. Walk to center of arena
2. Begin on right lead, complete three circles to the right.
 - a. First circle small and slow, the second two circles large and fast
3. At the center of arena, change leads. _____
4. Complete three circle to the left.
 - a. First circle small and slow, the second 2 circle large and fast.
5. At the center of the arena, change leads. _____
6. Begin a large fast circle to the right, do not close this circle but run down the side past center marker at least twenty feet from the wall or fence and do a left rollback. _____
7. Continue back around previous circle, do not close this circle but run straight down the side past center marker at least twenty feet from the wall or fence and do a right rollback. _____
8. Continue back around previous circle, do not close this circle but run straight down side of arena at least twenty feet from wall or fence, past center marker and do a sliding stop. _____
9. Back over slide tracks a minimum of ten feet. Hesitate. _____
10. Complete four spins to the right. Hesitate. _____
11. Complete four spins to the left. Hesitate, showing completion of pattern. _____

Penalty Points - _____ 70 +/- _____ (points) = Total Score _____

Rater: _____ Date: _____

SENIOR DIVISION-ADVANCED LEVEL HUNT SEAT (ENGLISH) RIDING PATTERN



NAME: _____

CLUB: _____



ELEMENT (each possible 10 pts)

- | | Points |
|--|--------------------|
| 1. Enter through gate, sitting trot to & over log/pole | _____ |
| 2. Halt at mid-line, left lead from halt to mid-pt. between 4 th & 5 th cones | _____ |
| 3. Right lead to mid-pt. between 5 th & 6 th cones | _____ |
| 4. Left lead to mid-pt. between 6 th & 7 th cones | _____ |
| 5. Right lead to mid-pt. between 7 th & 8 th cones | _____ |
| 6. Left lead around 8 th cone, around 1 st cone to mid-line to 7 th cone | _____ |
| 7. Right lead to mid-line between 7 th & 2 nd cones | _____ |
| 8. Left lead around 2 nd cone to mid-line between 2 nd & 5 th cones | _____ |
| 9. Right lead to mid-line between 5 th & 3 rd cones | _____ |
| 10. Left lead around 3 rd cone to mid-line, Hand Gallop down mid-line | _____ |
| 11. Halt at X, settle for 5 seconds, proceed straight ahead at rising trot on mid-line | _____ |
| 12. Track left, rising trot serpentine with correct diagonals around 1 st , 7 th , 2 nd , 5 th , & 3 rd cones | _____ |
| 13. Lengthen rising trot down mid-line | _____ |
| 14. Halt through a walk at end of pattern, settle, back 10 steps | _____ |
| Total Possible Score 140 | |
| 112 points to pass (80%) | Ridden Score _____ |

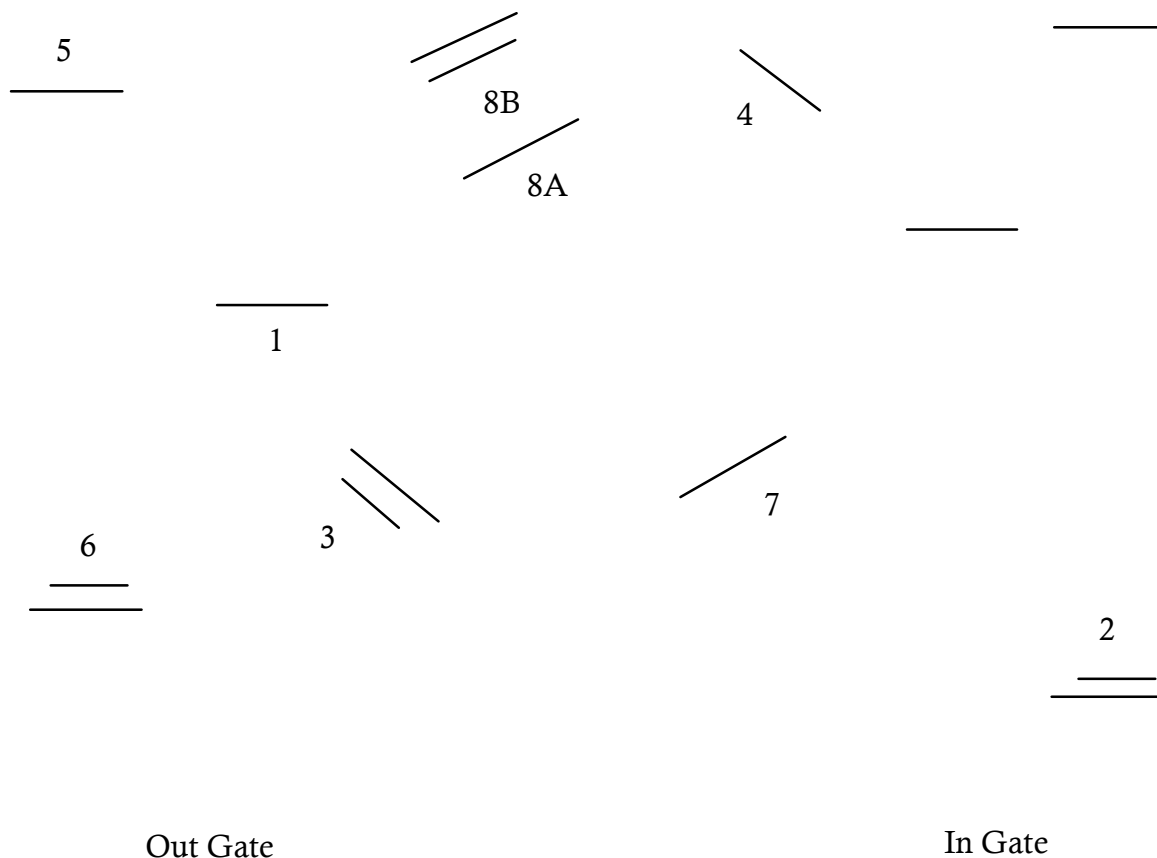
Rater: _____ Date: _____

SENIOR DIVISION-ADVANCED LEVEL HUNTER SAMPLE COURSE

NAME: _____ CLUB: _____

Fence Height 2' 3"

2 Changes of direction w/combination and oxers



Rater: _____ Date: _____

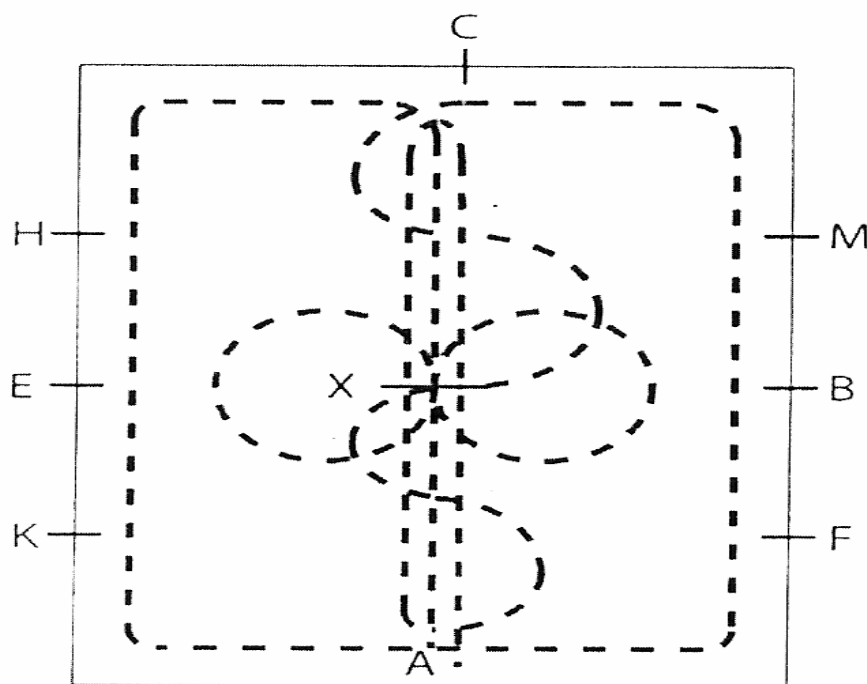
SENIOR DIVISION-ADVANCED LEVEL SADDLE SEAT PATTERN

NAME: _____

CLUB: _____

#	Letter	Element	Points	Score
1	A	Enter rising trot or second gait down centerline	10	
	X	Halt		
2	X	Figure eight; first circle, canter left lead, second circle sitting trot or second gait. Proceed to C at rising trot or second gait.	10	
	C	Track to the left		
3	H	Halt, drop irons, Canter left lead	10	
4	K	Sitting trot or second gait	10	
5	F	Counter Canter	10	
	M	Halt. Pick Up Irons. Proceed rising trot or second gait		
6	C-A	Serpentine at the trot or second gait demonstrating three changes of diagonals (on the centerline). Four Loops	10	
	A	Halt. Execute 90 degree turn on the haunches		
7	A-C	Canter demonstrating TWO simple changes of lead, sequence to be left, right, left.	10	
	C	Halt		
8	C	Execute a 180 degree turn on the forehand.	10	
	C-X	Proceed rising trot or second gait down the centerline		
9	X	Halt, back four steps, leave arena at a free walk on a loose rein	10	
10		Rider's position and effective use of aids.	10	
		Total points (80% is passing)	100	

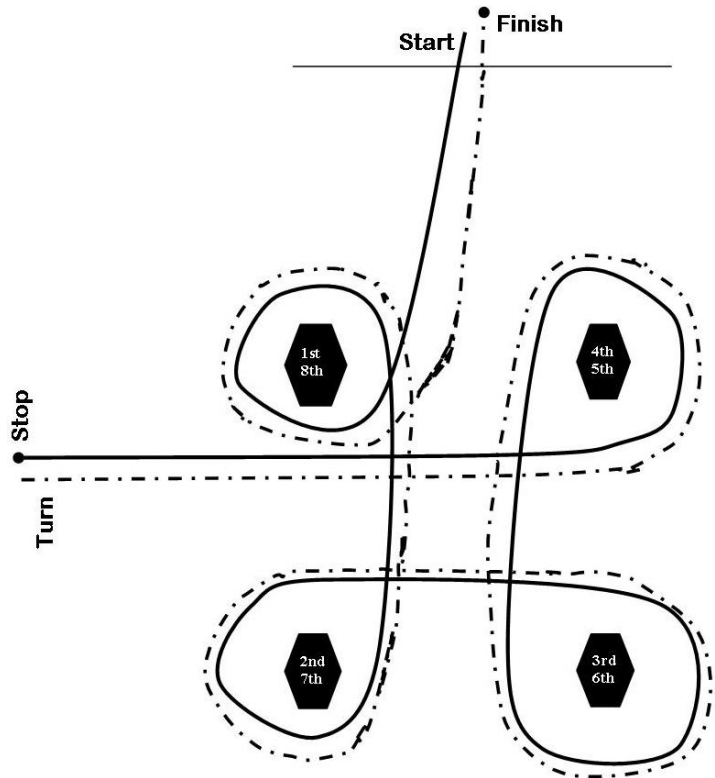
Rater: _____ Date: _____



SENIOR DIVISION-ADVANCED LEVEL CONTESTING

4 Barrels are set in a square pattern 75 feet apart. Start/Finish line is 50 feet in front of barrels.

1.	Run across start line following the course of the solid line, making all right turns.
2.	After completing final right turn, run thru barrels approximately 30 feet.
3.	Stop, pause for 5 seconds.
4.	Turn and following course of the dotted line, making all left turns.
5.	After completing final left turn, run past finish line to complete pattern.



Number	Element	Possible Points	Score
1	Efficiency of ridden lines	10	
2	Barrels knocked over (-5 points per barrel)	10	
3	Illegal use of hands (-3 per infraction)	10	
4	Maximum speed	10	
5	Stop is quick and controlled.	10	
6	5 second pause – Horse is calm.	10	
7	Control of the horse	10	
8	Excessive spurring or whipping	10	
9	Loss of forward motion (-10 pts per loss)	10	
10	Breaking of pattern (-10 pts per break)	10	
	Total Score	100	

Rater: _____ Date: _____