

HUNT SEAT EQUITATION OVER FENCES SCORE SHEET

CREDIT:	Even Hunter Pace	Jumping in the center of the fence
	Free Flowing Stride	Even arc of travel over the fence
	Jumping fences without breaking stride	

SCORING:	Scoring shall be on the basis of 10 to 100, with an approximate breakdown as follows:	
	90 – 100	Excellent Equitation, position and presentation; meets all fences squarely and with proper striding.
	80 – 89	Minor equitation faults; minor stride problems causing uneven arc over fences; one step in counter canter as horse jumps a fence; rider still gives a quality ride.
	70 – 79	More problems occur; equitation suffers; one major fence problem; not a flowing course.
	60 – 69	Major equitation faults; poor body position; loose legs and seat; failure to maintain even canter pace or correct lines between fences.
	40 – 59	Break to a trot on pattern; counter canter around ends of arena; missed lead changes; loss of stirrup; dropping a rein; extra strides in a combination.
	10 – 39	Rider avoids elimination; one or two refusals, knock-downs, or dangerous fences.
	If a rider steps into a wrong lead for one or two strides on the initial approach circle, it is noted and can be used as a tie-breaker in rides otherwise equal in quality.	

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 keep proper course
	Jumping an obstacle not included in course
	Horse and/or rider falling in competition (horse is considered to have fallen when shoulder and haunch on the same side touch the ground)

INTERMEDIATE:	Height for Horses/ Medium & Large Ponies:	2'3"	Height for Small Ponies:	2'
ADVANCED:	Height for Horses/ Large Ponies:	2'6" to 3'	Height for Small Ponies:	2'
	Height for Medium Ponies:	2'3"		

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

Judges Signature: _____ Date: _____

HORSEMANSHIP/EQUITATION PAS Score Sheet

CLASS: _____

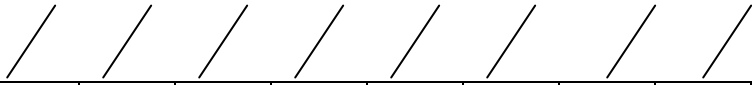
POINTS: Appointments in good clean condition: up to 10% Rail Work: up to 20% (90% if no pattern used) Pattern: up to 70% (must use pattern for State Fair Qualification)	PENALTIES: Wrong Lead (1-5 strides): 1 to 5 pts Wrong Lead (>5 strides): 10-20pts Failure to get true gait: 10pts Failure to get gait: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

Judges Signature: _____ Date: _____

REINING SCORE SHEET

Maneuver Scores: + 1 ½ Excellent +1 Very Good + ½ Good 0 Correct - ½ Poor -1 Very Poor - 1 ½ Extremely Poor



Entry No.	Maneuver Description	1	2	3	4	5	6	7	8	Penalty Total	FINAL SCORE
	Penalty										
	Maneuver Score										
	Penalty										
	Maneuver Score										
	Penalty										
	Maneuver Score										
	Penalty										
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	Maneuver Score										
	Penalty										
	Maneuver Score										

Judges Signature: _____ Date: _____

EASY GAITED PLEASURE PAS Score Sheet

CLASS: _____

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

Judges Signature: _____ Date: _____

TRAIL SCORE SHEET (Revised 2/2012)

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.
Penalty 3:	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 obstacle, including missing 1 element of an obstacle on a line of travel with 1 foot.
Penalty 5:	Drop object; Refusal or evade; Letting go of gate or dropping rope gate; Blatant disobedience
Penalty Score 0:	Work obstacle wrong; Perform obstacles out of order; Failure to enter, exit, or work obstacle from correct side/direction; Failure to complete 3 or more obstacles; Touching horse on neck to lower head or use hand/reins to instill fear or give praise; Failure to ever demonstrate correct gait or correct line of travel between obstacles; Fall to ground by horse and/or rider; Equipment failure that delays finish of pattern; Use of hands on reins is illegal based on style of riding.

Entry No.	Obstacle Description	1	2	3	4	5	6	7	8	9	Penalty Total	FINAL SCORE
	Penalty											
	Obstacle Score											

	Penalty											
	Obstacle Score											

	Penalty											
	Obstacle Score											

	Penalty											
	Obstacle Score											

	Penalty											
	Obstacle Score											

	Penalty											
	Obstacle Score											

	Penalty											
	Obstacle Score											

	Penalty											
	Obstacle Score											

Judges Signature: _____ Date: _____

GROUND ROPING SCORE SHEET

Maneuver Scores:	Each attempt will be scored from 0 to 10 pts for each of the following
	<ul style="list-style-type: none"> A. Building the loop B. Swing – smoothness/fluidity C. Delivery of loop and accuracy D. Pulling and pitching slack
Penalty:	A 20 pt penalty is incurred each time the barrier is broken (stepping on or over it when throwing the rope)

Entry No.	Maneuver Description	First Attempt				Second Attempt				Third Attempt				Penalty Total	FINAL SCORE
		A	B	C	D	A	B	C	D	A	B	C	D		
	Maneuver Score														
	Penalty														

Entry No.	Maneuver Description	First Attempt				Second Attempt				Third Attempt				Penalty Total	FINAL SCORE
		A	B	C	D	A	B	C	D	A	B	C	D		
	Maneuver Score														
	Penalty														

Entry No.	Maneuver Description	First Attempt				Second Attempt				Third Attempt				Penalty Total	FINAL SCORE
		A	B	C	D	A	B	C	D	A	B	C	D		
	Maneuver Score														
	Penalty														

Entry No.	Maneuver Description	First Attempt				Second Attempt				Third Attempt				Penalty Total	FINAL SCORE
		A	B	C	D	A	B	C	D	A	B	C	D		
	Maneuver Score														
	Penalty														

Entry No.	Maneuver Description	First Attempt				Second Attempt				Third Attempt				Penalty Total	FINAL SCORE
		A	B	C	D	A	B	C	D	A	B	C	D		
	Maneuver Score														
	Penalty														

Judges Signature: _____

Date: _____

WESTERN RIDING SCORE SHEET

Maneuver Scores: +1 ½ Excellent +1 Very Good + ½ Good 0 Correct - ½ Very Poor -1 Very Poor -1 ½ Extremely Poor

Penalty ½ :	Each tick of log; Hind legs skipping or coming together, Non-simultaneous changes
Penalty 1:	Break of gait at walk/jog up to 2 strides; Hit/roll log; Out of lead for more than 1 stride up to marker; Split log
Penalty 3:	Break of gait at lope; Simple lead change; Out of lead prior to or after the marker; Extra change; Starting pattern out of lead; Not performing gait or stopping within 10 feet; Break of gait at walk/jog for more than 2 strides.
Penalty 5:	Out of lead beyond next designated change (complete failure to change); Blatant disobedience (kick out, buck)
Penalty Score 0:	Missing 4 or more flying lead changes; Major refusal – backing more than two strides (4 steps w/front feet); Off course; Knocking over markers; Completely missing the log.

Entry No.	Maneuver Description	1	2	3	4	5	6	7	8	9	10	11	12	Penalty Total	FINAL SCORE
	Penalty														
	Maneuver Score														
	Penalty														
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	Maneuver Score														
	Penalty														
	Maneuver Score														

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.

Entry No.	Obstacle Description	1	2	3	4	5	6	7	8	9	Penalty Total	FINAL SCORE
	Penalty											
	Obstacle Score											
	Penalty											
	Obstacle Score											
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	Obstacle Score											

Judges Signature: _____ Date: _____

