

KCYF Trail Scoresheet

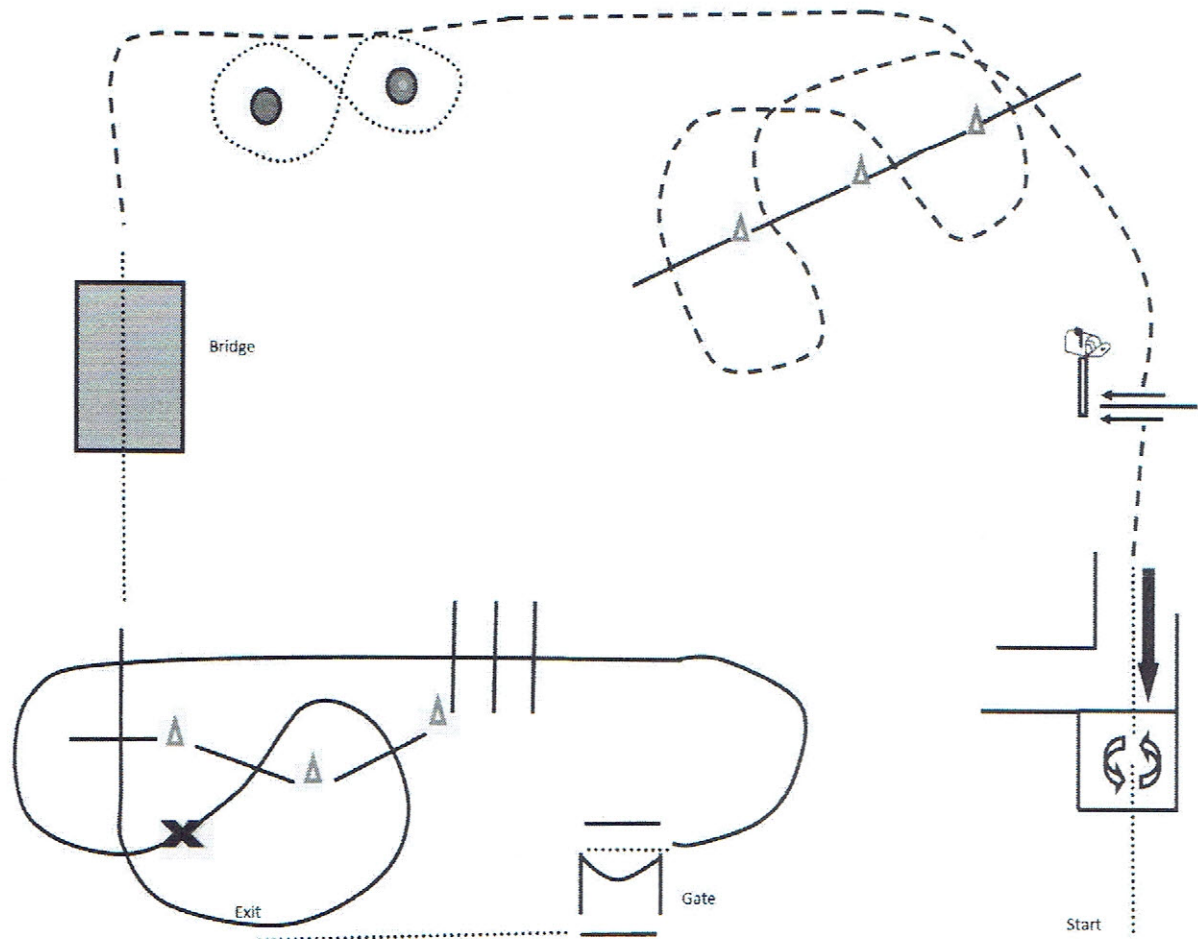
Class #: _____ Ring: _____ Back # _____

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

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 #504 Junior Intermediate Trail Pattern—Ring B



Pattern

1. Walk into box and perform a 360 degree turn to the left.
2. Walk out of box, and through chute. Back into 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 over poles as shown to first barrel.
5. Pick up bucket off of barrel in left hand and walk a figure 8 around barrels. Set back down onto 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

