



HUNTER HACK SCORE SHEET

Class _____

Number of Entries _____

Judge _____

Date _____

Scoring:

- 90-100: An excellent performer and good mover that jumps the entire course with cadence, balance and style.
- 80-89: A good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults.
- 70-79: The average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the scoper horses; the good performer that makes a few minor faults.
- 60-69: Poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences.
- 50-59: A horse that commits one major fault, such as a hind knockdown, refusal, trot, cross canter or drops a lead.
- 30-49: 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.
- 10-29: A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.
- 0: A total of three disobediences that can include any of the following: refusal, stop, run out or extra circle; Jumping an obstacle before it is reset; Bolting from the arena; Off course.

W/O	Entry No.	Jumps (70%)		Score	Flat Work (30%)	Total Score	Way of Going	Place
		1	2					

Judges Signature _____