# 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):

| *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.
Rider fall when leading: 0 for obstacle.

## Holding rider:

If you <u>hold</u> 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 <u>not attempting</u> an obstacle or that they wish to do a ridden obstacle led or vice versa, write 0 in the Total column.
If a rider <u>misses</u> 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-8   Ticket punch (ridden & led)

### Objectives:
The rider must punch the card using the ticket punch suspended within the area.

### Notes:
The rider will be given a card by the judge before entering the area. The rider should punch the card and then return it to the judge (outside the area) **or deposit it where indicated**. The course designer may specify whether the punch is suspended on the near or off side.
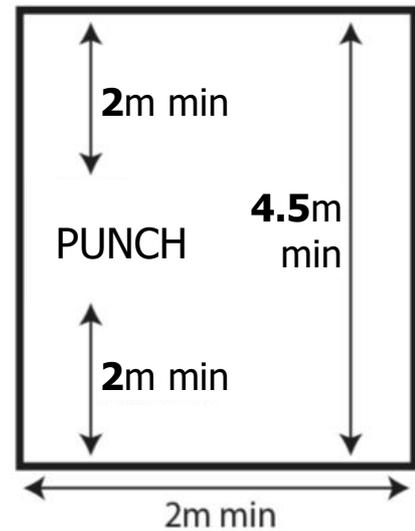
### Effectiveness faults:
- Running out or circling before entering the obstacle
- Refusal including stepping back
- Rider letting go of punch or string before card has been punched
- Horse moving one or more feet while the rider punches the card (each movement = 1 fault)

The gait that the horse enters and leaves the obstacle is not fixed.

### Style evaluation:
- Calmness and obedience of the horse
- Lightness, balance and accuracy of rider
- Discreet rider aids