Working Hunter Score Sheet JR

Score

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 fences reasonably well, an excellent performer that commits one or two minor faults.
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; cross canter, fair or average movers that have one or two poor fences but no major faults or disobediences.
50-59	A horse that commits one major fault; a refusal, trot or drops a leg.
30-49	A horse that commits two or more major faults, including front or hind knock downs and 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

Total of 3 disobediences which can include: refusal, stop, run-out, extra circle. Jumping obstacle before it is reset, Bolting from arena, off course, deliberately addressing an obstacle, fall of horse and/or rider (horse is considered to have fallen when shoulder and haunch on the same side touch ground), failure to trot small circle at completion for soundness.

Event: _____ Date: _____

Class: _____

Entry Number	1	2	3	4	5	6	7	8	9	10	Way of Going	Comments	Final Score
189						out of Level						Nice pace Nice clean round, clear hunters	1
203			off-arid		BOG							trotting between jumps drides/pacing off	2
175	over jump			OP		WL	BOG	WF				BOG → Lose stirrup	~~3~~ 4
178				BOG								few ticks/rubs nice even pace	3

Judge's Signature: _____

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SR

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Class: _____

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168												poor pacing, headset	70
202					rub			what was that?				nice pace!	80

Judge's Signature: _____