

# KCYF Trail Scoresheet

Class #: \_\_\_\_\_ Ring: \_\_\_\_\_ Back # \_\_\_\_\_

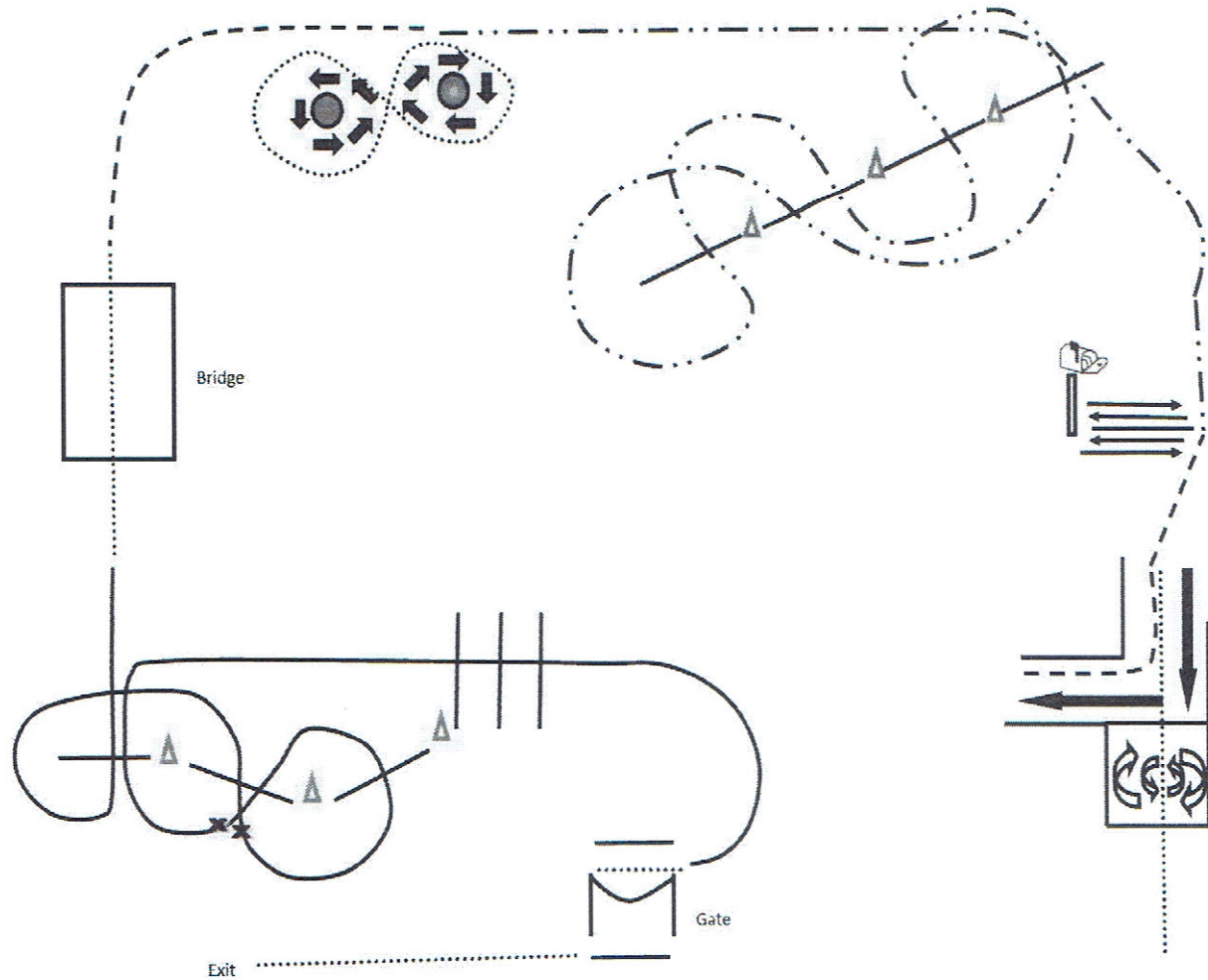
Obstacle Score:		Penalties			Disqualifications	
Rating	Point Value	Error	Penalty	Error	Penalty	
Excellent	+1 ½	Each tick of log, pole, cone, or obstacle.	½	Dropping a slicker or other object that is required to be carried on the course.	5	Using more than one finger between the reins.
Very Good	+1	Hitting or stepping on a log, pole, cone or obstacle.	1	Refusing, balking, or attempting to evade obstacle by shying/backing (1X).	5	Using two hands on reins, except exhibitors riding junior horses in a snaffle bit or romal riding an English style.
Good	+½	Breaking gait at a walk or jog for two strides or less.	1	Losing control or letting go of gate.	5	Changing hands on the reins (except when necessary to negotiate obstacle; English riders are permitted to put both reins in one hand to negotiate an obstacle).
Correct	+0	Placing both front or hind feet in a single strided slot or space	1	Failing to ever demonstrate a correct or more lead or gait, if designated.	5 or More	Using a romal other than for reining the horse.
Poor	-½	Skipping over or failing to step into a required space.	1	Refusing, balking or attempting to evade obstacle by shying/backing (2X).	5 or More	Equipment failure that delays completion of the pattern.
Very Poor	-1	Splitting pole, or having the pole between two front/hind feet in a lope-over.	1	Failing to complete and obstacle.	5 or More	Touching the horse on the neck to lower head.
Extremely Poor	-1 ½	Breaking gait at a walk or jog for more than two strides.	3	Refusing, balking or attempting to evade obstacle by shying/backing (3X).	No Score	Using the free hand to instill fear or to praise.
		Going out of lead/breaking gait at lope, canter or third gait (except when correcting an incorrect lead).	3	Negotiating an obstacle differently than is described on the pattern.	No Score	Falling to the ground (horse or rider).
		Knocking down a elevated pole, cone, plant obstacle or severely disturbing obstacle.	3	Missing or not attempting obstacle.	No Score	Riding outside the designated course boundaries.
		Stepping outside the confines of, falling or jumping an obstacle with one foot. Each foot will accrue additional penalties.	3		No Score	Willfully abusing horse.

Rearing, bucking or other major disobedience by horse.  
 Performing class with mismatched equipment and attire.  
 Performing bareback.  
 Breaking the pattern (going off course).

Obstacle Description	1	2	3	4	5	6	7	8	Total Score
Penalty									
Obstacle Score									
Running Total									

**Note:** No rider that deviates from the posted pattern in any way or that receives a zero score for a particular obstacle shall place above any rider that completes the pattern as written

## Class #508 Horsemaster Trail Pattern—Ring B



### Pattern

1. Walk into box. Perform a 360 degree turn to the left, and then 1 full turn to the right.
2. Walk out of box and through chute. Back through chute as shown.
3. Jog/Trot through chute to mailbox. Stop. Side pass left over pole to mail box. Open mailbox, show contents to judge, replace contents, and close. Side pass over pole to the right.
4. Extended jog/trot over poles as shown to first barrel.
5. Pick up bucket in left hand and walk a figure 8 around the barrels. Set bucket down, and back a figure 8 around barrels.
6. Jog to bridge. Walk over bridge.
7. Lope/Canter on correct lead over poles as shown performing a lead change where indicated to gate.
8. Walk up to gate. Work a left handed gate. Exit at a walk.

### Legend

	Back
	Side Pass
	Turn
	Walk
	Jog/Trot
	Extended Jog/Trot
	Lope
X	Lead Change