

Date: \_\_\_\_\_

# Lake County Fair Freestyle Judges Card

Scoring:

	0 Correct
- 1 1/2 Extremely Poor	+ 1/2 Good
-1 Very Poor	+ 1 Very Good
- 1/2 Poor	+1 1/2 Excellent

EXHIBITORS NAME:	
HORSES NAME:	
EXHIBITORS NUMBER:	
EXHIBITORS 4H CLUB:	

Maneuvers:

	LATERAL MOVEMENT	CIRCLE	LEAD CHANGE	SPIN/ CHANGE OF DIRECTION	STOP/ HESITATION			Total Maneuver Score
<b>Penalty**</b>								
<b>Score:</b> (the top 3 scores for each movement will be counted towards the overall score)								
<b>Total</b>								

**\*\*The following shall result in a score of 0; failure to perform all the required maneuvers, fall to the ground by the horse or rider, balking, refusal of command, running away where it is obviously not part of the performance, and equipment failure that delays the pattern even if the failure is part of the costume or a prop.**

**\*\*\* Freestyle may be performed English or Western and one or two hands may be used.\*\*\***

**\*\*\*\*\*ENTIRES ARE NON REFUNDABLE!\*\*\*\*\***

<b>Horsemanship Score (5)</b>	
<b>Creativity Score (10)</b>	
<b>Overall Score</b>	
<b>Final Placing</b>	

Judging Criteria:

- Lateral Movement: May be any form of lateral movement (leg yielding, side passing, etc.) performed at any speed, judged on accuracy
- Circles: Any size circles performed at any speed while maintaining consistency and control
- Right/ Left Lead Change: May be simple or flying, riders may perform both types. Judged on correctness.
- Spin/ Change of Direction: May be performed on the forehand or haunches at any speed, any degree of turn, does not have to be a 360. (Ex: Rollback)
- Stop/Hesitation: A stop or hesitation between movements.
- Horsemanship: The horse should be willingly guided or controlled with little or no apparent resistance. Horse and rider should work as a team.
- Creativity: The performance should be appealing, well planned, and executed accurately to the provided pattern.
- Maneuver Scoring: Each rider starts with a score of 70. Each maneuver must be performed a minimum of 3 times. The top 3 scored movements in a classification will be counted towards the overall score.
- Tiebreaker: In case of a tie, the Creativity score will determine the winner, followed by the Horsemanship Score, and then judges discretion.

**Excessive speed, loss of control, or inappropriate actions will result in a Disqualification!**

Judges Comments: \_\_\_\_\_