

# KCYF Trail Scoresheet

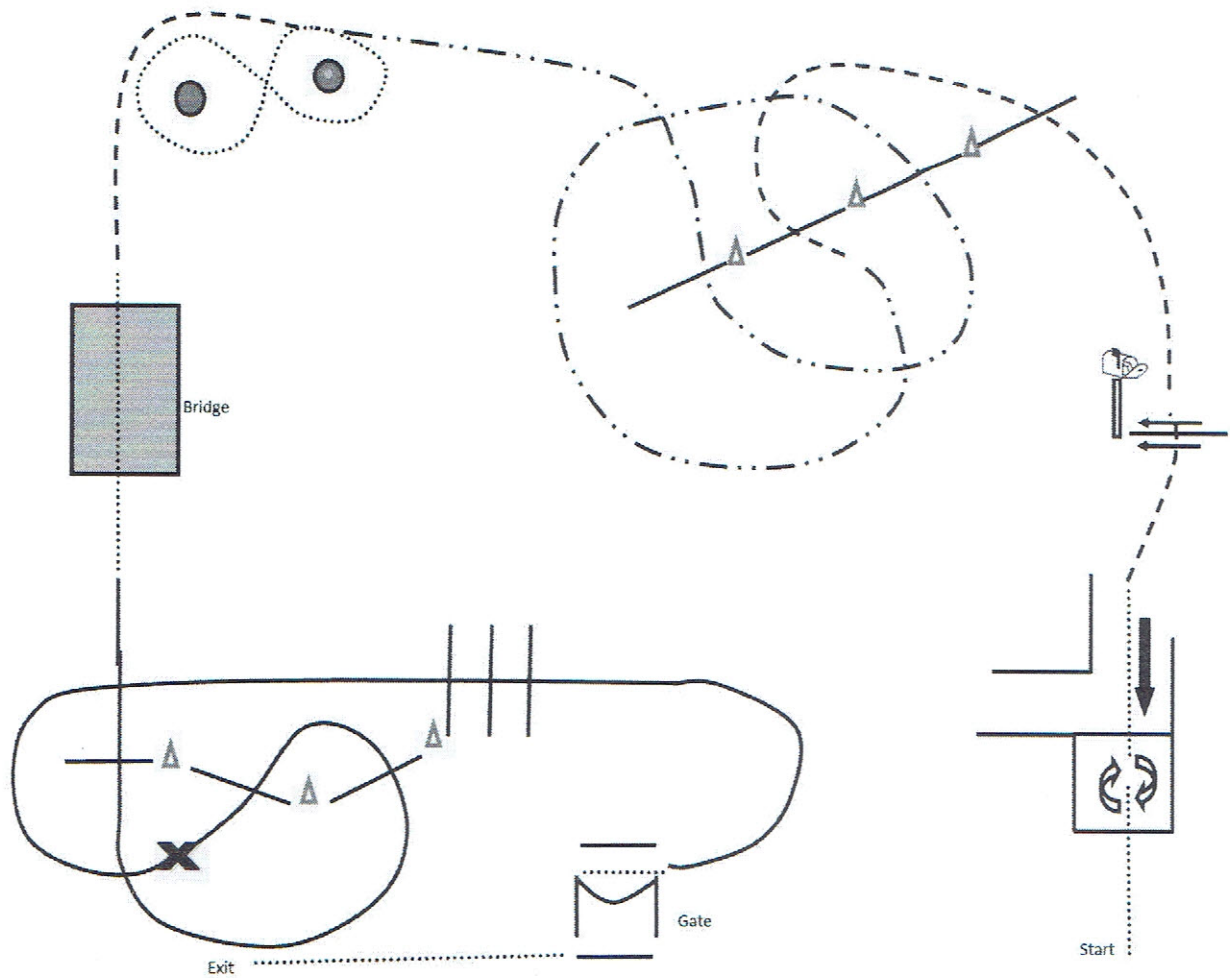
Class #: \_\_\_\_\_ Ring: \_\_\_\_\_ Back # \_\_\_\_\_

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.	
* Each course will begin with a score of 70 points. Scores will increase or decrease via penalties and obstacle scores.		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. Willfully abusing horse.	
		Stepping outside the confines of, falling or jumping an obstacle with one foot. Each foot will accrue additional penalties.	3			Rearing, bucking or other major disobedience by horse.	

Obstacle Description	1	2	3	4	5	6	7	8	Total Score
Penalty									
Obstacle Score									
<b>Running Total</b>									

**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 #505 Junior Advanced Trail Pattern—Ring B



### Pattern

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

### Legend

