



| ApHC WORKING HUNTER

Minor Faults:

- Light touches or rubs
- Missing a lead change
- Switching leads
- Kicking out
- Adding a stride between jumps
- Leaving a stride out between jumps
- Spooking or shying
- Pinning ears or wringing tail
- Jumping out of turn
- Not straight or in center of fence
- Poor presentation of horse or exhibitor

Major Faults:

- Knock down
- Refusals
- Trotting while on course when it is 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 a fence before it is reset
- Bolting from the ring
- Fall of horse or rider
- Deliberately addressing an obstacle

Scoring:

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| • Excellent performer & good mover | 90 – 100 |
| • Good performer that jumps all fences | 80 - 89 |
| • Average, fair mover with no serious faults | 70 – 79 |
| • Poor mover that makes minor mistakes | 60 - 69 |
| • Horse that commits 1 major fault | 50 - 59 |
| • Horse commits 2 or more major faults | 30 - 49 |
| • Horse avoids elimination but unsafe | 10 – 29 |