Scoring Guidelines: Effectiveness and Gait obstacles

Total mark = Effectiveness + Gait − Deductions − Penalties

= E + G − D − 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):

Ridden obstacles	Points
Canter	+3
Trot	0
Walk	-2
Led obstacles	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).

Deductions (D):

Led Obstacles	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.

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).

G-3   Low Branches (ridden)

Objectives:
Pass under the low branches without knocking them off while keeping to the initially chosen gait.

Effectiveness faults:
- Running out or circling before entering the obstacle
- Refusal (including stepping back)
- Knocking down or displacing one or more branches
- Change of gait including break in forward motion

Suggested variations for levels

Level 1	3 branches 35cm above the withers
Level 2	3 branches 30cm above the withers
Level 3	4 branches 30cm above the withers
Level 4	5 branches 30cm above the withers
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.