# **Working Hunter Score Sheet**

**Rule 775** 

| Class Name: | Class Number: |
|-------------|---------------|
| Show Name:  | Date:         |
|             |               |



| Scoring:   |            |
|--|------------|
| Performance P  | oint Value |
| An excellent performer and good mover that jumps the entire course with cadence, balance and style.  | 90-100     |
| A good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults.   | 80-89      |
| 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. | 70-79      |
| Poor mover that makes minor mistakes; fair or average movers that make one or more poor fences but no major faults or disobediences.   | 60-69      |
| A horse that commits one major fault, such as a hind knockdown, refusal, or dropping a leg.  | 50-59      |
| A horse that commits two or more major faults, including front knockdowns a refusals or jumps in a manner that otherwise endangers the horse and/or ride                     |            |
| A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.  | 10-29      |

### Credits:

- · Even hunter pace
- Free flowing stride
- Even arc of travel over the fence · Kicking out

Fence Heights:

- Jumping fences without breaking
  Addingstride between jumps
- · Good hunter conformation

## Minor Faults:

- ·Light touches or rubs
- Jumping in the center of the fence Missing lead change
  - Switching leads

  - ·Leaving stride out between jumps
  - -Spooking or shying
  - ·Pinningears or wringing tail
  - ·Not straight or in center of fence
  - •Poor presentation of horse or exhibitor
  - Jumping out of turn

Maximum 2 feet - 9 inches (2'9")

Open: Minimum 3 feet (3'), Maximum 3 feet - 3 inches (3' 3")

Green: Minimum 2 feet - 9 inches (2'9"), Maximum 3 feet (3')

Pre-Green, Youth & Non-Pro: Minimum 2 feet - 6 inches (2'6")

# Major Faults:

- Knock down of rail
- Refusals
- · Trotting on course when not specified
- Bucking
- . Stopping for loss of shoe or broken equipment
- · Circling while on course
- · Pulling up
- · Dangerous jumping

### Elimination:

- 3 Refusals
- · Off Course
- · Jumping fence before it's reset
- · Bolting from the ring
- Fall of horse or rider

| Entry<br>Number | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Way of<br>Going | Comments | Final<br>Score |
|-----------------|---|---|---|---|---|---|---|---|---|----|-----------------|----------|----------------|
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|    |     | 7-  | C:  |    | -4- |      |
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