

Judge _

Class ____

Obstacle Scores: $-1\frac{1}{2}$ Extremely Poor, -1 Very Poor, $-\frac{1}{2}$ Poor, o Correct, $+\frac{1}{2}$ Good, +1 Very Good, $+1\frac{1}{2}$ Excellent **Penalty** $\frac{1}{2}$ **:** Each tick of log, pole, cone or obstacle

Penalty 1: Hit or step on; Incorrect gait at walk or trot two strides or less; Both feet in space; Skip space

Penalty 3: Break gait at walk or trot over 2 strides; Knockdown; Step out or jump off with 1 foot; 1 wheel going outside obstacle **Penalty 5:** Drop object; Each refusal, balk or evade; Loss of control at gate; Touching animal with hand; Step out or jump off obstacle with more than one foot; Blatant disobedience; Failure to complete obstacle; 2 wheels going outside obstacle **Disqualification:** Taking an obstacle in the wrong direction; Negotiating an obstacle from the wrong side; Off pattern; Negotiating obstacles in the wrong sequence; Mule or Donkey going outside course boundary; Failure to follow the correct line of travel between obstacles. Breaking into Canter, Failure to Carry whip, Use of Overcheck or Tie Down. Any Outside assistance.

Credit - Credit will be given to those animals that negotiate, in a continuous motion, the tasks cleanly, smoothly and alertly with style, in prompt response to the driver's cues. Excessive hesitation at a task shall be penalized.

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Entry Number	Obstacle Description	1	2	3	4	5	6	7	8	9	10	Total Score
	Penalty											
	Obstacle Score											
	Running Total											
	Penalty											
	Obstacle Score											
	Running Total											
	Penalty											
	Obstacle Score											
	Running Total											
	Penalty							1				1
	Obstacle Score											
	Running Total											
	Penalty		1				1	1				1
	Obstacle Score											
	Running Total											
	Penalty		1			1	1	1				1
	Obstacle Score											
	Running Total											
	Penalty		1					1				
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	Running Total											
	Penalty											
	Obstacle Score											
	Running Total											