

KCYF Trail Scoresheet

Class #: _____

Ring: _____

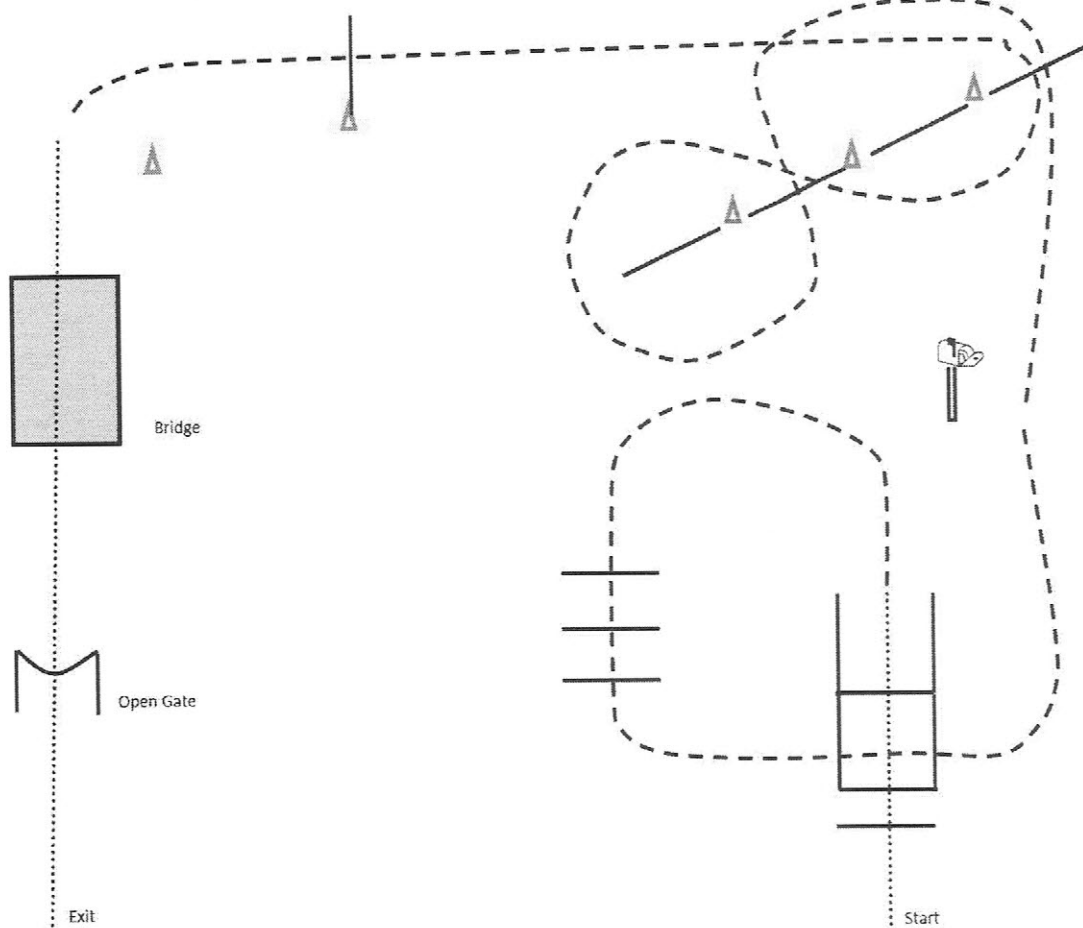
Back # _____

Obstacle Score:	Point Value	Penalties		Disqualifications		
		Error	Penalty			
Rating	+ 1 ½	Each tick of log, pole, cone, or obstacle.	½	Error	Penalty	<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>
Excellent	+ 1	Hitting or stepping on a log, pole, cone or obstacle.	1	Refusing, balking, or attempting to evade obstacle by shying/backing (1X).	5	
Very Good	+ ½	Breaking gait at a walk or jog for two strides or less.	1	Losing control or letting go of gate.	5	
Good	+ 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	
Correct	- 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	
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	
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	
* 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	
		Knocking down a elevated pole, cone, plant obstacle or severely disturbing obstacle.	3	Missing or not attempting obstacle.	No Score	
		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 #501 Novice Walk Trot Trail Pattern—Ring A



Pattern

1. Walk over pole, through box, and through chute.
2. Jog/Trot over poles, and through box as shown to mailbox. Stop. Open mailbox, and then close mailbox. Do NOT remove the contents.
3. Jog/Trot over poles as shown in a figure 8 as drawn.
4. Jog/Trot over pole to end cone. Walk.
5. Walk over bridge.
6. Walk through open gate as shown to the exit.

Legend

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