

TRAIL SCORE SHEET

JUDGE	
CLASS	
DATE	

OBSTACLE SCORES: -I ¹ / ₂ Extremely Poor, -I Very Poor, -I ¹ / ₂ Poor, O Correct, +I ¹ / ₂ Good, +I Very Good, +I I ¹ / ₂ Excellent																
		DESTACLE	MOLLAND													
WORKING ORDER 1	ENTRY Number	OBSTACLE	1	2	3	4	5	6	7	8	9	10	11	12	PENALTY TOTAL	FINAL SCORE
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TRAIL OBSTACLE SCORES:

+1 1/2 - Excellent, +1 - Very Good, +1/2 - Good, 0 -Correct, -1/2 - Poor, -1 - Very Poor, -1 1/2 - Extremely Poor

PENALTY 1/2:

Each tick of log, pole, cone or obstacles

PENALTY 1:

Hit or step on; Incorrect gait at walk or jog 2 strides or less; Both feet in space; Skip space; Split pole, failure to meet the correct strides on trot over & lope over log, incorrect number of strides, if specified

PENALTY 3:

Break gait at walk or jog over 2 strides; Out of lead or break of gait at lope; knockdown: Step out or jump off with 1 foot

PENALTY 5:

Drop object; 1st refusal or evade: 2nd refusal; Loss of control at gate, use of either hand to instill fear or praise; Step out or jump off obstacle with more than 1 foot: Blatant disobedience; Failure to complete obstacle, holding saddle

PENALTY SCORE 0:

Failure to follow the correct line of travel within or between obstacles: Use of more than 1 finger between reins; Use of 2 hands; Use of romal other than outlined; Performing obstacles incorrectly or other than specified order; No attempt to perform obstacle; Equipment failure; Excessively or repeatedly touching the horse on the neck to lower the head; Fall to ground; Failure to enter, exit or work obstacle from correct side or direction, including overturns of more than 1/4 turn; Failure to work an obstacle other than how it is described; Outside boundary marker of arena or course area: 3rd refusal: Failure to demonstrate correct lead or gait; On line of demonstrate correct lead or gait: On line of travel, head consistently carried too low or over flexed, except in Novice classes