

## HUNTER HACK

Class Name: ..... Class #: .....

<p><b>Faults to be scored accordingly, but not necessarily cause for disqualification during rail work:</b>          Being on wrong lead and/or wrong diagonal at the trot;          Excessive speed and/or slowness at any gait; Breaking gait;          Failure to take gait when called; Head carried too low or high;          Nosing our or flexing behind the vertical;          Opening mouth excessively; Stumbling</p> <p><b>Major Faults for Fence Work:</b>          Refusal; Run out; Loss of forward movement; Unnecessary circling on course;</p> <p><b>3 points</b> - First disobedience anywhere on course  <b>6 points</b> – Second disobedience anywhere on course</p> <p><b>Disqualification</b>          A total of 3 disobediences which can include any of the following:          Refusal; Stop; Run out or extra circle; Jumping an obstacle before it is reset; Bolting from arena; Off course; Deliberately addressing an obstacle; Head carried too low and/or clearly behind the vertical excessively and consistently whilst in motion or otherwise showing the appearance of intimidation</p>	<p><b>Credit:</b>          Style over fences; Even Hunting Pace; Way of going; Flat Work Manners</p> <p><b>Jumps Scoring: 0 -70</b>          60-70: an excellent performer and good mover that jumps the entire course with cadence, balance, and style.          50-59: a good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults          40-49: 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.          30-39: poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences.          20-29: a horse that commits one major fault, such as a hind knockdown, refusal, trot, cross-canter or drops a leg.          10-19: a horse that commits two or more major faults, including front knockdowns and refusals or jumps in a manner that otherwise endangers the horse and/or rider.          0-9: a horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.</p>
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Entry #	Jumps		Jumping Score 0-70	Rail Work Walk 0-5	Rail Work Trot 0-10	Rail Work Canter 0-15	R/W Score	TOTAL SCORE	PLACING	COMMENTS
	1	2								

Judges Signature: ..... # in Class: ..... Time Finished: .....