Scoring Guidelines: Effectiveness and Style obstacles

Total mark = Effectiveness + Style – Deductions – Penalties

$$= \quad E \quad + S - \quad D \quad - \quad P$$

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):

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.
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).

S-4   Mounting obstacles

Mount from block, mount from ground

Equipment for judge:
Stop watch [Suggested time limits: Level 1 = 25 seconds, Level 2 = 20 seconds, Level 3&4 = 15 seconds. The time limit will be decided by the Chef de Piste.]
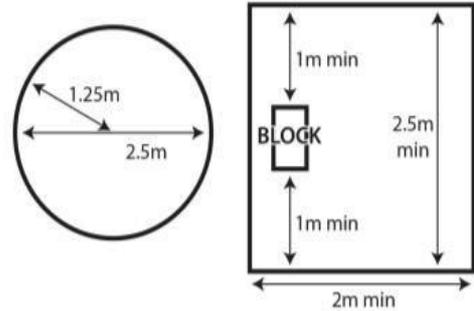
Notes:
Mounting may be from the near or the off side as determined by the Chef de Piste. The rider may vault onto the horse. If leading into the area the stirrups may be down.
The timer starts when the horse enters the area/circle. Mounting is considered to start when the rider puts their foot into the stirrup or prepares to spring (if vaulting) and to have finished when both feet are in the stirrups.
Mount from ground only:
  • The rider may enter the area mounted, but in this case both of the rider's feet must touch the ground when dismounting (before mounting can commence).
  • A mounting block (within an area as defined for a Mount from block obstacle) will be available alongside the Mount from ground circle. [If the rider uses the Mount from block area they must enter led.]
Mount from block only: The rider must lead the horse into the area.
Objectives:
The rider mounts the horse from the ground or block as specified by the Chef de Piste (including which side the rider mounts from).
Effectiveness faults:
  • Horse moving one or more feet while rider mounts (each movement = 1 fault)
Style evaluation:
  • Lightness, balance and accuracy of rider
  • Calmness and obedience of horse **Deductions:**
  • Exceeding time allowed -1 per second
  • Stirrup twisted/backwards -1
      ▪ Mount from ground only:
      ▪ Using the mounting block -3 for L1 & L2 , -6 for L3 & L4