

# Hunter Hack Score Sheet



Rule 778

Class Name: \_\_\_\_\_ Class Number: \_\_\_\_\_

Show Name: \_\_\_\_\_ Date: \_\_\_\_\_

**Credits**

- Even hunter pace
- Jumping in the center of fence
- Free flowing stride
- Even arc of travel over the fence
- Jumping fences without breaking
- Good hunter conformation

**Faults**

Faults over fences shall be scored as in Working Hunter.

- Faults during rail work:**
- Being on wrong lead and/or wrong diagonal
  - Excessive speed or excessive slowness
  - Breaking gait
  - Failure to take gait when called
  - Head carried too high or low
  - Nosing out or flexing behind the vertical
  - Opening mouth excessively
  - Stumbling

**Fences Heights**

- First Fence:**  
2'0", 2'3" or 2'6"
- Second Fence:**  
2'3", 2'6" or 2'9"

Entry Number	Jumps (70%)		Jump Score	Flat Work Score (30%)	Total Score	Place
	1	2				

**Judge's Signature:** \_\_\_\_\_