# **TRAIL SCORE SHEET**



SHOW:\_\_\_\_\_

DIVISION:

DATE:\_\_\_\_\_

OBSTACLE SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												۲ J	ш		
Obstacle Description														PENALTY TOTAL	SCORE
Obstacle #		1	2	3	4	5	6	7	8	9	10	11	12		
RING NUMBER	PENALTY														
	OBS SCORE														
RING NUMBER	PENALTY														
	OBS SCORE														
RING NUMBER	PENALTY														
	OBS SCORE														
RING NUMBER	PENALTY														
	OBS SCORE														
RING NUMBER	DENIAL TV														
	PENALTY														
	OBS SCORE														
RING NUMBER		1	1	1	1	1	Ī	1	1	1	1	1			
KING NOWBER	PENALTY														
	OBS SCORE														
RING NUMBER	PENALTY														
	OBS SCORE														
RING NUMBER	PENALTY														
	OBS SCORE														
RING NUMBER	PENALTY														
	OBS SCORE														
RING NUMBER	PENALTY														
	OBS SCORE														

Version 1.0



#### TRAIL OBSTACLE SCORES:

- +1 1/2 Excellent
- +1 Very Good
- +1/2 Good
- 0 Correct
- -1/2 Poor
- -1 Very Poor
- -1 1/2 Extremely Poor

## 1/2 point PENALTY:

• Each tick of log, pole, cone or obstacle.

### 1 point PENALTY:

- Break of gait at walk or jog for more than two strides.
- Out of lead or break of gait at lope (except when correcting an incorrect lead).
- Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle.
- Stepping outside the confines of, falling, or jumping off or out of an obstacle with one foot.

### 3 point PENALTY:

- Break of gait at walk or jog for more than two strides.
- Out of lead or break of gait at lope (except when correcting an incorrect lead).
- Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle.
- Stepping outside the confines of, falling, or jumping off or out of an obstacle with one foot.

### 5 point PENALTY:

- Failure to follow the correct line of travel within or between obstacles.
- Dropping slicker or object required to be carried on course.
- First refusal, balk, or attempting to evade an obstacle by shying or backing more than two strides away.
- Letting go of gate or dropping rope gate.
- Use of either hand to instill fear or praise.
- Stepping outside the confines of, falling, or jumping off or out of an obstacle with more than one foot.
- Blatant disobedience (kicking out, bucking, rearing, striking).
- Missing or evading a pole that is part of a series of an obstacle with more than one foot.
- Failure to complete obstacle.
- Holding the saddle with either hand.
- Faults, which occur on the line of travel between obstacles, scored according to severity:
  - o Head carried too high or too low (tip of ear below the withers),
    - o Over-flexing or straining neck in head carriage so the nose is carried behind the vertical,
    - o Excessive nosing out,
    - o Excessive opening of mouth.

## DISQUALIFICATION 0 (zero) score:

- 1. Use of more than one finger between reins.
- 2. Use of two hands (except in legal snaffle bit or bosal designated for two hands) or changing hands on reins, except that it is permissible to change hands to work an obstacle.
- 3. Use of Romal in front of cinch or used in a threatening way.
- 4. Performing the obstacles incorrectly or other than in specified order.
- 5. No attempt to perform an obstacle.
- 6. Equipment failure that delays completion of pattern.
- 7. Excessively or repeatedly touching the horse on the neck to lower the head.
- 8. Fall to the ground by horse or competitor.
- 9. Failure to enter, exit or work obstacle from the correct side or direction, including overturns of 1/4 or more.
- 10. Failure to work an obstacle in any manner other than how it's described by the course riding outside designated boundary marker of the arena or course area.
- 11. Third cumulative refusal, balk, or evading an obstacle by shying or backing.