

## HUNTER UNDER SADDLE PAS Score Sheet

**CLASS:** 43

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

Exhibitor Number	10 pts Walk	40 pts Trot	30 pts Canter	10 pts Manners	10 pts Responsiveness	Penalties	TOTAL
128	9	33	26.5	9	9		86.5
263	7	24½	20	8½	8½		68.5
201	8	33	26½	9½	9		86
304	6	20	9	6	6		67
387	7½	26	22½	9	9		74

Judges Signature: \_\_\_\_\_

Date: \_\_\_\_\_

## HUNTER UNDER SADDLE PAS Score Sheet

CLASS: 44

**POINTS:**

The Walk: up to 10 pts

The Trot: up to 40 pts

The Canter: up to 30 pts

Manners: up to 10 pts

Responsiveness: up to 10 pts

**PENALTIES:**

Wrong Lead (1-5 strides): 1 to 5 pts

Wrong Lead (>5 strides): 10-20 pts

Failure to get true gait: 10 pts

Failure to get and maintain gait: 20 pts

Head too low and/or behind the vertical: 20 pts

Exhibitor Number	10 pts Walk	40 pts Trot	30 pts Canter	10 pts Manners	10 pts Responsiveness	Penalties	TOTAL
2 174	7	31	22	8.5	8		76.5
277	5	10	NO CANTER	2	2		20
1 334	8	33	28	9	9		87
3 413	6	29	24	9	9		74

Judges Signature: \_\_\_\_\_

Date: \_\_\_\_\_

## HUNTER UNDER SADDLE PAS Score Sheet

**CLASS:** 45

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

Exhibitor Number	10 pts Walk	40 pts Trot	30 pts Canter	10 pts Manners	10 pts Responsiveness	Penalties	TOTAL
1 214	8	36	27	9	9.5		89.5
2 301	7.5	35	27	9	9		87.5

Judges Signature: \_\_\_\_\_ Date: \_\_\_\_\_

## HUNTER UNDER SADDLE PAS Score Sheet

**CLASS:** 46

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

Exhibitor Number	10 pts Walk	40 pts Trot	30 pts Canter	10 pts Manners	10 pts Responsiveness	Penalties	TOTAL
3 128	9	33	26.5	9	9		86.5
136	7	23	20	7	7		64
4 174	7	31	22	8½	8½		<del>76.5</del> 77
6 263	7	24½	20	8½	8½		68.5
277	5	15	NO RIGHT CANTER				00
1 301	7.5	35	27	9	9		87.5
2 334	8	33	28	9	9		87
5 387	7.5	26	22.½	9	9		74

Judges Signature: \_\_\_\_\_

Date: \_\_\_\_\_



PEN EQUITATION

Circle Class

Show: 477

Stewardship

Horsmanship

Equitation

PATTERN CLASS SCORE SHEET

Circle Division

Youth 13 <

Youth 14-18

Amateur

Amateur Selected

Youth Level 1

Amateur Level 1

AMERICAN QUARTER HORSE ASSOCIATION

Each rider is scored between 0 (badly) points and automatically begins the run with a score of 70 points  
3 Extremely Poor, 2 Very Poor, 1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

W.O. Entry #	Rider										Total Penalty	Score	Comment	
	1	2	3	4	5	6	7	8	9	10				
1	301	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	77	LEGS NOT STRONG W/ICE SENT & HANDS
2	263	-1	-1	1/2	0	-1/2	0	0	+1/2	0	+1/2	0	72	STIFF BACKING TO HANDS & NECKING TO
3	387	0	0	-1/2	0	-1/2	0	0	0	0	-1/2	1/2	68	LOT OF MOVEMENT & HANDS
4														
5														
6														
7														
8														
9														
10														

Score	#	#	Rail Work	Score	#	#	Rail Work
97-100				70			
95-96				69.5			
89-92				69			
86-88				68.5		381	
85.5				68			
85				67.5			
84.5				67			
84				66.5			
83.5				66			
83				65.5			
82.5				65			
82				64.5			
81.5				64			
81				83.5			
80.5				83			
80				82.5			
79.5				82			
79				81.5			
78.5				81			
78				80.5			
77.5				80			
77				59.5			
76.5				59			
76				58.5			
75				58			
74.5				57.5			
74				57			
73.5				56.5			
73				56			
72.5				55.5			
72				55 & *			
71.5							
71							
70.5							

RIDER FORM & EFFECTIVENESS: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (2) P = Poor (1)  
 PENALTIES: Minor = 3 Major = 5 Severe = 10

# AMERICAN PAINTE HORSE ASSOCIATION

## PATTERN CLASS SCORE SHEET

HUNT SECT

Novice Youth  
Novice Amateur

Youth 13 <  
Amateur 15+

Youth 18+  
Masters 45+

Circle Class  
Showmanship  
Horsmanship  
Education

Show: 45  
Date: \_\_\_\_\_  
Judge: \_\_\_\_\_

Signature: \_\_\_\_\_

Each rider is scored between 4 riding points and 4 endurance points for the sum with a score of 19 points

-1 Excellent Point, -2 Very Good, -3 Good, -4 Fair, -5 Poor, -6 Correct, -7 Good, -8 Very Good, -9 Excellent

WO. Entry #	Rider's Score										Total Penalty L&S	F&E Score	Comment	
	1	2	3	4	5	6	7	8	9	10				
1	174	F1 1/2	F1 1/2	F1 1/2	F1 1/2	F1 1/2	F1 1/2	F1 1/2	F1 1/2	F1 1/2	2	2	89.2	VIC SEBITH HRS 20'S KES 19 MIN 4 1/4 15.77 SCOR W/IN 65.54 C/NO EN W/TP 0.176
2	334	A-1	A-2	A-2 1/2	A-2	A-2 1/2	A-2 1/2	A-2 1/2	A-2 1/2	A-2 1/2	2 1/2	2 1/2	94	
3	413	F1	F2	F1	O	F2	F2	F2	F2	F2	0	0	85	
4														
5														
6														
7														
8														
9														
10														

RIDER FORM & EFFECTIVENESS: E = Excellent (5) VG = Very Good (4) G = Good (3-2) A = Average (1-0)  
 FAULTS: Minor = 3 Major = 5 Severe = 10

Score	#	#	Rail Work	Score	#	#	Rail Work
97-100	3			70			
95-96	334			69.5			
89-92	174			69			
				66-68			
				68			
				67.5			
				67			
				66.5			
				66			
				65.5			
				65			
				64.5			
				64			
				63.5			
				63			
				62.5			
				62			
				61.5			
				61			
				60.5			
				60			
				59.5			
				58.5			
				58			
				57.5			
				57			
				56.5			
				56			
				55.5			
				55 & 1/2			
				55			
				54.5			
				54			
				53.5			
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				52.5			
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				51.5			
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				50.5			
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				26.5			
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				25.5			
				25			
				24.5			
				24			
				23.5			
				23			
				22.5			
				22			
				21.5			
				21			
				20.5			
				20			





AMERICAN QUARTER HORSE ASSOCIATION

FREE STYLE  
PATTERN CLASS SCORE SHEET

Youth Level 1

Youth 13 <

Youth 14-18

Judicator Level 1

Judicator Status

Judicator

Circle Class  
Showmanship  
Horsemanship  
Equitation

Class 51

Date:

Judge:

Signature:

W.O. Entry #	Each rider to record behavior to steady posture and unobtrusively perform the run with a score of 70 points 3-Extremely Poor, 2-Very Poor, 1-Poor, 0-Correct, +1-Good, +2-Very Good, +3-Excellent										F&E	Total Penalty	Score	Comment
	1	2	3	4	5	6	7	8	9	10				
1	307	+1	+1	+2	+2	+2	+2	+2	+2	+1			81	
2														
3														
4														
5														
6														
7														
8														
9														
10														

RIDER FORM & EFFECTIVENESS: E = Excellent (5) VG = Very Good (4) G = Good (2-3) A = Average (0-1)  
PENALTIES: Minor = 3 Major = 5 Severe = 10

Score	#	Rail Work	Score	#	Rail Work
97-100			70		
93-96			69.5		
89-92			69		
86-88			68.5		
83-85			68		
80			67.5		
77			67		
74			66.5		
71			66		
68			65.5		
65			65		
62			64.5		
60			64		
58			63.5		
56			63		
54			62.5		
52			62		
50			61.5		
48			61		
46			60.5		
44			60		
42			59.5		
40			59		
38			58.5		
36			58		
34			57.5		
32			57		
30			56.5		
28			56		
26			55.5		
24			55 & *		
22					
20					
18					
16					
14					
12					
10					
8					
6					
4					
2					
0					



FREE STYLE HUNT SEAT R/H/L

# AQHA

AMERICAN QUARTER HORSE ASSOCIATION

## PATTERN CLASS SCORE SHEET

Circle Division

Circle Class

Youth Level 1

Youth 13 &lt;

Youth 14-18

Showmanship

Horsemanship

Amateur Level 1

Amateur Select

Amateur

Equitation

Show:

Date:

Judge:

Signature:

W.O.	Entry #	Each rider is scored between 0 (Infringible points) and automatically begins the run with a score of 70 points 0 Extremely Poor, 2 Very Poor, 1 Fair, 0 Correct, +1 Good, +2 Very Good, +3 Excellent										F&E SEAT	Total Penalty Legs	Score	Comment	Score	#	#	Rail Work	Score	#	#	Rail Work	
		1	2	3	4	5	6	7	8	9	10													
		W	L																					
		R		L	R	L	R																	
		J	T	C	C	A																		
		L	R	L	R	L	R																	
4	263	+2	+1	+2	+1	-1	-1	0						0	71	BREAK INTO LOOP RIDER NOT SIT UP POINT WORLD LEADERSHIP SMILE LIVE	86-88	357						
5	277		KATE												85	BEST SCULPT TOURISM	84.5							
		+1	-1	-1	0		0								69		84							
																	83.5							
																	83							
3	304													+1	94	EXCESSIVE HANDS MOVING LEGS	82.5							
		+1	0	+1	+1	+2	+2	+3	+4								82							
																	81.5							
1	334													R2	R2	LOVELY BODY POSITION JUST A BIT FIDGITY WITH REIN LENGTH	81							
		+2	+2	+2	+2	+2	+2	+2	+2						94		80.5							
																	80							
2	387													R	R	TO MUCH HANDS ALG MOVEMENT	80							
		+1	+1	+1	+2	+1	+2	+1									79.5							
																	79							
																	78.5							
																	78							
6																	77.5							
																	77							
																	76.5							
7																	76							
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8																	74.5							
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9																	73							
																	72.5							
																	72							
10																	71.5							
																	71							
																	70.5							

RIDER FORM & EFFECTIVENESS: E = Excellent (5) VG = Very Good (4) G = Good (2-3) A = Average (0-1)

PENALTIES: Minor = 3 Major = 5 Severe = 10

# 52

corrected 69

corrected 75

304

263

## JUMPING SCORE SHEET

Only in case of clean round line, the height and spread for at least 50% of the obstacles shall be raised not less than 10% of the height for more than six (6) inches and to maximum spread of six feet. (In case of tiered faults, rails shall not be raised.) When jump off is required, the winner will be decided on time only if faults are equal.

JUMP-OFF:

TIME ALLOWED:

### FENCE HEIGHTS FOR FIRST GO:

#### ALL AGE JUMPING:

Minimum of 3 feet-6 inches.

Maximum of 4 feet.

#### AMATEUR AND YOUTH:

Minimum of 3 feet-3 inches.

Maximum of 3 feet-6 inches.

EXHIB. FAULTS

**KNOCKDOWN FAULTS:**  
4 faults per fence.  
**DISOBEDIENCES:** anywhere on course, 4 faults.  
Second disobedience anywhere on course, 4 faults.  
In case of broken equipment, the rider may either continue without penalty or stop the contest as in which case he will be penalized for (4) faults.

**ELIMINATION:**  
Third disobedience anywhere on course.  
Jumping an obstacle before it is reset, or without waiting for signal to proceed.  
Starting before judge's signal to begin or before signal to stop.  
Failure to cross the starting line within 45 seconds after an audible signal to proceed.  
Jumping an obstacle before crossing start line unless said obstacle is designated as a practice obstacle, or after crossing the finish line, whether forming part of the course or not.  
OH course.  
Deliberately address an obstacle.  
Excessive use of whip, crop, rope, bat or reins anywhere on horse.

WORKING ORDER NUMBER	ENTRY NUMBER	TIME												JUMPING FAULTS	TOTAL	
		1	2	3	4	5	6	7	8	9	10	11	12			
	263	SP24	SP24	SP24	SP24	SP24	TOP	SP24							6	
	387	SP24	SP24	SP24	SP24										2	

2  
1

CLASS 56

**HUNTER HACK SCORE SHEET****TOTAL SCORE:** (fences + flatwork)

Scoring shall be on the basis of 10 to 100, with 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 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 scouper 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	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.

<b>ELIMINATIONS:</b>	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)

**HUNTER HACK:** Height for all Horses/ Ponies:

2'

Fence work should be judged on same criteria as for Hunter Over Fences

Flat work should be judged on same criteria as Hunter Under Saddle

Exhibitor Number	Fences (Max 70pts)		Fences Score	Flatwork (Max 30pts)	Flatwork Score	Total Score (Fences + Flatwork) (Max 100 points)	Comments
	1	2					
263	FS	~	22	20	20	44	CROSS CANTER

Judges Signature: \_\_\_\_\_

Date: \_\_\_\_\_

### HUNT SEAT EQUITATION OVER FENCES SCORE SHEET

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 center 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 center 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:	26" 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			
3 136	✓	1	→	✓	✓	1	1	✓		SS	SWISHING THE INC-CANES	80
1 174	✓	✓	✓	✓	1	✓	✓	✓		Q	LOWLY RIDER LOW HAT	88.5
2 374	✓	✓	✓	✓	✓	✓	1	→		Q	GENERAL POSE/CRU LOW HAT	80

Judges Signature: \_\_\_\_\_ Date: \_\_\_\_\_

## HUNT SEAT EQUITATION OVER FENCES SCORE SHEET

**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)

<b>INTERMEDIATE:</b>	Height for Horses/ Medium & Large Ponies:	2'3"	Height for Small Ponies:	2'
<b>ADVANCED:</b>	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			
3 174	✓	✓	✓	✓	7	✓	✓	✓	✓	SS	80	80
1 304	✓	✓	✓	✓	7	✓	✓	✓	✓	Q		88.5
2 374	✓	✓	✓	✓	✓	✓	7	✓	✓	Q		88

Judges Signature: \_\_\_\_\_ Date: \_\_\_\_\_

EVENT: 57 DATE: \_\_\_\_\_

DIVISION: \_\_\_\_\_ SHEET #: \_\_\_\_\_

**SHOW JUMPING SCORE SHEET**

LENGTH OF COURSE: \_\_\_\_\_ meters TIME ALLOWED: \_\_\_\_\_ min \_\_\_\_\_ secs

SPEED: \_\_\_\_\_ meters per minute TIME LIMIT: \_\_\_\_\_ min \_\_\_\_\_ secs

HORSE NO.	FAULTS ON FENCES													Total	TIME TAKEN	TIME FAULTS	TOTAL PENALTY POINTS	
2 174	✓	✓	✓	✓	✓	✓	✓	✓								7.04		
1 304	✓	✓	✓	✓	✓	✓	✓	✓								1.04		
3 374	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓			1.21		

JUDGE'S SIGNATURE: \_\_\_\_\_