BARREL RACING PAS Score Sheet

BARREL PATTERN USED:		CONDITION OF ARENA:						
Pattern A:	Pattern B:	Pattern C:	Pattern D:					
	Distance from start line to first barrel							
25 yards (75 ft)	20 yards (60 ft)	20 yards (60 ft)	15 yards (45 ft)					
	Distance between	n front two barrels						
35 yards (105 ft)	30 yards (90 ft)	25 yards (75 ft)	20 yards (60 ft)					
Distance from front two barrels to third barrel								
40 yards (120 ft)	35 yards (105 ft)	30 yards (90 ft)	25 yards (75 ft)					

Exhibitor Number	Time	Penalty	Total

Date: _____

Judges Signature:

HUNT SEAT EQUITATION OVER FENCES SCORE SHEET

CREDIT:	Even Hunter F	Pace	Jumping in the center of the fence			
	Free Flowing	Stride	Even arc of t	ravel over the fence		
	Jumping fence	es without breaking stride				
SCORING:	Scoring shall	be on the basis of 10 to 100, wit				
	90 – 100	Excellent Equitation, position a				
	80 – 89				ences; one step in counter canter as	
		horse jumps a fence; rider still				
	70 – 79 More problems occur; equitation suffers; one major fence problem; not a flowing course.					
	60 – 69		ody position; lo	ose legs and seat; failure to	maintain even canter pace or correct	
	12	lines between fences.				
	40 – 59			und ends of arena; missed I	ead changes; loss of stirrup; dropping a	
	40.00	rein; extra strides in a combina				
	10 – 39	Rider avoids elimination; one				
			o strides on the	e initial approach circle, it is	noted and can be used as a tie-breaker	
	in rides otherv	vise equal in quality.				
ELIMINATIONS:	Third refused	run out holting on course outre	oirolo obou o	n abataala ta a baraa ar any	combination of those	
ELIMINATIONS.		run-out, bolting on course, extra bstacle before it is reset	circle, snow a	ii obstacie to a noise or any	combination of these	
	Bolting from ri					
		p proper course				
		bstacle not included in course				
		rider falling in competition				
		sidered to have fallen when shou	ılder and haun	ch on the same side touch th	he around	
	(110130 13 00113	sidered to have fallen when shoc	ilaci ana naun	on on the same side todon ti	ic ground	
INTERMEDIATE:	Height for Hor	rses/ Medium & Large Ponies:	2'3"	Height for Small Ponies:	2'	
ADVANCED:		rses/ Large Ponies:	2'6" to 3'	Height for Small Ponies:	2'	
	Height for Me		2'3"	Ĭ		

Exhibitor					Fences					Way of Going	Comments	Score
Number	1	2	3	4	5	6	7	8	9	Going		

Judges Signature:	Date:	
Judges Signature:	Date:	

HORSEMANSHIP/EQUITATION PAS Score Sheet

CLASS:

POINTS:	PENALTIES:
Appointments in good clean condition: up to 10%	Wrong Lead (1-5 strides): 1 to 5 pts
Rail Work: up to 20% (90% if no pattern used)	Wrong Lead (>5 strides): 10-20pts
Pattern: up to 70%	Failure to get true gait: 10pts
(must use pattern for State Fair Qualification)	Failure to get gait: 20pts
, ,	Off Pattern: 20pts

Exhibitor	10%	20% Rail Work	70%	Penalties	Total
Number	10% Appointments	Rail Work	Pattern		

Date: _____

Judges Signature:

REINING SCORE SHEET

Maneu	ver Scores: + 1 ½ E	xcellent	+1 Very	Good	+ ½ Good	0 Corre	ect - ½ l	Poor -1	Very Poo	r - 1½ Extre	emely Poor
									,	,	
Entry No.	Maneuver Description	1	2	3	4	5	6	7	8	Penalty Total	FINAL SCORE
	Penalty										
	Maneuver Score										
	Score										
	Penalty										
	Maneuver Score										
	Ocore		<u> </u>	1	1	<u> </u>		1	<u> </u>		1
	Penalty										
	Maneuver Score										
	1 00010		1	1	1	1		1	I	<u> </u>	1
	Penalty										
	Maneuver Score										
	Joseph		l	1	<u> </u>	l		1	l	I	1
	Penalty										
	Maneuver Score										
	Ocore		1	1	1	1		1	<u> </u>		1
	Penalty										
	Maneuver Score										
	Score			<u> </u>				<u> </u>			
	Penalty										
	Maneuver										
	Score										
	Penalty										
	Maneuver										
	Score			<u> </u>	<u> </u>		<u> </u>			<u> </u>	
	Penalty										
	Maneuver										
	Score										
	Panalty										
	Penalty Maneuver										
	Score										

Judges Signature:	Date:	

EASY GAITED PLEASURE

CLASS:	

POINTS:	PENALTIES:
Show Walk: up to 10%	Failure to get true gait: 20 pts
Show Gait: up to 70%	Failure to demonstrate difference in
Manners: up to 10%	gait speed/stride length: 15 pts
Responsiveness: up to 10%	Failure to maintain gait or mixing of gaits: 10 pts
	Failure/refusal to back in line-up: 15 pts
	Improper attire/equipment: Elimination

Exhibitor Number	10% Show Walk	70% Show Gait	10% Manners	10% Responsiveness	Penalties	TOTAL

Judges Signature:	Date:	

SHOWMANSHIP PAS Score Sheet

	1 AO OCOIC CHICCI
CLASS:	

POINTS:

Condition of horse: up to 10 pts Grooming of horse: up to 10 pts Showing animal in ring: up to 60 pts Trimming & Braiding/Banding: up to 10 pts Appearance of tack & exhibitor: up to 10 pts

Exhibitor Number	10 pts Condition	10 pts Grooming	10 pts Trim/Braid/Band	10 pts Tack/Exhib.	60 pts Showing in ring	TOTAL

Judges Signature:	Date:	

Ubstac	le Scores:	+1 ½ Exce	llent +1	Very Good	+ ½ Good	0 Correct	- ½ Poor	-1 Very Poo	r -1 ½ Extrem	ely Poor			
Penalty	1/2:	Each tick of	log, pole,	cone or obsta	ıcle								
Penalty	1:	Hit or step o overs.	lit or step on log, pole, cone or obstacles; Both feet in space; Skip space; Split pole; Incorrect number of strides in jog or lope overs.										
Penalty	Out of lead or break of gait at lope; Knockdown of elevated pole, cone, barrel, plant or severely disturbing an obstacle; Stepping out of the confines of, falling or jumping off or out of an obstacle with one foot once the foot has entered an ob including missing 1 element of an obstacle on a line of travel with 1 foot.												
Penalty	5:	Drop object;	Refusal c	r evade; Letti	ng go of gate	or dropping ro	pe gate; Blatai	nt disobedience)				
	Score 0:	Failure to co	mplete 3 over demon	or more obsta strate correct	cles; Touchi	ng horse on ne ct line of travel	ck to lower hea between obsta	d or use hand/	from correct side reins to instill fea ound by horse ar of riding.	ar or give praise			
Entry No.	Obstacle Description	on 1	2	3	4	5 6	7	8	Pen 9 Tota	•			
•		on 1	2	3	4	5 6	7	8		•			

Entry No.	Obstacle Description	1	2	3	4	5	6	7	8	9	Penalty Total	FINAL SCORE
	D											
	Penalty Obstacle											
	Score											
			l	·	1	1	l	l	l	l	l	l
	Penalty Obstacle											
	Score											
	1 00010											
	Penalty											
	Obstacle Score											
	Score											
	Penalty											
	Obstacle											
	Score											
	Penalty											
	Obstacle											
	Score											
	1	1	1	1			1	1	I	I	T.	1
	Penalty											
	Obstacle											
	Score											
	1	1	1	1	1	1	T	T	1	1	T	ı
	Domalfire											
	Penalty Obstacle											
	Score											
	1 - 22-2	1	1	1	Г	Г	1	1	ı	ı	I	ı
	Penalty			1								
	Obstacle											

	Score						
Judge	es Signature	e:	 		!	Date:	

WESTERN PLEASURE

PAS Score Sheet

CLASS:	
POINTS:	PENALTIES:
The Walk: up to 10%	Wrong Lead (1-5 strides): 1 to 5 pts
The Jog: up to 30%	Wrong Lead (>5 strides): 10-20 pts
The Lope: up to 40%	Failure to get true gait: 10 pts

Manners: up to 10%

Responsiveness: up to 10%

Failure to get true gait: 10 pts

Failure to get and maintain gait: 20 pts

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

Judges Signature:	 Date:	

WORKING HUNTER SCORE SHEET

CREDIT:	Even Hun	ter Pace	Jumping in the o	enter of the fence						
	Free Flow	ring Stride	Even arc of trave	el over the fence						
	Jumping f	ences without breaking stride	Good Hunter co	nformation						
SCORING:	Scoring shall be on the basis of 10 to 100, with an approximate breakdown as follows:									
	90 – 100	An excellent performer and good			•					
	80 – 89									
	70 – 79 The average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the scopier horses; the good performer that makes a few minor faults.									
	60 – 69 Poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences.									
	50 – 59	50 – 59 A horse that commits one major fault, such as, a hind knock down, refusal, trot, cross-canter or drops a leg.								
	30 – 49 A horse that commits two or more major faults, including front knock downs, refusals, or jumps in a manner that otherwise endangers the horse and/or rider.									
	10 – 29 A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.									
ELIMINATIONS:	Third refusal, run-out, bolting on course, extra circle, show an obstacle to a horse or any combination of these									
	Jumping an obstacle before it is reset									
	Bolting from ring									
	Failure to	Failure to keep proper course								
	Jumping a	an obstacle not included in course								
		d/or rider falling in competition								
	(horse is	(horse is considered to have fallen when shoulder and haunch on the same side touch the ground								
				_						
LOW HUNTERS:		ight for Horses/Medium & Large Por		Height for Small Ponies:	2'					
REGULAR HUNTI	ERS: He	ight for Horses/Medium & Large Por	nies: 2'6"	Height for Small Ponies	2'					

Exhibitor					Fences		Fences										
Number	1	2	3	4	5	6	7	8	9	Way of Going	Comments	Score					

Judges Signature:	Date:
Judges Signature.	Dale.

HUNTER HACK SCORE SHEET

CREDIT:	Even Hun	ter Pace	Jumping	in the center of the fence
	Free Flow	ing Stride	Even arc	c of travel over the fence
	Jumping for	ences without breaking stride	Good Hu	unter conformation
SCORING:	Scoring sh	nall be on the basis of 10 to 100, wit	h an appro	oximate breakdown as follows:
	90 – 100	An excellent performer and good in	mover that	jumps the entire course with cadence, balance, and style.
	80 – 89	A good performer that jumps all fe	nces reaso	onably well; an excellent performer that commits one or two minor faults
	70 – 79			ous faults, but lacks the style, cadence and good balance of the scopier
		horses; the good performer that m		
	60 – 69	Poor movers that make minor mis	takes; fair o	or average movers that have one or two poor fences but no major faults
		or disobediences.		
	50 – 59			as, a hind knock down, refusal, trot, cross-canter or drops a leg.
	30 – 49			Its, including front knock downs, refusals, or jumps in a manner that
		otherwise endangers the horse an		
	10 – 29	A horse that avoids elimination bu	t jumps in s	such an unsafe and dangerous manner as to preclude a higher score.
ELIMINATIONS:	Third refus	sal, run-out, bolting on course, extra	circle, sho	ow an obstacle to a horse or any combination of these
	Jumping a	n obstacle before it is reset		
	Bolting fro	m ring		
	Failure to	keep proper course		
	Jumping a	n obstacle not included in course		
	Horse and	or rider falling in competition		
	(horse is c	onsidered to have fallen when shou	ılder and ha	aunch on the same side touch the ground
HUNTER HACK:	Hei	ght for all Horses/ Ponies:		2'
Fence work should	be judged of	on same criteria as for Hunter Over	Fences	Flat work should be judged on same criteria as Hunter Under Saddle

Exhibitor Number Fences		ces	Fences	FI 4 1	Flatwork		Total	
	1	2	Score (70%)	Flatwork	Score (30%)	Comments	Score	

Judges Signature:	Date:	

DRAFT HORSE DRIVING PAS Score Sheet

CLASS:	
POINTS:	

The Walk: up to 10%
The Trot: up to 45%
Turnout of horse/team & vehicle: up to 25% Manners: up to 10%

Responsiveness: up to 10%

Exhibitor Number	25% Turnout	10% Walk	45% Trot	10% Manners	10% Responsiveness	TOTAL

Judges Signature:		Date:	
-------------------	--	-------	--

GROUND ROPING SCORE SHEET

Maneuv	er Scores:			be score	ed from	0 to 10 p	ts for ea	ch of the f	ollowing]					
	A.	Building t		/61	.,										
	В. С.	Swing – s Delivery of	smootnn	ess/fluidi	ity										
	D.	Pulling ar	ol loop a	na elack	acy										
Penalty		A 20 nt n	enalty is	incurrec	l each t	time the h	narrier is	broken (st	ennina	on or ov	er it wher	n throwi	na the ra	nne)	
1 Orlaity	•	7. 20 pt p	orially lo	mountoe	2 00011		<u> </u>	broker (e	орриід	011 01 01	01 11 W1101	1 (1110)	ng tho re	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	
	1	1				1									1
Enter:	Maneuver Description	_												Donaltu	FINAL
Entry No.	Description	"	Firet	Attempt			Second	d Attempt			Third	Attemp	ıt	Penalty Total	SCORE
110.		Α	В	C	D	Α	В	C	D	Α	В	C	D	Total	JOOKE
	Maneuver		1	1		1	1	† •		1	1-	1	†-		
	Score														
	Penalty														
	Maneuver														1
Entry	Description	n												Penalty	FINAL
No.	Description	"	First /	Attempt			Second	d Attempt			Third	Attemp	t	Total	SCORE
		Α	В	С	D	Α	В	С	D	Α	В	С	D	1 0 00	
	Maneuver														
	Score														
	Penalty														
	Maneuver									1					
	Mancaver														
Entry	Description	n												Penalty	FINAL
Entry No.	Description	n	First /	Attempt			Second	d Attempt			Third	Attemp	t	Penalty Total	FINAL SCORE
	Description	n A	First /	Attempt C	D	A	Second B	d Attempt	D	A	Third	Attemp	t D		
	Maneuver					A				A					
	•					A				A					
	Maneuver Score					A				A					
	Maneuver					A				A					
	Maneuver Score Penalty					A				A					
	Maneuver Score	A				A				A					
No.	Maneuver Score Penalty	A	В		D	A	В		D	A	В		D	Total	SCORE
No.	Maneuver Score Penalty Maneuver Description	A	В	С	D	A	В	С	D	A	В	C	D	Total	SCORE
No.	Maneuver Score Penalty Maneuver Description	A A	B First /	C	D		Second	C C	D		Third	C	D	Total	SCORE
No.	Maneuver Score Penalty Maneuver Description	A A	B First /	C	D		Second	C C	D		Third	C	D	Total	SCORE
No.	Maneuver Score Penalty Maneuver Descriptio Maneuver Score	A A	B First /	C	D		Second	C C	D		Third	C	D	Total	SCORE
No.	Maneuver Score Penalty Maneuver Description	A A	B First /	C	D		Second	C C	D		Third	C	D	Total	SCORE
No.	Maneuver Score Penalty Maneuver Descriptio Maneuver Score	A A	B First /	C	D		Second	C C	D		Third	C	D	Total	FINAL
Entry No.	Maneuver Score Penalty Maneuver Descriptio Maneuver Score Penalty	n A	First A	Attempt C	D		Second B	d Attempt	D		Third B	Attemp	t D	Penalty Total	FINAL SCORE
Entry No.	Maneuver Score Penalty Maneuver Descriptio Maneuver Score Penalty Maneuver	n A	First /	Attempt C	D	A	Second B	d Attempt	D	A	Third B	Attemp	t D	Penalty Total	FINAL
Entry No.	Maneuver Score Penalty Maneuver Description Maneuver Score Penalty Maneuver Description	n A	First A	Attempt C	D		Second B	d Attempt	D		Third B	Attemp	t D	Penalty Total	FINAL SCORE
Entry No.	Maneuver Score Penalty Maneuver Description Maneuver Score Penalty Maneuver Description Maneuver Maneuver	n A	First /	Attempt C	D	A	Second B	d Attempt	D	A	Third B	Attemp	t D	Penalty Total	FINAL SCORE
Entry No.	Maneuver Score Penalty Maneuver Description Maneuver Score Penalty Maneuver Description	n A	First /	Attempt C	D	A	Second B	d Attempt	D	A	Third B	Attemp	t D	Penalty Total	FINAL SCORE
Entry No.	Maneuver Score Penalty Maneuver Descriptio Maneuver Score Penalty Maneuver Descriptio Maneuver Score	n A	First /	Attempt C	D	A	Second B	d Attempt	D	A	Third B	Attemp	t D	Penalty Total	FINAL SCORE
Entry No.	Maneuver Score Penalty Maneuver Description Maneuver Score Penalty Maneuver Description Maneuver Maneuver	n A	First /	Attempt C	D	A	Second B	d Attempt	D	A	Third B	Attemp	t D	Penalty Total	FINAL SCORE
Entry No.	Maneuver Score Penalty Maneuver Descriptio Maneuver Score Penalty Maneuver Descriptio Maneuver Score	n A	First /	Attempt C	D	A	Second B	d Attempt	D	A	Third B	Attemp	t D	Penalty Total	FINAL SCORE

Judges Signature:	Date:	

HUNTER UNDER SADDLE PAS Score Sheet

CLASS:		

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

Exhibitor Number	10% Walk	40% Trot	30% Canter	10% Manners	10% Responsiveness	Penalties	TOTAL
- Italiio	T Can	1100	- Carrier	mannoro -	- Nooponoivonoco		

Judges Signature:	Date:	
•		

LIGHT HORSE PLEASURE DRIVING

CLASS:	
POINTS:	
The Walk: up to 10%	Manners: up to 10%
The Park Gait: up to 30%	Responsiveness: up to 10%
The Road Gait: up to 40%	·
•	

Exhibitor		10%	30%	40% Road Gait	10%	10% Responsiveness	TOTAL
Number	Turnout	Walk	Park Gait	Road Gait	Manners	Responsiveness	

Judges Signature:	Date:
-------------------	-------

DRIVING REINSMANSHIP PAS Score Sheet

POINTS: Furnout of horse/team & vehicle: up to 25 pts Pattern Work: up to 50 pts Rail Work: up to 25 pts										
Exhibitor Number	25 pts Turnout	25 pts Rail Work	50 pts Pattern Work	TOTA						

SADDLE SEAT ENGLISH PLEASURE

	1710 00010 011001
CLASS:	

POINTS:	PENALTIES:
The Walk: up to 10%	Wrong Lead (1-5 strides): 1 to 5 pts
The Trot: up to 40%	Wrong Lead (>5 strides): 10-20 pts
The Canter: up to 30%	Failure to get a gait: 20 pts
Manners: up to 10%	Failure to get and maintain a true gait: 10 pts
Responsiveness: up to 10%	Improper attire/equipment: Elimination
·	

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

Judges Signature:	Date:	

POLE BENDING/KEYHOLE RACE/STAKES RACE PAS Score Sheet

		PAS Score Sheet									
CLASS:		CONDITION OF ARENA:									
POLES:	KEYHOLE:		STAKES:								
Exhibitor Number	Time	Penalty		Total							

Judges Signature:	Date:	

Maneu	ver Scores:	+1 ½ Exce	ellent	+1 Very	Good	+ ½ Go	od 0 (Correct	- ½ Ve	ry Poor	-1 Ver	y Poor	-1 ½ Ex	tremely Poo	r
Penalty	, ½ ·	Each tick of	of loar l	Hind leas	skinning	n or comi	na toaeth	ner Non.	simultan	eous ch	annes				
Penalty		Break of g										in to mai	rker: Snli	t loa	
Penalty		Break of a	ait at lo	ne: Simn	le lead (rhange: (Out of les	ad prior t	o or after	the mar	ker Extr	a change	Startin	g pattern ou	t of lead:
Ciluity	, 0.	Not perfor	mina a	ait or stor	no load (hin 10 fe	et: Break	of gait a	at walk/ic	a for mo	re than 2	o criding. Strides	o, Otartin	g pattorn ou	t or icaa,
Penalty	, 5·	Out of lead											(kick ou	t huck)	
	/ Score 0:	Missing 4	or more	e flying le	ad chan	ges: Mai	or refusa	I – backi	na more	than two	strides	(4 steps	w/front fe	et); Off cou	rse:
		Knocking o										(
Entry No.	Maneuver Descriptio	n 1	2	3	4	5	6	7	8	9	10	11	12	Penalty Total	FINAL SCORE
	Penalty														
	Maneuver													-	
	Score														
	Ocole						1								
	Penalty]	
	Maneuver														
	Score														
	Penalty														
	Maneuver														
	Score														
	Penalty														
	Maneuver														
	Score														
	Penalty													_	
	Maneuver Score														
	Score													1	
	Penalty				1		1							4	
	Maneuver Score														
	JUILE		1				1	1		I	<u> </u>	<u> </u>	<u> </u>	1	<u> </u>
	Penalty						1							1	
	Maneuver														
	Score					1	1			<u> </u>	<u> </u>	<u> </u>	<u> </u>	1	<u> </u>
	Penalty]	
	Maneuver														
	Score						1			<u> </u>				1	
	Penalty]	
	Maneuver														
	Score	1	1	1		1	1	1	1	i	i	1	i	1	i

Judges Signature:	 Date:	

TRAIL IN-HAND SCORE SHEET

Obstacle Scores:	+1 ½ Excellent +1 Very Good + ½ Good 0 Correct - ½ Poor -1 Very Poor -1 ½ Extremely Poor							
Penalty ½:	Each tick of log, pole, cone or obstacle							
Penalty 1:	Hit or step on log, pole, cone or obstacles; Both feet in space; Skip space; Split pole; Incorrect number of strides in jog or lope							
	overs; Minor break of forward motion 1-2 seconds while working an obstacle.							
Penalty 2:	Touching horse with hand/lead/whip to perform obstacle							
Penalty 3:	Out of lead or break of gait at lope; Knockdown; Major break of forward motion while performing an obstacle							
Penalty 3-5:	Step out or jump off, depending on severity							
Penalty 5:	Drop object; Refusal or evade; Horse causes sheet/blankets to fall							
Penalty 5 plus:	Blatant disobedience; Fail to complete obstacle							
Penalty Score 0:	Work obstacle wrong; Wrong line of travel; Perform obstacles out of order; Failure to complete 3 or more obstacles.							

Penalty	/ Score 0: Wo	ork obsta	cie wrong;	vvrong line	of travel; P	ertorm obs	tacies out o	order; Fa	llure to con	npiete 3 or r	nore obstacles) <u>.</u>
Entry No.	Obstacle Description	1	2	3	4	5	6	7	8	9	Penalty Total	FINAL SCORE
	Penalty											
	Obstacle											
	Score											
	Penalty											
	Obstacle Score											
	1	1										
	Penalty											
	Obstacle Score											
		1										1
	Penalty											
	Obstacle Score											
	Penalty											
	Obstacle Score											
		Ī										1
	Penalty											
	Obstacle Score											
												1
	Penalty											
	Obstacle Score											
		T										
	Penalty Obstacle											
	Score											

Judges Signature:	Date:	

SMALL EQUINE HUNTER SCORE SHEET

CREDIT:	Even Hun	ter Pace	Jumping in the center of the fence				
	Free Flow	ing Stride	Even arc of travel over the fence				
	Jumping f	ences without breaking stride	Good Hunter conformation				
SCORING:	Scoring sh	nall be on the basis of 10 to 100, wit	h an approximate breakdown as follows:				
	90 – 100	An excellent performer and good	mover that jumps the entire course with cadence, balance, and style.				
	80 – 89	A good performer that jumps all fe	ences reasonably well; an excellent performer that commits one or two minor faults				
	70 – 79	The average, fair mover that make	es no serious faults, but lacks the style, cadence and good balance of the scopier				
		horses; the good performer that m	nakes a few minor faults.				
	60 – 69	Poor movers that make minor mis or disobediences.	takes; fair or average movers that have one or two poor fences but no major faults				
	50 – 59						
	30 – 49	A horse that commits two or more otherwise endangers the horse ar	major faults, including front knock downs, refusals, or jumps in a manner that ad/or rider.				
	10 – 29	10 – 29 A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.					
ELIMINATIONS:	Third refus	sal					
	Off course	9					
	Crossing	of own path (as in circling between f	ences, not as in retaking a fence from a refusal when following a course design)				
	Jumping o	of obstacle by exhibitor	<u> </u>				
	Fall of hor	se or exhibitor in competition					
	(horse is considered to have fallen when shoulder and haunch on the same side touch the ground						
Jump Height:	12-	24" (Jump standards)	may not be higher than 40")				

Exhibitor		Fei	nces				
Number	1	2	3	4	Way of Going	Comments	Score

Judges Signature:	Date:	

SMALL EQUINE JUMPER SCORE SHEET

SCORING:	Jumpers a	Jumpers are scored on accumulated faults only.							
	4 faults	4 faults Knockdown (each occurrence), first refusal, second refusal							
	3 faults	Circling (any form of circle or circles whereby the horse crosses its original track between two consecutive obstacles,							
		stops advancing toward the next obstacle, or turn away form the next obstacle, except to retake an obstacle after a							
		disobedience. Crossing your own path (i.e. circling between fences, NOT retaking a fence from a refusal).							
ELIMINATIONS:	Third refus	sal							
	Off course								
	Fall of hors	se or exhibitor in competition							
	(horse is considered to have fallen when shoulder and haunch on the same side touch the ground)								
	•								
Jump Height:	12-	24" (Jump standards may not be higher than 40")							

Exhibitor Number		Fe	nces			_	_
Number	1	2	3	4	Way of Going	Comments	Score

Judges Signature:	Date:	

RANCH PLEASURE

CLASS:	
POINTS:	PENALTIES:
The Walk: 10%	Wrong Lead (1-5 strides): 1 to 5 pts
The Jog: 30%	Wrong Lead (>5 strides): 10-20 pts
The Lope: 40%	Failure to get true gait: 10 pts
Manners: 10%	Failure to get a gait: 20 pts
Responsiveness: 10%	ELIMINATION:
	Improper attire or equipment
	Two hands or changing hands on reins

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

Judges Signature:	Date:	