

# KCYF Trail Scoresheet

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

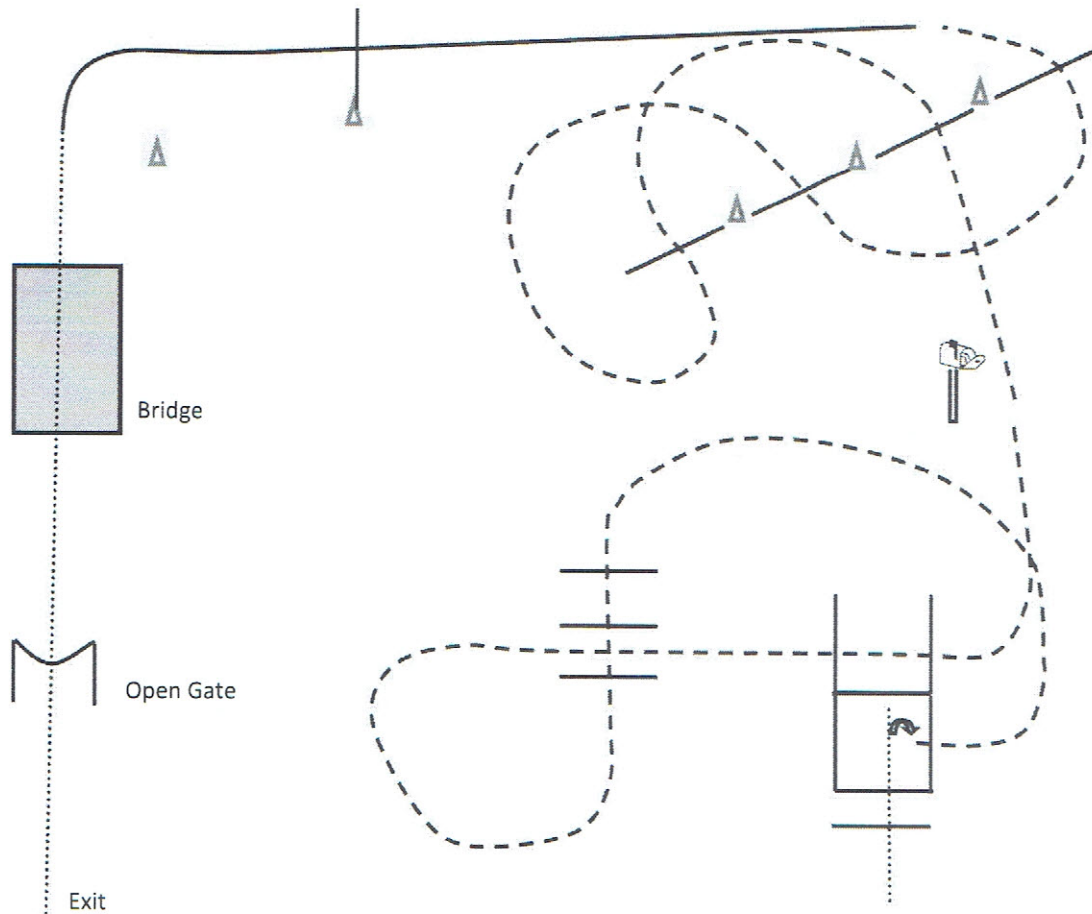
Obstacle Score:		Penalties			Disqualifications		
Rating	Point Value	Error	Penalty	Error	Penalty		
Excellent	+ 1 ½	Each tick of log, pole, cone, or obstacle.	½	Dropping a slicker or other object that is required to be carried on the course.	5	Using more than one finger between the reins.	
Very Good	+ 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	Riding outside the designated course boundaries.	
		Knocking down a elevated pole, cone, plant obstacle or severely disturbing obstacle.	3	Missing or not attempting obstacle.	No Score	Willfully abusing horse.	
		Stepping outside the confines of, falling or jumping an obstacle with one foot. Each foot will accrue additional penalties.	3		No Score	Rearing, bucking or other major disobedience by horse.	

\* Each course will begin with a score of 70 points. Scores will increase or decrease via penalties and obstacle scores.

Obstacle Description	1	2	3	4	5	6	7	8	Total Score
Obstacle 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 #502 Novice Intermediate Trail Pattern—Ring A



### Legend

### Pattern

1. Walk over pole and into box. Stop.
2. Perform a 90 degree turn to the right.
3. Jog/Trot out of box, over and through poles as shown to the mailbox as shown. Stop.
4. Open mailbox, show contents to judge. Replace contents, and close the mailbox.
5. Jog over poles as shown.
6. Lope/Canter left lead over pole as shown to end cone. Walk
7. Walk over bridge.
8. Walk through open gate as shown and exit.

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