| Judge will score the horse and rider separately. |  |  | Judge may award a star for rider/horse team for something that was awesome. |
| :---: | :---: | :---: | :---: |
| Scores for each team member will range from 0 to 10. |  |  | Number of accumulated stars will be used to break scoring ties to determine placings. |
| Max score for team is 20 points. |  |  |  |
| SCORE | ELEMENTS | DESCRIPTION |  |
| 9-10 | ALL COMPLETE (PERFECTION) | Horse moves willingly toward and through the obstacle with relaxed, forward movement. NO hesitation, rider uses soft subtle cues (barely noticeable). |  |
| 7-8 | ALL COMPLETE <br> (GOOD JOB) | Horse moves forward willingly with minimal hesitations. <br> Obvious cues noted by rider to encourage the horse through the obstacle. |  |
| 5-6 | ALL COMPLETE (AVERAGE) | Horse moves forward but is resistant with a stop or two, horse uncertain with obstacle. Significant push/assistance/encouragement required from rider noted. |  |
| 3-4 | ALMOST COMPLETE (GETTING THERE) | Horse is resistant with frequent stopping/lots of rider encouragement required. Horse and rider complete portions of elements. |  |
| 2 | NOT COMPLETE (KEEP WORKING) | Rider demonstrates good horsemanship skills. <br> Horse not focused, but only completes small/limited portion of obstacle elements. |  |
| 1 | NOT COMPLETE (PRACTICE) | Horse is extremely unwilling, gets to or close to or touches obstacle, does something at obstacle. Horse does not complete any portion of obstacle satisfactorily. |  |
| 0 | NOTHING DONE | Passed on obstacle/did not get beyond start cones |  |

