

KCYF Trail Scoresheet

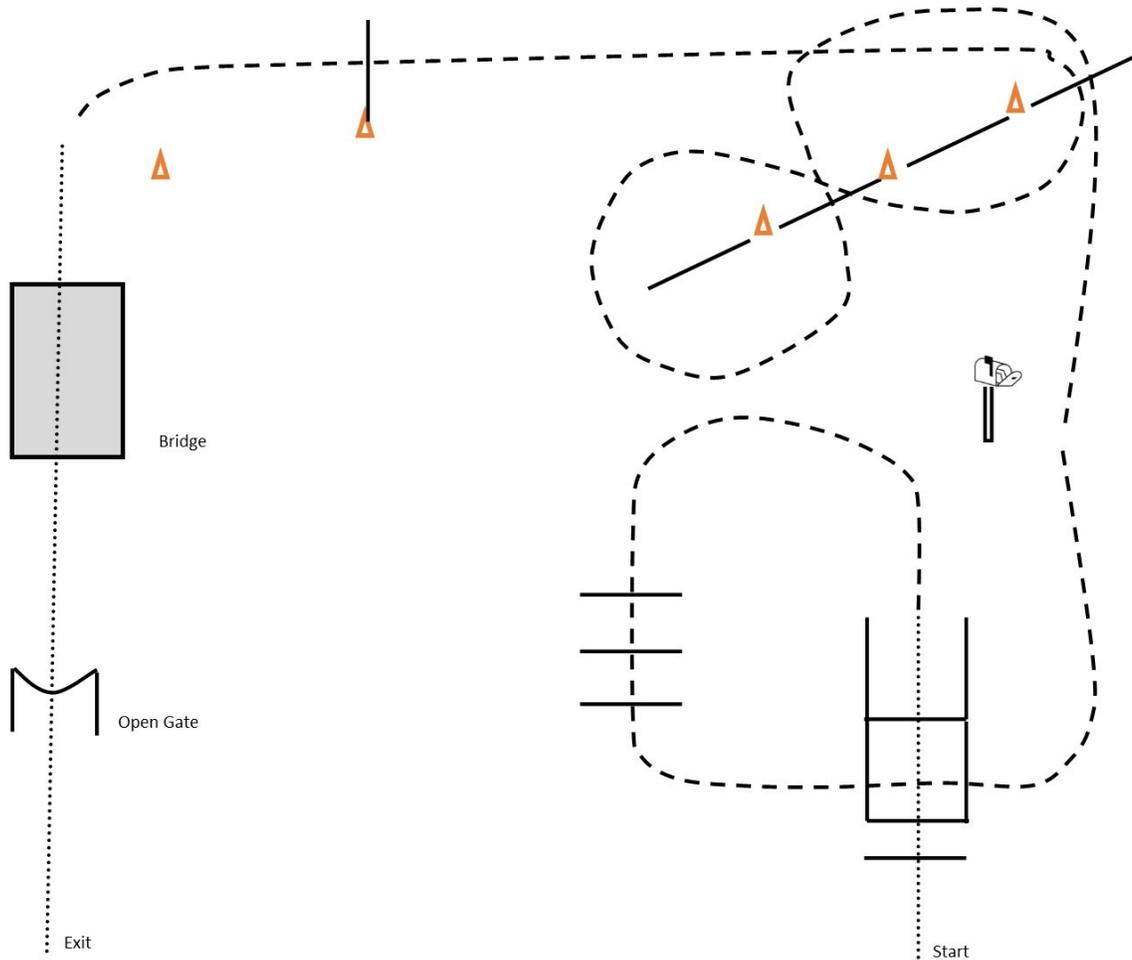
Class #: _____ Ring: _____ Back # _____

Obstacle Score:		Penalties				Disqualifications
Rating	Point Value	Error	Penalty	Error	Penalty	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).
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	
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	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	
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	
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



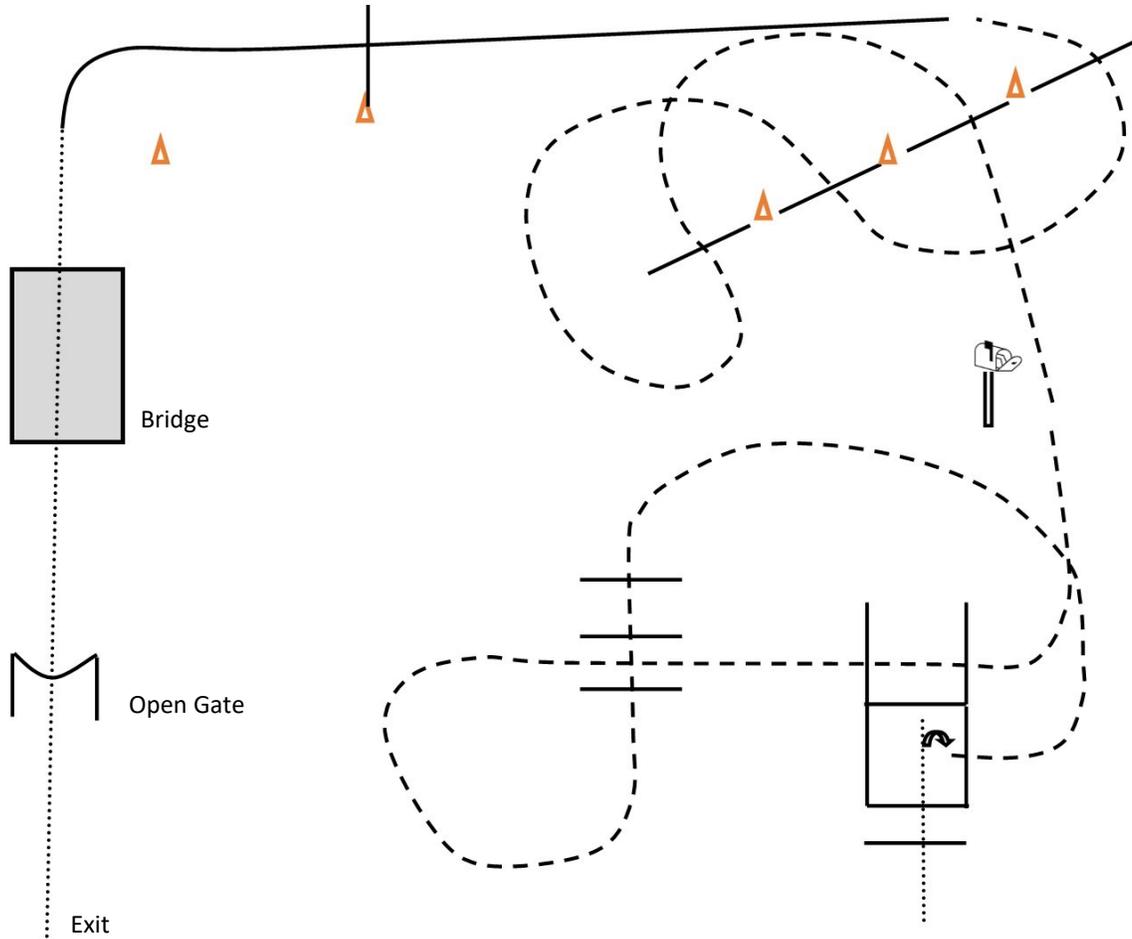
Pattern

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

Class #502 Novice Intermediate Trail Pattern—Ring A



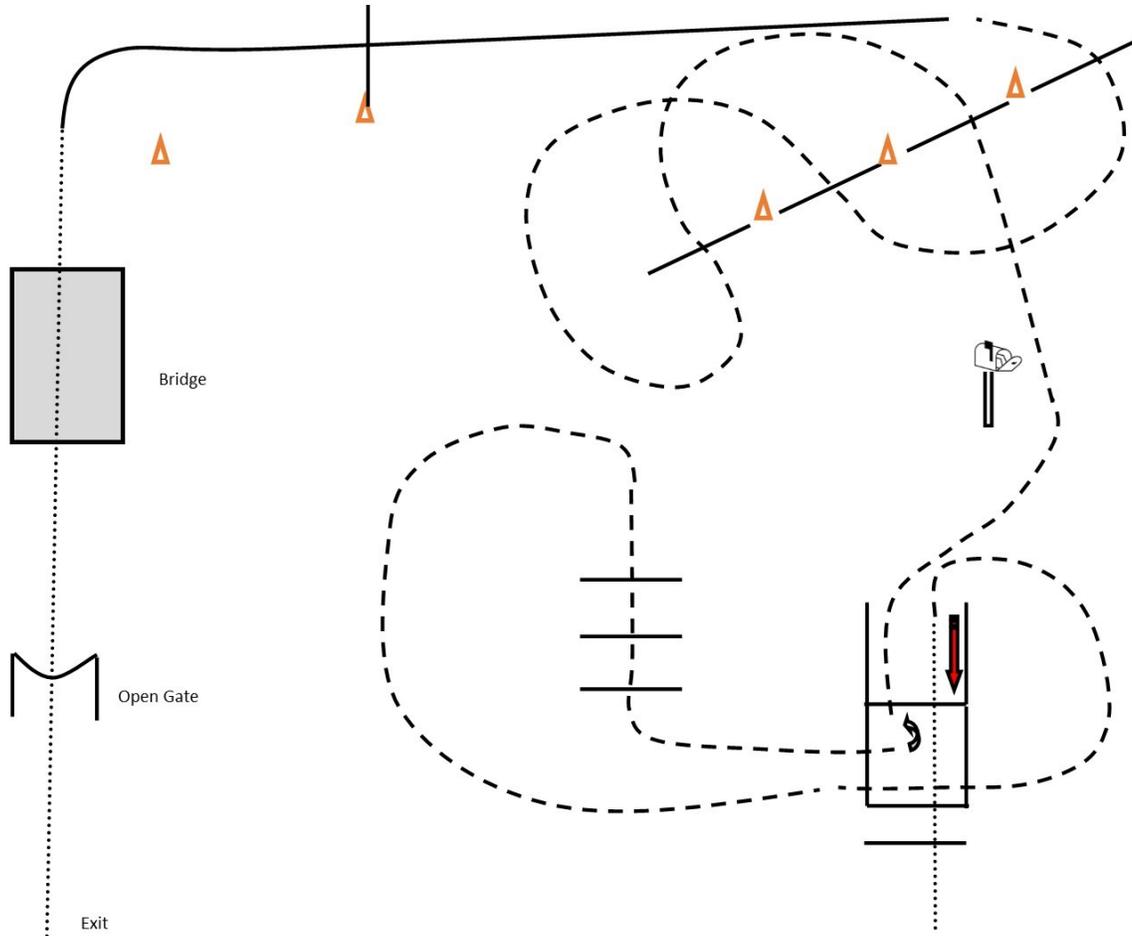
Pattern

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.

Legend

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

Class #503 Novice Advanced Trail Pattern—Ring A



Pattern

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

Legend

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