

Scoring Guidelines: Effectiveness and Style obstacles

Total mark = Effectiveness + Style – Deductions – Penalties

= E + S – D – P

0 for Effectiveness gives zero for the obstacle, unless penalties are given. Negative Style 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

Style (S):

	Points
Very good	+3
Good	+2
Quite good	+1
Average	0
Mediocre	-1
Bad	-2

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. See Rule 6.7.9.

Rider fall when leading: 0 for obstacle.

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).

S-1 Jumping obstacles (ridden & led)

Ditch, hedge (ridden only), jump, path crossing (ridden only), step up, step down, tree trunk

[‘Jump’ = an obstacle built from show-jump type equipment, such that a pole or poles can be knocked down by the horse while jumping it.]

Objectives:

To negotiate an obstacle in the path of horse and rider, demonstrating the willingness of the horse as well as the correct approach and aids of the rider allowing control whether jumping or not.

Changes of gait and jumping from a standstill are allowed. If a ditch permits it, the rider and/or horse may step into it.

Effectiveness faults:

- Running out or circling before entering the obstacle
- Refusal (including stepping back)
- Jump only: Knocking down a pole(s)

A path crossing consists of 2 elements to be jumped/ negotiated. They are judged as one obstacle, so if the horse refuses or runs out at the second element the whole obstacle must be attempted again.

Style evaluation:

- Regular forward motion
- Good rider position (ridden) / rider leading on a loose rein (led)
- Horse and rider maintain balance at all times
- Horse moving in a regular forward motion, whilst the horse remains ‘straight’ (ie not crooked).
- Discreet rider aids
- Led obstacles only: Horse’s muzzle not ahead of the rider’s shoulder line