

Scoring Guidelines: Effectiveness and Gait obstacles

$$\text{Total mark} = \text{Effectiveness} + \text{Gait} - \text{Deductions} - \text{Penalties}$$

$$= \quad \text{E} \quad + \quad \text{G} \quad - \quad \text{D} \quad - \quad \text{P}$$

0 for Effectiveness gives zero for the obstacle, unless penalties are given. Negative Gait marks and Deductions **cannot** give a negative score for the obstacle, if Effectiveness + Gait – Deductions = negative then zero is given for the obstacle. Penalties **can** lead to a negative score for the obstacle.

Effectiveness (E):

Faults (including circling before obstacle)	Points
No faults	7
One fault	4
Two faults	1
Three faults / foot (rider's or horse's foot) outside the obstacle / rider fall (as a result of the obstacle / (led obstacles only) leading the horse from reins to which a running martingale is attached	0

If the horse changes gait and then resumes the original one the second change is not a fault (ie canter to trot to canter is 1 fault). Further changes of pace are penalised (ie 'canter-trot-walk' and 'canter-trot-canter-trot' are both 2 faults).

Gait (G):

<i>Ridden obstacles</i>	Points
Canter	+3
Trot	0
Walk	-2
<i>Led obstacles</i>	Points
Trot	+3
Walk	0

If the horse changes gait in the obstacle then the mark given is that for the slowest gait seen (ie canter to trot = 0 for gait).

Comments:

Please make a note in the Comments column about anything relevant (any effectiveness faults, horse with running martingale being led from reins, circling at any time before your obstacle, time held, falls or rider not attempting or bypassing obstacle).

Deductions (D):

<i>Led Obstacles</i>	Points
Flapping stirrups (one or both stirrups)	-1

Penalties (P):

	Points
Brutality	Max -5
Dangerous method	Max -5

Falls:

Horse fall (horse's shoulders and quarters have touched the ground): Elimination.
Rider fall (when riding): 0 for obstacle for first fall, elimination for second fall.
Rider fall when leading: 0 for obstacle.
See Rule 6.7.9.

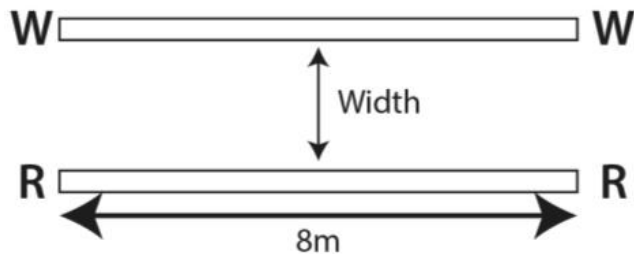
Holding rider:

If you hold a rider on course, time how long you held them for and write the number of minutes and seconds held in the Comments column.

Not attempting/ Missing obstacle:

If a rider **STOPS** and informs you that they are not attempting an obstacle or that they wish to do a ridden obstacle led or vice versa, write 0 in the Total column.
If a rider misses your obstacle or does a ridden obstacle led or vice versa without informing you, write X in the Total column.

G-2 Corridor (ridden & led)



R = Red flag W = White flag

Objectives:

Ride or lead through the corridor without touching the bars while keeping to the initially chosen gait.

Effectiveness faults:

- Running out or circling before entering the obstacle
- Refusal (including stepping back)
- Horse (or rider, in led corridor) touching the bars
- Change of gait including break in forward motion

Suggested variation for level 4 ONLY (Competitors MUST be informed before they start the course if this variation is being used).

Gait: Canter = +3 points, Trot = -2 points. Any walk in the obstacle gives Effectiveness = 0.