

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			
16			
17			
18			

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

Penalty tally

Failure to salute _____
 Use of voice _____
 Outside assistance _____
 Stroking horse's neck _____

Points Earned

Minus Penalties

Balance

Total Possible Points

Final Score (percentage)

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CATTLE TRIAL Score Sheet

Show _____ Date _____ Judge _____ No. of Competitors _____ Sheet _____ of _____

Penalties (+10 each occurrence) <ul style="list-style-type: none"> • Failure to salute Judge • Wrong cow crosses foul line 	<ul style="list-style-type: none"> • Herd cow re-crosses foul line • Team member's horse into herd zone 	Disqualifications: <ul style="list-style-type: none"> • Rider crosses foul line before Judge has given permission • Team member crosses the foul line before the rider 	<ul style="list-style-type: none"> • Endangering horse, rider, ground person • Attempt to work cattle on foot • Any signs of injury or blood • Roughing • Outside assistance
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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
Total Penalties				TEAM POINTS					

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

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

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FINAL COMPETITION PLACEMENT Dressage, EOH, Speed

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
Dressage								
	Percentage							
	Total Coll Marks							
	Place							
	Points							
Ease of Handling								
	Percentage							
	Total Coll Marks							
	Total No. of 0's							
	Place							
	Points							
	Dress./EOH Pt. Total							
Speed								
	Elapsed Time							
	Penalty/Bonus							
	Final Time							
	Place							
	Points							
TOTAL POINTS								
	No. of DQs/Scratches							
FINAL PLACING								

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FINAL COMPETITION PLACEMENT – Notes *(see Section 4.8.2)*

Determining Points

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

where N = the number of competitors entered in the level.

Place	No. of Entries									
1	2	3	4	5	6	7	8	9	10	11
1	2	3	4	5	6	7	8	9	10	11
2		1	2	3	4	5	6	7	8	9
3			1	2	3	4	5	6	7	8
4				1	2	3	4	5	6	7
5					1	2	3	4	5	6
6						1	2	3	4	5
7							1	2	3	4
8								1	2	3
9									1	2
10										1

Scoring

- A rider who withdrew or was DQ'd in any of the trials may not place above a rider who successfully completed all trials.

Handling Ties

- 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 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 least number of time penalties. If these are equal, entries remain tied and are awarded points associated with that placing.
- Tie for overall placement at a given level:
 - 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.
 - Where competitors are tied with equal points and have equal DQs in Dressage and EOH, the fastest time in Speed will determine the winner.