

APPENDIX C
SCORE SHEETS

United States Rules for Working Equitation

EASE OF HANDLING Score Sheet

Show: _____ Date _____ Level _____ Class No. _____ Entry No. _____

Horse _____ Rider _____

Judge _____ Signature _____ Final Score _____ Place _____

No.	Obstacle	Score	Remarks
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			

Obstacle Total		
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Collective Marks	Score	Remarks
Transitions; Navigation: Crisp, accurate transitions between gaits. Effective course lines, correct leads and bend for course lines. Prescribed gait between obstacles.		
Gaits: Correctness, freedom and regularity.		
Impulsion: Desire to move forward; elasticity of steps. Suppleness of back. Engagement of hindquarters.		
Submission: Willing cooperation, harmony, attention and confidence, acceptance of contact, straightness, lightness, ease of movement.		
Rider: Position & seat; correct use of aids; effectiveness of aids.		
Presentation: Presentation; appropriateness of tack/attire.		

Penalty tally

Failure to salute _____
 Use of voice _____
 Outside assistance _____
 Stroking horse's neck _____

**Collective Marks
Total**

Obstacle Total

Minus Penalties

Total Score

Total Possible Points
(No. of obstacles X 10 + 60)

Final Score %
(Total score / total possible points)

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SPEED TRIAL Score Sheet

Show _____ Date _____ Level _____ Class No. _____ Sheet ____ of ____

Obstacle Penalties/Bonus Time

Entry No.	Horse/Rider	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Elapsed Time			Penalty-Bonus Time	Final Time	Place	
																		Timer A	Timer B				Avg Time

Course Event	Time (sec)	Course Event	Time (sec)
• Placing the tip end of pole in the drum	+5	• Outside assistance (L2 thru L5)	+10
• Skewering ring with the butt end of the pole	+5	• Knocking over drum and pole stays in	+10
• Any leg stepping over side pass pole (each leg)	+5	• Failure to latch gate in proper portion of obstacle	+30
• Stroking/touching horse in front of reins (two times max, each occurrence)	+5	• Dropping and failing to replace gate	+30
• L2/L3 riders riding 1-handed using 2 hands on rein	+5	• L2/L3 riders dropping and failing to replace part of obstacle	+30
• Knocking over/dislodging any part of obstacle performed	+10		
• Failure to salute Judge	+10	• Spearing ring and getting it correctly placed with pole in drum	-10

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COW TRIAL Score Sheet

Show: _____ Date _____ Team _____ Place _____

Goal: Demonstrate ability of the horse and rider to sort cattle effectively and efficiently with the least disturbance to the cattle.
Time: Starts when 1 st competitor crosses into the herd zone; ends when cow is in the holding pen and all remaining animals are contained in the herd zone.
<p>Penalties: One course fault equals a 10-second penalty added to a team member's total elapsed time. Course faults will be assessed when:</p> <ul style="list-style-type: none"> • A cow other than the one being sorted oversteps the foul line (each occurrence) • A team member other than the one currently performing the test crosses the foul line into the herd zone (each occurrence) • Failure to get a cow in the holding pen within 3 minutes receives a 0 (zero) score. • Failure to salute the judge.
<p>Disqualification: Competitors committing the following faults will be disqualified:</p> <ul style="list-style-type: none"> • Taking more than 60 seconds to begin the test once the judge has given permission to proceed. • Crossing the foul line before the judge has given permission to proceed. • Roughing: Includes but is not limited to unnecessary or aggressive contact; running over, stepping on, or knocking down cattle while in pursuit; causing cattle to collide with holding pen panels; or horses biting cattle. • Any signs of injury or traces of blood caused by the rider. • Endangering any other rider or horse.

	Time	No. of Faults	Penalty Time	Adjusted Time (Time + Penalty Time)	Total Time
Rider 1					
Rider 2					
Rider 3					
Rider 4					
TEAM TOTAL (top 3 scores)					

Judge _____ Signature _____

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CLASS RESULTS TALLY Sheet

Show _____ Date _____ Level/Division _____ Class No. _____ No. of Competitors _____ Sheet ____ of ____

		Horse	Horse	Horse	Horse	Horse	Horse	Horse
		Rider	Rider	Rider	Rider	Rider	Rider	Rider
Official's Approval	Dressage							
	Percentage							
	Total Coll Marks							
	Place							
	Points							
	Ease of Handling							
	Percentage							
	Total Coll Marks							
	Total No. of 0's							
	Place							
	Points							
	Dress./EOH Pt. Total							
	Speed							
	Elapsed Time							
	Penalty/Bonus							
	Final Time							
	Place							
	Points							
	TOTAL POINTS							
	No. of DQs/ Scratches							
	FINAL PLACING							

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CLASS RESULTS TALLY Sheet – Notes

Determining Points

- The total number of points available in a given level is based on the number of competitors entered and initially competing in that level. The point basis remains the same even if fewer riders compete in subsequent trials within that level as a result of scratches or DQs.
- Competitors earn points depending on their placement in each trial; e.g.,
 - 1st place = N + 1
 - 2nd place = N – 1
 - 3rd place = N – 2
 - 4th place = N – 3 etc.

where N = the number of competitors entered in the level.

Place	No. of Entries									
	1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10	11
2		1	2	3	4	5	6	7	8	9
3			1	2	3	4	5	6	7	8
4				1	2	3	4	5	6	7
5					1	2	3	4	5	6
6						1	2	3	4	5
7							1	2	3	4
8								1	2	3
9									1	2
10										1

Scoring

- A rider who withdrew or was DQ'd in any of the trials may not place above a rider who successfully completed all trials.

Handling Ties

- Tie in Dressage: Collective marks break the tie. If marks are equal, entries remain tied and are awarded points associated with that placing.
- Tie in EOH: Rider who incurred a 0 is placed lower than a rider who did not. If tie remains, collective marks break the tie. If marks are equal, entries remain tied and are awarded points associated with that placing.
- Tie in Speed: Decided by least number of time penalties. If these are equal, entries remain tied and are awarded points associated with that placing.
- Tie for overall placement at a given level:
 - Competitor with highest average combined Dressage and EOH score will be placed higher.
 - If still a tie, competitor with highest EOH score will be placed higher.
 - If still a tie, fastest time in Speed trial will be placed higher.
 - Where competitors are tied with equal points and have equal DQs in Dressage and EOH, the fastest time in Speed will determine the winner.