

SCORING GUIDELINES

Each pattern has an individual score sheet for the judge to use. Riders need to be familiar with the score sheet for better understanding of the testing process and to plan for performance. Each maneuver (or set of maneuvers) listed on the score sheet will be awarded a score. Scoring does not necessarily go by each frame of the drawn pattern. Scores are tallied and added or subtracted from 70 for the final total.

The judging guideline for scoring points are as follows:

pattern score of 0- off course, rule infraction, lose of control

maneuver scores

- +2 an impressive performance with minimal cues on maneuvers that show a certain level of difficulty
- +1 a good clean performance with minimal cues
- 0 OK performance of pattern with room to improve the execution of the pattern, no major faults
- 1 for each break of gait, break of pattern, excessive aids, displacing rails, very poor size, shape or location of maneuvers (faults are accumulative)
- 1 wrong gait, diagonal or lead, but shows a timely correction
- 2 wrong gait, diagonal or lead without a correction

Scores will include an evaluation of:

- gaits
- transitions
- guiding
- turns
- communication

The judge is not to emphasize one area more than another.