

Class Name: Class #:

<p>1/2 Point Penalties: Each tick of log, pole, cone, plant or any component of obstacle</p> <p>1 Point Penalties: Each hit, bite or stepping on a log, cone, plant or any component of an obstacle; Incorrect or break of gait at walk or jog for 2 strides or less; Both front or hind feet in a single-strided slot or space at a walk or jog; Split pole in lope-over; Skipping over or failing to step into required space; Incorrect number of strides if specified.</p> <p>3 Points: Incorrect break of gait at walk or jog for more than 2 strides; Out of lead or break of gait at lope (except when correcting a wrong lead); Knocking down an elevated pole, cone, barrel, plant, obstacle or severely disturbing an obstacle; Falling or jumping off or out of a bridge or a water box with 1 foot once the horse has got onto or into that obstacle; Stepping out of the confines of an obstacle with designated boundaries (ie. back through, 360 degree box, side pass) with 1 foot once the horse has entered the obstacle; Missing or evading a pole that is a part of a series of an obstacle with one foot; Out of lead or break of gait at lope, except when correcting an incorrect lead.</p>	<p>5 Points: Dropping an object required to be carried; first or second cumulative refusal, balk or evading an obstacle by shying or backing;</p> <p>Letting go of gate or dropping rope gate;</p> <p>Use of either hand to instil fear or praise;</p> <p>Falling or jumping off or out of a bridge or a water box with more than one foot once the horse has got onto or into that obstacle;</p> <p>Stepping out of the confines of an obstacle with designated boundaries with more than one foot once the horse has entered the obstacle; Missing or evading a pole that is part of a series of an obstacle with more than one foot; Blatant disobedience (incl. kicking out, bucking, rearing, striking); Holding saddle with either hand;</p> <p>Disqualified DQ, will not be placed.</p> <p>Use of two hands (except in snaffle bit or hackamore classes designated for two hands) or changing hands on reins (except junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins except that it is permissible to change hands to work an obstacle as outlined in Western equipment, or to straighten reins when stopped).</p>	<p>Disqualified continued:</p> <p>Use of romal other than outlined in WESTERN EQUIPMENT;</p> <p>Performing the obstacle incorrectly or other than specified order; No attempt to perform an obstacle;</p> <p>Equipment failure that delays completion of pattern;</p> <p>Excessively or repeatedly touching the horse on the neck to lower head; Entering or exiting an obstacle from the incorrect side or direction; Working obstacle in the incorrect direction including overturns of more than ¼ turn; Riding outside designated boundary markers of the arena or course area;</p> <p>Third cumulative refusal, balk or evading an obstacle by shying or backing; Failure to ever demonstrate correct lead and/or gait as designated; Failure to follow the correct line of travel between obstacles; Excessive schooling, pulling, turning, stepping or backing anywhere on the course;</p> <p>Failure to open and shut gate or failure to complete gate. On the line of travel between obstacles – head carried too low (tip of ear below the withers consistently), over flexing or straining neck in head carriage so the nose is carried behind the vertical consistently.</p>
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NB: Tie Breaker – Prior to commencement of class, the Judge will number all obstacles in Tie Breaker order and place on this score sheet.

Obstacle Score: -1 ½ Extremely Poor, -1 Very Poor, -½ Poor, 0 Correct, +½ Good, +1 Very Good, +1 ½ Excellent

Entry #	Obstacle Description	1	2	3	4	5	6	7	8	9	10	Penalty total	Score	Placing
	Tie breaker #													
	Penalty													
	Content													
	Penalty													
	Content													
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Judges Signature: # in Class: Time class finished: