Rule 775

Working Hunter Score Sheet

Class Name:_____ Class Number: _____

Show Name:_____ Date:_____

Scoring

Performance	Point 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 and refusals or jumps in a manner that otherwise endangers the horse and/or rider.	30-49
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
- Jumping in the center of the fence
- Free flowing stride
- Even arc of travel over the fence
- Jumping fences without breaking
- Good hunter conformation

Cause for Elimination

- 3 refusals
- Off course
- Jumping a fence before it is reset
- Bolting from the ring
- Fall of horse or exhibitor
- Deliberately addressing an obstacle

Fences Heights

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

Entry Number	1	2	3	4	5	6	7	8	9	10	Way of Going	Comments	Final Score

Judge's Signature: _____

Download additional score sheets at www.appaloosa.com/shows/judges.shtm

Updated January 17, 2006