

Judging Performance Classes

Johnson County 4-H
Hoofprints-Horse Judging



All Performance Classes

- As enter the ring
- Overall appearance for class
- Each gait, each direction
 - Walk, trot or jog, lope or canter
- Backing
- Standing in line
- Manners & responsiveness throughout



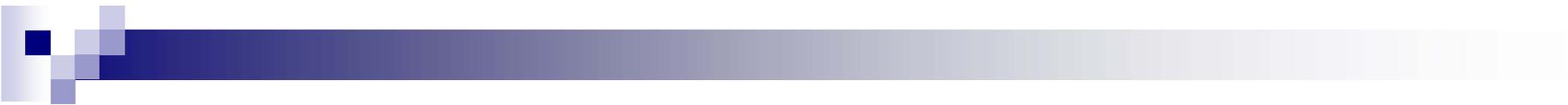
At entry into the ring

- First impression- appropriate type & show ring ready
- Equipment satisfactory
- Sound
- Sex & color of horse; ID rider (number)
- Carriage of head & neck—level
- How much restraint, control, rein contact, cueing etc is required by rider?
- Mouth, eyes, ears and tail position
- The walk is flat-footed with a true four-beat gait
- Rail position- is it correct?
- Is speed acceptable & appropriate for the style of riding?



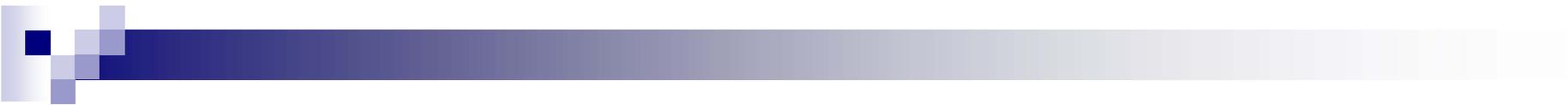
Trot or Jog

- Soundness, head carriage, restraint, control, rail position, mouth, eyes, ears, tail, etc
- Smoothness of transition from walk
- True two-beat gait with desirable rhythm & cadence
- Consistent speed, head set, little resistance
- Clean foot-pick-up and soft foot-to-ground contact
- Move with class & style with correct leg flexion, extension and length of stride
- Appear smooth to ride
- Responsive and agile in its maneuvers
- Correct diagonal (if applicable)



Lope or Canter

- Many of the same elements of other gaits
- A true three-beat gait with rhythm & cadence
- Correct lead
- Smooth transitions
- Appropriate speed



Reverse & Line Up

- Are looking to confirm what you have already seen
 - Weighted as number 7 of the 6 elements you have seen so far
- Reverse with ease
- Degree of resistance- want mouth closed
- Display control
- Reverse correctly- directionally straight
- Maintains proper head position
- Stands quietly in line-up



When Placing

- Give credit for difficulty in level of performance & subtract for substandard performance
- For Youth or Amateur Class—Manners are more important than in an open class
- Be as objective as possible
- Know your personal biases & breed preferences that may conflict with the breed preferences of the class you are judging



Western Pleasure

- The western pleasure horse is sensible, alert, bright, easy moving, well mannered mount that provides a quiet, comfortable and pleasant ride
- Show at **walk, jog & lope** both directions
- Back easily & stand readily
- Stride should be of reasonable length in proportion to conformation
- Enough cushion in pastern to give the rider a smooth pleasant ride & move lightly in the front
- Hocks well up underneath the body exhibiting hindquarter impulsion, cadence & collection
- Horse has relatively flat kneed stride
 - High round motion is penalized in most breeds



Western Pleasure, continued

- Head is carried in a natural position, not high with the nose out or low & over-flexed at the poll
 - Level with rounded back
- Credit should be given to the horse that is relaxed, but has alert ears, looks balanced in its way of going & is responsive to the reins
- Level of difficulty is increased when horse maintains accurate movement & frame at lower speed & should be rewarded, but not at the cost of accuracy & trueness of movement
- When asked to extend the jog, the horse moves out with the same smooth way of going



Western Pleasure- Walk

- Natural, flat-footed, four-beat gait
- Horse should track straight & true
- Alert
- Stride of reasonable length in keeping with the size of the horse



Western Pleasure- Jog

- Smooth, ground-covering, two-beat diagonal gait
- Horse works from one pair of diagonals to the other pair
- Jog must be square, balanced, with a straight-forward movement of the feet
- Horses walking with their back feet & jogging on the front are not performing the required gait & should be penalized



Western Pleasure - Lope

- Easy, rhythmical, three-beat gait
- Horses moving to the left must be on the left lead & horses moving the right must be on the right lead
- Horses performing a 4-beat gait are not performing a proper lope & should be penalized significantly
- Horse should lope with a natural stride & appear relaxed & smooth & should be ridden at a speed that appears natural



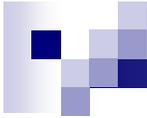
Western Pleasure-Overall

- Carry head & neck in relaxed, natural position with it's poll level with or slightly above the withers
 - Head should not be behind the vertical, giving the appearance of intimidation or be excessively nosed out, giving a resistant appearance
 - Profile of the head should be level with nose slightly in front of the vertical
 - Bright expression with alert ears & appearance of attentiveness to the rider
 - Shown on a reasonably loose, yet controlled rein & responsive & smooth in all transitions
- Maximum credit should be given to the flowing, balanced & willing horse that gives the appearance of being fit & a pleasure to ride & which accurately performs at the highest level of difficulty



In general- for Western Pleasure

- If scoring each gait using ~point system
- 10 points for walk
- 30 points for jog
- 40 points for lope
- Up to 10 points for manners
- Up to 10 points for responsiveness



Ohio PAS Program

Performance against the Standards

WESTERN PLEASURE PAS Score Sheet

CLASS:

POINTS:

The Walk: up to 10 pts
The Jog: up to 30 pts
The Lope: up to 40 pts
Manners: up to 10 pts
Responsiveness: up to 10 pts

PENALTIES:

Wrong Lead (1-5 strides): 1 to 5 pts
Wrong Lead (>5 strides): 10-20 pts
Failure to get true gait: 10 pts
Failure to get and maintain gait: 20 pts

Exhibitor Number	10 pts Walk	30 pts Jog	40 pts Lope	10 pts Manners	10 pts Responsiveness	Penalties	Total



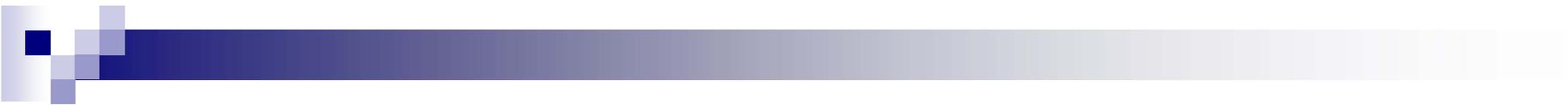
Western Pleasure Terms

- Fresher moving
- More willing to work
- More relaxed, consistent
- More consistent cadence & rhythm
- Calmer
- Worked at a more desirable speed
- Traveled straighter down the rail
- Exhibited a smoother way of going
- Showed a higher degree of control
- Solid, steady & honest
- Showed more mechanics of motion
- More balanced action
- Had a more pleasing form
- More suppleness
- More quality of motion
- More lateral flexion
- More correct in his gaits
- More pleasing attitude
- A more stylish & fluid mover
- More responsive to the rider's cues



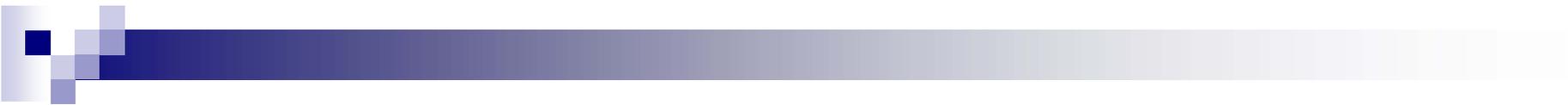
Western Pleasure Terms

- Higher quality mover, being flatter kneed, squarer jogging & deeper hocked at the lope
- Exhibited less elevation to knee & hock
- Steadier movement
- Quicker or quieter transitions through the gaits
- Backed more readily
- Softer moving
- Steadier in his gaits
- Required less hand to mouth contact
- Traveled on a longer, looser rein
- Showed a high degree of responsiveness
- More correct head set
- Maintained a more nearly level frame during his smoother transitions
- Had more hind leg engagement
- Driving with more impulsion from behind
- Rolled his hips less at the jog



Hunter Under Saddle

- Horses should be suitable to purpose
- Obedient, alert & responsive to rider
- Should move in a long, low frame & be able to lengthen their stride & cover ground, as in traveling over hunt country following hounds.
- Should be serviceably sound & quick short strides should be penalized
- Judges should emphasize free movement & manners
- Horse shown at walk, trot & canter both ways of the ring with light contact & should back easily & stand quietly
- Judge may ask for a hand gallop one or both ways of the ring
 - No more than 8 horses are to hand gallop at one time
 - Judge may ask for halt & stand quietly on a loose rein



Hunter Under Saddle

- Walk should be forward, rhythmical & flat-footed
 - Extremely slow walk will be penalized
- Trot should be long, low, ground-covering, cadenced & balanced.
 - Smoothness is more important than speed
 - Extension and stride length important
 - Excessive speed or knee action to be penalized
- Canter should be smooth, free-moving, relaxed & straight on both leads
 - Stride should be suitable to cover ground following hounds
 - An over collected, four-beat canter is to be penalized as is excessive speed
- Hand gallop should show a definite lengthening of stride with a noticeable difference in speed
 - Horse should be under control at all times & able to pull up & stand quietly (not a sliding stop)



In general- for Hunter Under Saddle

If scoring each gait using ~point system

- 10 points for walk
- 40 points for trot
- 30 points for canter
- Up to 10 points for manners
- Up to 10 points for responsiveness

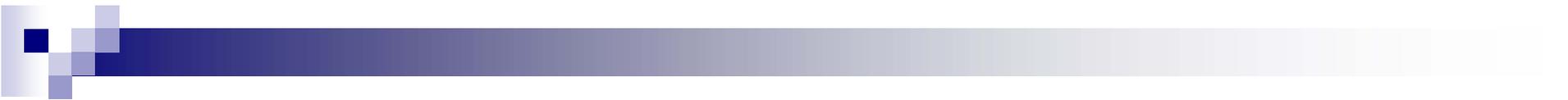
Ohio PAS Program- HUS

HUNTER UNDER SADDLE PAS Score Sheet

CLASS:

POINTS:	PENALTIES:
The Walk: up to 10 pts	Wrong Lead (1-5 strides): 1 to 5 pts
The Trot: up to 40 pts	Wrong Lead (>5 strides): 10-20 pts
The Canter: up to 30 pts	Failure to get true gait: 10 pts
Manners: up to 10 pts	Failure to get and maintain gait: 20 pts
Responsiveness: up to 10 pts	Head too low and/or behind the vertical: 20 pts

Exhibitor Number	10 pts Walk	40 pts Trot	30 pts Canter	10 pts Manners	10 pts Responsiveness	Penalties	TOTAL



Hunter Under Saddle Terms

- Moved out with a bolder more determined stride
- Moved out with a lower frame
- He was a flatter footed, more relaxed at the walk
- Was more cadenced at the trot
- Had more hindquarter impulsion
- Was lighter on the forehand
- He slips across the ground lower & leveler, showing greater reach of the forearm at the walk, trot and canter
- More forward into the trot with more hindquarter impulsion
- More extended and freer moving
- Flashier mover who sets himself apart from the rest
- Was a slower-legged, longer-striding individual who was softer in his foot to ground contact



Horsemanship/Equitation

- Judged on the rider and his ability to control the horse
 - Hand position
 - Basic Body position
 - Position in Motion
 - Mounting & Dismounting
- Often asked to perform a pattern
 - Accuracy of pattern is vital
 - Better performance in pattern will usually separate close pairs
- Horsemanship = Western
- Equitation = English



Horsemanship Hand Position

- Hands & arms held in relaxed manner
- Upper arms in straight line with body, one holding reins is bent at elbow
- When using a romal, rider's off hand shall be around the romal with at least 16'' slack
- Some arm movement permitted, excessive pumping penalized
- Hands should be around reins, one finger between reins permitted if split reins, not romal
- Reins are carried immediately above or slightly in front of saddle horn
- Light contact with horse's mouth
- At no time should reins be carried more than a slight hand movement from the horse's mouth
- If a snaffle or hackamore is used, it is permissible for rider to use 2 hands on the reins



Horsemanship Basic Body Position

- Rider should sit in saddle with legs hanging straight & slightly forward of the stirrups
- Stirrup should be just short enough to allow the heels to be lower than the toes
- Rider's body should appear comfortable, relaxed & flexible
- Feet may be placed home in the stirrup with the boot heel touching the stirrup, or less deep
- Riding with the toes only in stirrup will be penalized



Horsemanship Position in Motion

- Rider should sit to jog-trot & not post
- At the lope rider should be close to saddle
- All movements of the horse should be governed by imperceptible aids (subtle cues)
- Exaggerated shifting of weight is not desirable



Mounting & Dismounting

■ To mount:

- Take reins in left hand & place the hand on the withers
- Grasp stirrup leather with right hand & insert left foot in stirrup and mount

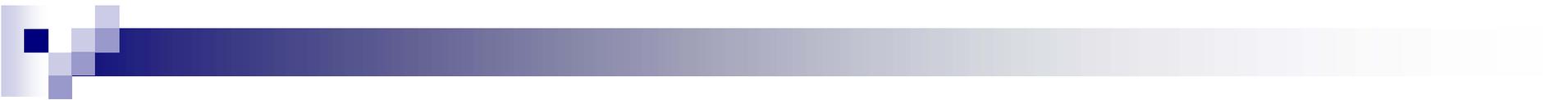
■ Dismount

- Rider may either step down or slide down
- Size of the rider must be taken into consideration



Equitation

- Saddle seat or Hunt seat rider judged on his ability to control horse
- Rider should have a workmanlike appearance
- Seat & hands should be light & supple
- Conveying the impression of complete control
- Often asked to perform a pattern
 - Accuracy of pattern is vital
 - Better performance in pattern will usually separate close pairs



Equitation Hand Position

- Hands should be over & in front of withers
- Knuckles 30° inside vertical, hands slightly apart & making a straight line from the horses mouth to the rider's elbow
- The bight of the reins may fall on either side
- Reins, however, must be picked up at the same time



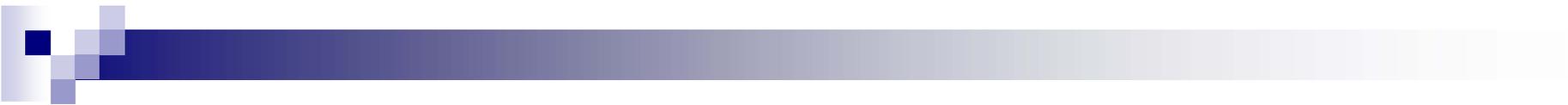
Equitation Basic Body Position

- Rider's eyes should be up and shoulders back
- Toes should be at an angle best suited to the rider's confirmation
 - Ankles flexed
 - Heels down
 - Calf of leg in contact with horse & slightly behind girth
- Ball of the foot is placed in the stirrup iron



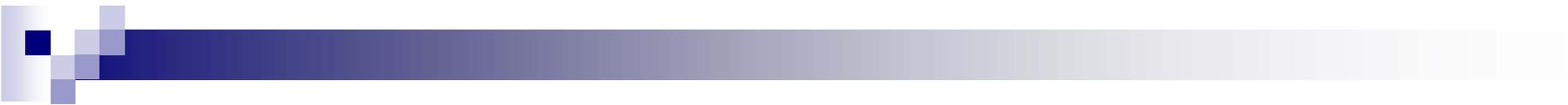
Equitation Position in Motion

- At walk or slow trot, rider's body should be vertical
- At posting trot, body inclined slightly forward in hunt seat equitation and vertical in saddle seat equitation
- Rider should rise in the post when the outside front leg reaches forward & should change diagonals smoothly in pattern work
- At the canter, riders body should be at position halfway between that of the walk & posting trot
- At the gallop or over fences, body should be more inclined than at the posting trot (Hunter)
- Saddle seat rider will maintain vertical body position at all gaits
- Excessive pumping of the legs or arms should be penalized



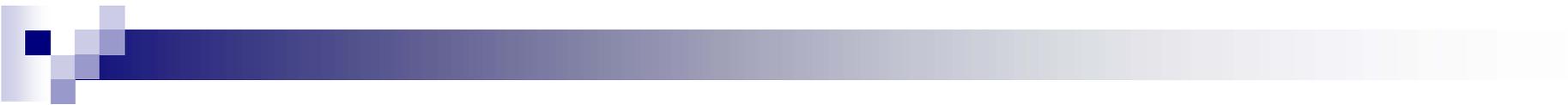
Horsemanship/Equitation Terms

- She presented the most desirable picture of horse & rider working in unison
- She was a more effective rider who showed her horse to the fullest potential
- Maintained picture of confidence & control
- Maintained a smoother & more controlled ride throughout the class
- Carried her head up & was more alert, attentive & confident
- Sat taller in the saddle, riding with more style & confidence
- Sat deeper in the saddle with her weight more evenly distributed



Horsemanship/Equitation Terms

- Was squarer with her shoulders & correctly positioned in her lower back
- Maintained a straighter line from her shoulder through her hip & heel
- More stable & educated hands
- Maintained a horizontal line from bit to elbow
- Smoother & more effective execution of the aids showing more adaptability, sympathy and control with her hands
- Executed a more correct pattern
- Stronger more effective leg with more angulation to heel



Horsemanship/Equitation Terms

- Had a more secure leg that maintained closer contact with the sides of the horse, allowing her to be more discrete with her aids
- Easier more fluid posting at the trot
- More functionally correct, maintaining correct diagonals at the trot & correct leads at the canter
- Stayed with her horse and sat transitions more smoothly



English Pleasure

- Show at walk, leisure trot or park gait, strong trot & canter with a light rein
- Horse may be asked to back or hand gallop
- Horses are judged on:
 - Manners
 - Performance
 - Quality
 - Confirmation
- Horses must show a willingness to move forward at all gaits
- Excessive speed or loss of control will be penalized



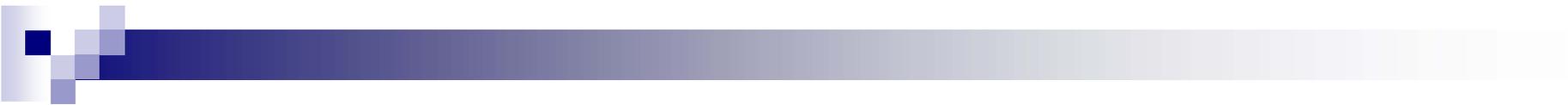
English Pleasure

- Walk should be 4-beat, flat-footed, brisk, elastic & have good reach
- Pleasure or normal trot is 2-beat, diagonal gait that is square, cadenced, collected, balanced & free moving
 - Credit is given to horses who maintain cadence & collection with additional animation & brilliance
- Strong trot or road trot is also 2-beat, cadenced & square but longer strided & more ground covering
- Speed should allow a balanced, lengthened stride with moderate collection, without becoming strung out or sacrificing form for speed
 - Excessive speed will be penalized
- Canter is a 3-beat gait that should be smooth, moderately collected, unhurried & correct & straight on both leads
- Hand gallop is extension of canter showing lengthening & extension of the stride, not just increased speed



English Pleasure Terms

- Was more brilliant & animated in his action
- Exhibited more show-ring presence & attitude
- Was prouder in his head & tail carriage
- Was more vertical with his face
- Was more two-beat & diagonal about the trot
- Was freer & more three-beat about the canter
- Trotted more nearly level
- Was more vertical in knee & hock action
- Showed more collection & consistency
- Traveled with a bolder stride
- Showed more drive off the hocks
- Exhibited higher & rounder action



Plantation Pleasure

- Tennessee Walking Horse performance division
- Horses judged on quality of movement & manners
- The flat walk & framed running walk are both a basic, loose, four-cornered gait, a 1-2-3-4 beat with each of the horse's feet hitting the ground separately at regular intervals
- Head will nod in rhythm with the regular rise & fall of his hooves, over striding the track left by his front foot with his hind
- In general he should travel in a straight, direct motion, never winging, crossing or swinging



Plantation Pleasure

- The flat walk should be loose, bold & square with plenty of shoulder motion
- The running walk should also be executed with loose ease of movement, pulling with the forefeet & pushing & driving with the hind feet
- There should be noticeable difference in the rate of speed between the flat walk & the running walk
- A good running walk should never allow proper form to be sacrificed for excessive speed
- Judging should not be influenced by speed, rather by true form exhibited
- Credit should be given to horses who maintain form & perform with brilliance & animation
- The rocking chair caner is a high rolling gait with distinct head movement, chin tucked & in a smooth & collected movement
- The horse must be straight & true on both leads



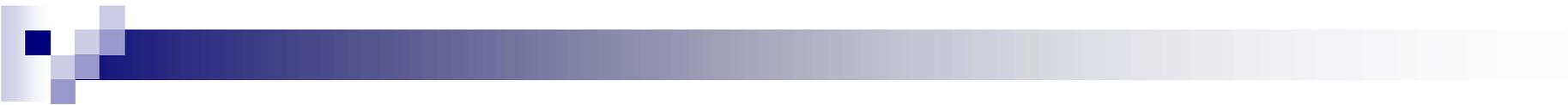
Plantation Pleasure Terms

- Exhibited more rolling motion from the shoulder
- Ha more drive from behind allowing him more reach from the hindquarters
- Showed more brilliance & animation in her movement
- Had a bolder-strided running walk
- Exhibited a bolder, squarer flat walk
- Combined show ring presence, manner & responsiveness to a high degree
- Showed more front end elevation, drive & impulsion from behind allowing for a more rolling canter



Plantation Pleasure Terms

- Had a smoother, more rolling canter
- Was more effortless in his transitions
- Wore his bridle with more pride & elegance
- Was more vertical about her face
- Was prouder in his head & tail carriage
- Was a more up headed individual
- Exhibited more show-ring presence & attitude
- Broke over higher in his knees
- Exhibited higher, rounder motion



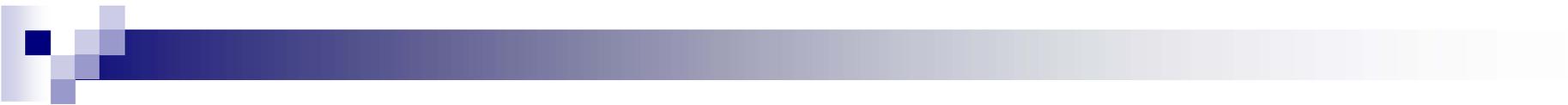
Hunter Hack

- Should move in the same style as the working hunter horse
- Judged on style over fences, even hunting pace, flatwork, manners & way of going
- Placing determined by minimum of 70% fence work and 30% work on flat
- Faults over fences will be scored as in working hunter class
- Horses eliminated in the over fence portion shall be disqualified
- Scoring based on 0-100 scale



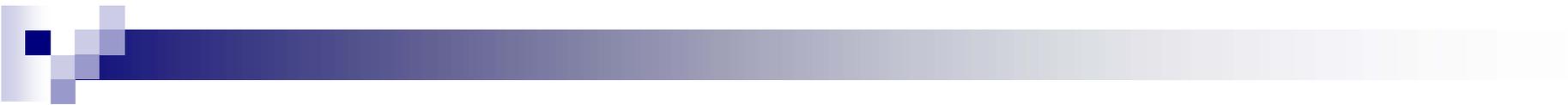
Scoring Hunter Hack

- 90-100: Excellent performer, good mover that jumps the entire course with cadence, balance & stall
- 80-89: Good performer that jumps all fences reasonably well; an excellent performer that commits 1 or 2 faults
- 70-79: Average, fair mover that makes no serious faults but lack the cadence & good balance of the scopier horses; the good performer that makes a few minor faults
- 60-69: Poor mover that makes minor mistakes; fair or average move that has 1 or 2 poor fences but no major faults or disobedience
- 50-59: Horse commits 1 major fault such as hind knockdown, refusal, trot, cross canter, or drops a leg.
- 30-49: Horse commits 1 major fault including front knockdowns & refusals or jumps in a manner that otherwise endangers horse &/or rider
- 10-29: A horse that avoids elimination but jumps in such an unsafe manner as to preclude



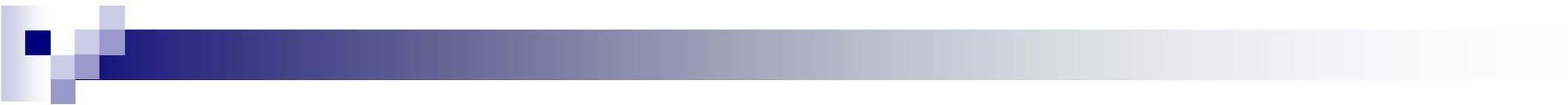
Hunter Hack- Elimination

- Third refusal, run-out, bolting on course, extra circle, shown an obstacle to a horse or any combination of these
- Jumping an obstacle before it is reset
- Bolting from the ring
- Failure to keep the proper course
- Jumping obstacles not included on the course
- Falling of horse and/or rider



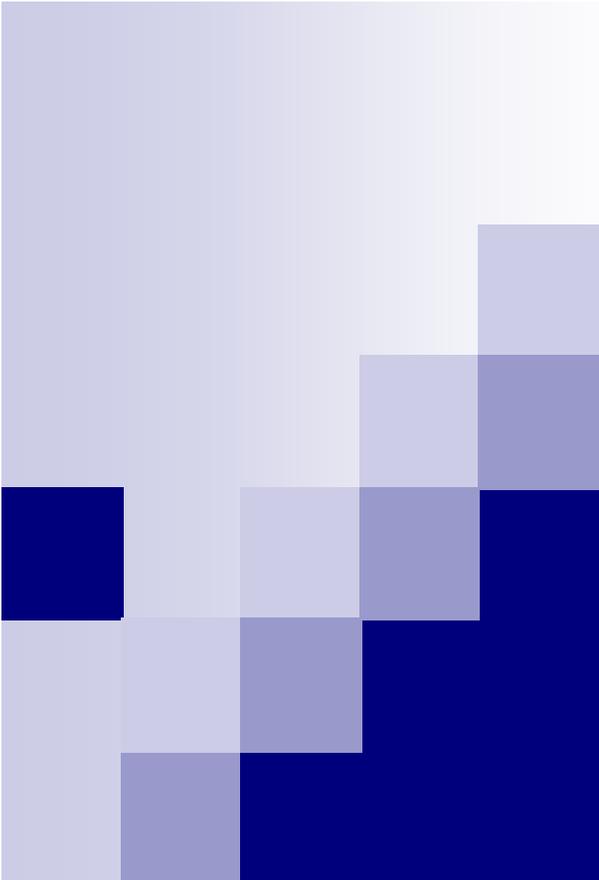
Hunter Hack - Faults

- Faults affect score but not necessarily disqualifiers
 - Wrong lead
 - Excessive speed
 - Excessive slowness
 - Breaking Gait
 - Failure to take the called for gait when asked
 - Head carried too low or too high
 - Nosing out or flexing behind the vertical
 - Opening mouth excessively
 - Stumbling or falling



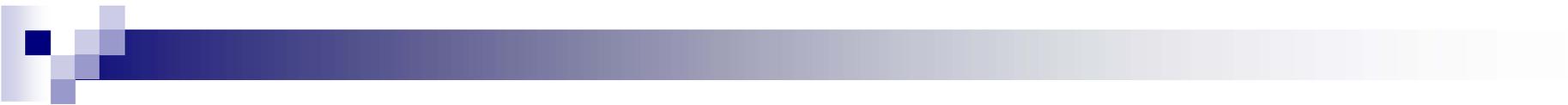
Hunter Hack Terms

- Was more relaxed & attentive in his approach to the first fence
- Jumped more evenly off both hind legs & with more hindquarter impulsion
- Had greater tuck to his front legs (or knees) with higher & more even knees
- Remained straighter between the standards
- Showed less hesitation prior to his takeoffs
- Exhibited more self-carriage, maintaining a more preferred frame and pace during his fence work
- Had a smoother lead change following his second fence
- Jumped with rounder frame, having a more preferred arc
- Was more relaxed at the halt



Pleasure Driving

Review



Pleasure Driving for QH

- 80% on performance & suitability for pleasurable drive
- 20% on condition & conformation (maximum)
- Gaits to judge:
 - Walk- with possible reverse on diagonal at walk & back
 - Park Gait – jog or trot with 2-beat rhythmical gait
 - Road Gait - faster than park gait, comparable to extended trot
- Maximum credit given for moving straight down the rail, freedom of movement, manners & bright expression
- Penalties for
 - Head behind vertical (overflexed)
 - Excessive nosing out
 - Poll below the withers
 - Exhibitor lack of control or break of gait



Miniature Horse Pleasure Driving

- Walk
 - Free, regular forward moving 4-beat gait; energetic, calm; even & determined pace
- Pleasure Trot
 - Forward impulsion, submit to bit, slower more collected, willing on bit with more cadence
- Extended Trot
 - Clear but not excessive increase in speed & length of stride; goes forward freely; engaging hind limbs with hock action; taut but light rein; balanced position
- Rein back & stand quietly
 - Excessive speed & break of gait will be penalized



Country Pleasure Driving

- This class strives for the same quality of movement exhibited in hunter under saddle class & is a bit more relaxed
- Walk
 - should have an average, flat footed, relaxed stride; free regular forward moving 4-beat gait; energetic but calm
- Country pleasure trot
 - should be long, easy-strided, working trot; balanced, relaxed 2-beat gait with easy forward movement
- Extended Trot
 - An obvious change of speed; faster gait with a more extended & reaching stride; contact with reins, balanced gait with forward movement
- If there is a back in the class; it should be a powerful and effortless stride
- In breeds such as Morgan, Saddlebred & Arabians
 - Gaits should be more animated & vertical in movement similar to their respective English Pleasure or 3-gaited class.
 - A more up-headed individual, breaking over higher in the knees, showing more show-ring presence & breed type is the ideal.



Haflinger Driving

- Focus on performance, manners & way of going
- Gaits
 - Walk
 - Free, regular unconstrained with moderate extension
 - Slow Trot
 - Forward impulsion, submit to bit; slower, more collected
 - Working Trot
 - Drive on bit, maintain steady cadence; pace between slow & strong; even steps, fall in front footprint, higher degree of difficulty score given to high energy, impulsion, suppleness & balance
 - Strong Trot
 - Clear increase in pace and length of stride; penalize excessive speed
 - Halt
 - Square halt without abruptness or veering; stand attentive, motionless & straight
 - Rein back
 - Backward movement in which legs are raised and set down simultaneously in diagonal pairs with hind legs remaining in line



Pleasure Driving Terms

- Worked straighter through the shafts
- Moved out with more eagerness & impulsion in the road gait
- Was more suitable in his work, stood quieter, backed more readily & worked in a more relaxed & cooperative manner down the rail
- Was steadier & more response in the reverse
- Turned with more smoothness & efficiency in the corners
- Stopped with more control