

HUNTER HACK SCORE SHEET

TOTAL SCORE: Scoring will be based on fence work, which represents 70% of the score, and rail work, which represents 30% of the score	
90 – 100	An excellent performer and good mover that jumps the entire course with cadence, balance, and style.
80 – 89	A good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults
70 – 79	The average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the superior horses; the good performer that makes a few minor faults.
60 – 69	Poor performer that make minor mistakes; fair or average mover that have one or two poor fences but no major faults or disobediences.
50 – 59	A horse that commits one major fault, such as, a hind knock down, refusal, trot, cross-canter or drops a leg.
30 – 49	A horse that commits two or more major faults, including front knock downs, refusals, or jumps in a manner that otherwise endangers the horse and/or rider.
10 – 29	A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.
Penalties: Being on the wrong lead Or diagonal Breaking gait Failure to take gait Head too low or too high Nose behind the vertical Opening mouth excessively Stumbling	Ribbon Drop: No contestant number Missed gate call No patch / not visible Non-standard equipment Broken Pattern=automatic white
Disqualification: Falling from horse Equipment failure resulting in inability to compete No helmet Physical or verbal abuse	Knockdown Faults: 4 faults per knockdown

#	Fences (Max 70pts)		Fences Score	Flatwork (30pts)	Comments	Total Score (Fences + Flatwork) (Max 100 points)
	1	2				

Judges Signature: _____ Date: _____

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	1	2				

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