

**APPENDIX C**  
**SCORE SHEETS**

# United States Rules for Working Equitation

## EASE OF HANDLING TRIAL Score Sheet

Show \_\_\_\_\_ Date \_\_\_\_\_ Level \_\_\_\_\_ Division \_\_\_\_\_ Entry No. \_\_\_\_\_  
 Rider \_\_\_\_\_ Judge/Signature \_\_\_\_\_  
 Horse \_\_\_\_\_ Final Score \_\_\_\_\_ Place \_\_\_\_\_

No.	Obstacle	Score	Remarks
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			

**Obstacle Total**

Collective Marks	Pts	Coef	Score	Remarks
<b>Transitions; Navigation:</b> Crisp, accurate, uphill transitions between gaits. Effective course lines, correct leads and bend for course lines. Prescribed gait between obstacles.		2		
<b>Gaits:</b> Correctness, freedom and regularity		1		
<b>Impulsion:</b> Desire to move forward; elasticity of steps. Suppleness of back. Engagement of hindquarters.		1		
<b>Submission:</b> Willing cooperation, harmony, attention and confidence, acceptance of contact, straightness, lightness, ease of movement.		1		
<b>Rider and Presentation:</b> Position and seat; correct use of aids; effectiveness of aids. Completeness and appropriateness of tack and attire.		1		

Penalty tally

Failure to salute \_\_\_\_\_  
 Outside assistance (L1-L5) \_\_\_\_\_  
 Stroking horse's neck (L6/L7) \_\_\_\_\_

**Collective Marks Total**

**Obstacle Total**

**Minus Penalties**

**Total Score**

**Total Possible Points**  
 (No. of obstacles x 10 + 60)

**Final Score %**  
 (total score / total possible points)


# United States Rules for Working Equitation

## SPEED TRIAL Score Sheet

Show \_\_\_\_\_ Date \_\_\_\_\_ Judge \_\_\_\_\_ Level \_\_\_\_\_ Division \_\_\_\_\_ Sheet \_\_\_ of \_\_\_

Entry No.	Horse/Rider	Obstacle Penalties/Bonus Time															Elapsed Time*	Penalty -Bonus Time	Final Time*	Place								
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15												

\*Time to 100ths of a second.

Course Event	Time (sec)	Course Event	Time (sec)
• Placing the tip end of pole in the drum	+5	• Knocking over drum and pole stays in	+10
• Skewering ring with the butt end of the pole	+5	• Failure to latch gate in proper portion of obstacle	+30
• Any leg stepping over side pass pole (each leg)	+5	• Dropping and failing to replace gate	+30
• Touching horse in front of reins (L6/L7, two times max, each occurrence)	+5	• L2/L3 riders dropping and failing to replace part of obstacle	+30
• Failure to salute Judge	+10	• L2/L3 after 3 refusals with permission of Judge	+30
• Outside assistance (L2 thru L5)	+10		
• Knocking over/dislodging any part of an obstacle performed	+10	• Spearing ring and getting it correctly placed with pole in drum	-10

# United States Rules for Working Equitation

## CATTLE TRIAL Score Sheet

Show \_\_\_\_\_ Date \_\_\_\_\_ Judge \_\_\_\_\_ No. of Competitors \_\_\_\_\_ Sheet \_\_\_\_\_ of \_\_\_\_\_

<b>Penalties (+10 each occurrence)</b> <ul style="list-style-type: none"> <li>• Failure to salute Judge</li> <li>• Team member's horse into herd zone</li> <li>• Wrong cow crosses foul line</li> </ul>	<b>Disqualifications:</b> <ul style="list-style-type: none"> <li>• Rider crosses foul line before Judge has given permission</li> <li>• Team member crosses the foul line before the rider</li> </ul>	<ul style="list-style-type: none"> <li>• Endangering horse, rider, ground person</li> <li>• Attempt to work cattle on foot</li> <li>• Any signs of injury or blood</li> <li>• Roughing</li> <li>• Outside assistance</li> </ul>
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Team No./Name	Rider No./Name	Horse	No. of Penalties	Penalty Time	Elapsed Time	Final Time	Rider Place	Rider Points	TEAM PLACE
<b>Total Penalties</b>				<b>TEAM POINTS</b>					

Team No./Name	Rider No./Name	Horse	No. of Penalties	Penalty Time	Elapsed Time	Final Time	Rider Place	Rider Points	TEAM PLACE
<b>Total Penalties</b>				<b>TEAM POINTS</b>					

Team No./Name	Rider No./Name	Horse	No. of Penalties	Penalty Time	Elapsed Time	Final Time	Rider Place	Rider Points	TEAM PLACE
<b>Total Penalties</b>				<b>TEAM POINTS</b>					

# United States Rules for Working Equitation

## FINAL COMPETITION PLACEMENT – INDIVIDUAL

Show \_\_\_\_\_ Date \_\_\_\_\_ Level/Division \_\_\_\_\_ Class No. \_\_\_\_\_ No. of Competitors \_\_\_\_\_ Sheet \_\_\_\_ of \_\_\_\_

Official's Approval		Horse	Horse	Horse	Horse	Horse	Horse	Horse
		Rider	Rider	Rider	Rider	Rider	Rider	Rider
<b>Dressage</b>								
	Percentage							
	Total Coll Marks							
	Place							
	Points							
<b>Ease of Handling</b>								
	Percentage							
	Total Coll Marks							
	Total No. of 0's							
	Place							
	Points							
	<b>Dress./EOH Avg %</b>							
<b>Speed</b>								
	Elapsed Time							
	Penalty/Bonus							
	Final Time							
	Place							
	Points							
<b>Cattle</b>								
	Place							
	Points							
	<b>TOTAL POINTS</b>							
	No. of DQs/Scratches							
	<b>FINAL PLACING</b>							

## United States Rules for Working Equitation

### FINAL COMPETITION PLACEMENT – TEAM

Show \_\_\_\_\_ Date \_\_\_\_\_ Judge(s) \_\_\_\_\_ Total No. Competitors \_\_\_\_\_ Sheet \_\_\_\_\_ of \_\_\_\_\_

*Include only top 3 rider scores per team for each trial. See Section 4.8.4 for determining points and handling ties.*

Team	Rider	Horse	Dressage			EOH			Speed			Cattle			TOTAL Rider Points	TEAM PLACE
			%	Place	Pts	%	Place	Pts	Final Time	Place	Pts	Final Time	Place	Pts		
<b>TOTAL Team Points</b>																

Team	Rider	Horse	Dressage			EOH			Speed			Cattle			TOTAL Rider Points	TEAM PLACE
			%	Place	Pts	%	Place	Pts	Final Time	Place	Pts	Final Time	Place	Pts		
<b>TOTAL Team Points</b>																

Team	Rider	Horse	Dressage			EOH			Speed			Cattle			TOTAL Rider Points	TEAM PLACE
			%	Place	Pts	%	Place	Pts	Final Time	Place	Pts	Final Time	Place	Pts		
<b>TOTAL Team Points</b>																

## United States Rules for Working Equitation

### Notes on POINTS, PLACEMENT, and TIES

(see Sections 4.8.2, 4.8.3, 4.8.4 for details)

#### Determining Points

- The total number of points available in a given level/division is based on the number of competitors entered and initially competing in that level/division. The point basis remains the same even if fewer riders compete in subsequent trials within that level/division as a result of scratches or DQs.
- Competitors earn points depending on their placement in each trial; e.g.,
  - 1<sup>st</sup> place =  $N + 1$
  - 2<sup>nd</sup> place =  $N - 1$
  - 3<sup>rd</sup> place =  $N - 2$
  - 4<sup>th</sup> place =  $N - 3$  etc.where  $N$  = the number of competitors entered in the level.

#### Determining Placement

- Competitors must enter all trials to be considered for final placement.
- A rider who withdrew or was DQ'd in any of the trials cannot place above a rider who successfully completed all trials.

#### Handling Ties – Team Competitions

- The team with the highest average combined Dressage and EOH score will place higher.
- If there is still a tie, the team with the fastest combined time in Speed will place higher.

#### Handling Ties – Individual Competitors

- Competitors who are tied in a trial get the same placing and points; competitors scoring lower than the tie get placed as if there were no tie.
- Tie in Dressage: Collective marks break the tie. If marks are equal, entries remain tied and are awarded points associated with that placing.
- Tie in EOH: Rider who incurred a 0 is placed lower than a rider who did not. If both have 0's, the rider with more 0's will be placed lower. If tie remains, collective marks break the tie. If marks are equal, entries remain tied and are awarded points associated with that placing.
- Tie in Speed: Decided by lowest penalty/bonus time accrued. If these are equal, entries remain tied and are awarded points associated with that placing.
- Tie in Cattle: Decided by the lowest total time penalties accrued. If those marks are equal, entries remain tied.
- Tie for overall placement at a given level/division:
  - Competitor with highest average combined Dressage and EOH score will be placed higher.
  - If still a tie, competitor with highest EOH score will be placed higher.
  - If still a tie, fastest time in Speed trial will be placed higher.
- When determining ties for overall placement, a scratch/withdrawal is not equivalent to a disqualification. A rider with a DQ will be placed ahead of a rider who withdrew.