



JUDGE'S SCORE SHEET

DRESSAGE Page 1

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

2023 Training Level Test 3
 Small 20Mx40M arena

All trot work may be ridden sitting or rising, unless stated.
 Halts may be through the walk.

Reader please note: Anything in parentheses should not be read.

	Test	Directives	Comments	Points	Coefficient	Total
1	A X	Enter working trot Halt, salute Proceed working trot	<i>Regularity and quality of trot; willing calm transitions; straightness; attentiveness; immobility (min 3 sec)</i>			
	C H-X-K	Track left Slightly after H begin a single loop to X returning to the track slightly before K	<i>Regularity and quality of trot; bend and balance in turns; shape and size of loop; changes of bend; balance</i>		2	
3	Between A&F	Working Canter left lead	<i>Willing calm transition; regularity and quality of gaits; bend in corner; straightness</i>			
4	B	Circle left 20m	<i>Regularity and quality of canter; shape and size of circle; bend; balance</i>			
5	H-X-F X	Change rein Working trot	<i>Regularity and quality of gaits; willing calm transition; straightness; bend in corner</i>			
6	A	Medium walk	<i>Willing calm transition; regularity, quality</i>		2	
7	K-X-H H	Free walk Medium walk	<i>Regularity and quality of walks; reach; overtrack and groundcover of freewalk allowing complete freedom to stretch the neck forward and downward; straightness; willing calm transitions</i>		2	
	C M-X-F	Working trot Slightly after M begin a single loop to X returning to the track slightly before F	<i>Regularity and quality of trot; shape and size of loop; changes of bend and balance</i>		2	
9	Between A&K	Working canter right lead	<i>Willing calm transition; regularity and quality of gaits; bend and balance in corner; straightness</i>			
10	E	Circle right 20m	<i>Regularity and quality of canter; shape and size of circle; bend; balance</i>			
11	C	Working trot	<i>Willing calm transition; regularity and quality of trot</i>			
12	B Before B B	Circle right 20m in rising trot allowing the horse to stretch forward and downward Shorten the reins Working trot	<i>Forward and downward stretch over the back into a light contact, maintaining balance and quality of trot; bend; shape and size of circle; willing, calm transitions</i>		2	
	A X	Down centerline Halt, salute	<i>Bend and balance in turn; regularity and quality of trot; willing, calm transition; straight attentive halt; immobile (min 3sec)</i>			

Leave arena at A in free walk.



JUDGE'S SCORE SHEET

DRESSAGE page 2

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

2023 Training Level Test 3 All trot work may be ridden sitting or rising, unless stated.
 Small 20Mx40M arena Halts may be through the walk.

COLLECTIVE MARKS:

Comments

Points

Coefficient

Total

	Comments	Points	Coefficient	Total
GAITS (freedom and regularity)			1	
IMPULSION (desire to move forward, elasticity of the steps, suppleness of the back, engagement of the hindquarters)			2	
SUBMISSION (willing cooperation, harmony, attention and confidence, acceptance of bit and aids, straightness, lightness of forehand and ease of movements)			2	
RIDER'S POSITION AND SEAT (alignment, posture, stability, weight placement, following mechanics of the gaits)			1	
RIDER'S CORRECT AND EFFECTIVE USE OF THE AIDS (clarity, subtlety, independence, accuracy of the test)			1	

Further Remarks:

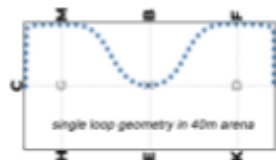
Total pg1:

Total pg2:

Subtotal:

Minus errors:

To be deducted: Errors of the course and omissions are penalized.
 1st time: 2pts 2nd time: 4pts 3rd time: elimination



Total:
(max220)

Judge's Signature:

Percentage score:



JUDGE'S SCORE SHEET WAHSET 2024

DRIVING

Date: _____

WAHSET District: _____

High School: _____

Rider Number: _____

PATTERN SCORING JUDGE'S OPINION

POINTS	RATING	JUDGE'S OPINION
10 points	Excellent	Perfect; no improvement possible (rarely given)
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8 points	Good	Outstanding; lovely to watch (occasionally given)
7 points	Fairly Good	Performed nicely, movement above average
6 points	Satisfactory	Movement correct
5 points	Sufficient	Okay, neither good or bad, noncommittal score
4 points	Insufficient	Performed but lacking in precision and/or control
3 points	Fairly Bad	No precision, little control or response
2 points	Bad	No response to aids
1 point	Very Bad	No control
0 points	Not Performed	Rarely Given

#	Element Judged	Comments	Score
1.	Start at cone, walk forward, walk left wheel between poles		
2.	Jog/trot arc between cone pair #1 to the left halt up against the poles.		
3.	Back 8 steps		
4.	Perform a 270° left wheel pivot		
5.	Strong trot in a loop up and between cone pair #2		
6.	Drop to working trot, in loop to the right and between cone pair #3.		
7.	Drop to walk, walk right wheel between poles.		
8.	Jog/trot in arc to the left		
9.	Turn to cross arena at the jog/trot, after corner go to 1 hand on the reins (if carried, non whip hand), halt at cone.		
10.	Overall horsemanship		

Judge's Signature: _____

Total: _____



JUDGE'S SCORE SHEET 2024

HUNT SEAT EQUITATION

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING	
		JUDGE'S OPINION	
10 points	Excellent	Perfect; no improvement possible (rarely given)	
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)	
8 points	Good	Outstanding; lovely to watch (occasionally given)	
7 points	Fairly Good	Performed nicely, movement above average	
6 points	Satisfactory	Movement correct	
5 points	Sufficient	Okay, neither good or bad, noncommittal score	
4 points	Insufficient	Performed but lacking in precision and/or control	
3 points	Fairly Bad	No precision, little control or response	
2 points	Bad	No response to aids	
1 point	Very Bad	No control	
0 points	Not Performed	Rarely Given	

CLASS EXPECTATIONS

Equitation skills in performing smooth elegant maneuvers and transitions score higher. Understanding what the pattern calls for and planning arena space will enhance the performance. This pattern is asking for the athlete's BEST lead changes. The following is the general guideline for scoring lead changes (the scores are maximum possible if every part of the element including the lead change is perfect):

- Flying lead change - maximum possible 10
- Interrupted lead change - maximum possible 8
- Simple lead change - maximum possible 6

This is an equitation class. Body position of the athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.

#	Element Judged	Comments	Score
1.	Start at cone, walk forward, pick up trot, trot down long rail follow rail to the left.		
2.	At center of short rail sitting trot on to long rail.		
3.	Leg yield to the left to the centerline, trot straight a few strides.		
4.	Leg yield to the right back to the rail.		
5.	Pick up canter before corner.		
6.	Perform a 3 loop serpentine between rail and centerline, with 2 lead changes.		
7.	Halt, perform a 270° right haunch turn.		
8.	Extended posting trot down long rail, halt		
9.	Back 6 steps, close the back		
10.	Overall Horsemanship		
Judge's Signature: _____			TOTAL: _____



JUDGE'S SCORE SHEET WAHSET 2024

HUNT SEAT EQUITATION OVER FENCES

Date: _____

WAHSET District: _____

High School: _____

Rider Number: _____

PATTERN SCORING JUDGE'S OPINION

POINTS	RATING	JUDGE'S OPINION
10 points	Excellent	Perfect; no improvement possible (rarely given)
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8 points	Good	Outstanding; lovely to watch (occasionally given)
7 points	Fairly Good	Performed nicely, movement above average
6 points	Satisfactory	Movement correct
5 points	Sufficient	Okay, neither good or bad, noncommittal score
4 points	Insufficient	Performed but lacking in precision and/or control
3 points	Fairly Bad	No precision, little control or response
2 points	Bad	No response to aids
1 point	Very Bad	No control
0 points	Not Performed	Rarely Given

#	Element Judged	Comments	Score
1.	Set up and approach at the canter, 1st jump, brush box 2'6"		
2.	2nd jump, panel 2'6"		
3.	3rd jump, poles 2'6"		
4.	4th jump, gate 2'6"		
5.	5th jump, panel 2'6"		
6.	6th jump, brush box 2'6"		
7.	7th jump, gate 2'6"		
8.	8th jump, poles 2'6"		
9.	9th jump, oxer 2'9", exit sitting trot		
10.	Rider equitation; seat hand and legs		
11.	Overall horsemanship		
12.	Deductions: 3 points for 1st refusal, 5 points for 2nd refusal, elimination for 3rd refusal		
		Sub total:	
		Deductions: -	
Judge's Signature: _____			Total:



JUDGE'S SCORE SHEET IN HAND OBSTACLE RELAY 2024

Date: _____ District: _____
 High School: _____ Rider Numbers: _____ - _____ - _____

PATTERN SCORING JUDGE'S OPINION

POINTS	RATING	JUDGE'S OPINION
10 points	Excellent	Perfect; no improvement possible (rarely given)
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8 points	Good	Outstanding; lovely to watch (occasionally given)
7 points	Fairly Good	Performed nicely, movement above average
6 points	Satisfactory	Movement correct
5 points	Sufficient	Okay, neither good or bad, noncommittal score
4 points	Insufficient	Performed but lacking in precision and/or control
3 points	Fairly Bad	No precision, little control or response
2 points	Bad	No response to aids
1 point	Very Bad	No control
0 points	Not Performed	Rarely Given

Obstacle	1 #	2#	3#	4#
1. Trot serpentine around cones, halt				
2. Perform a 180° right haunch turn, back around 2 cones till facing bridge				
3. Walk over bridge				
4. Sidepass off pole, perform a 180° left haunch pivot, trot out				
Bonus: Trot cone serpentine out				
Sub Total Points:				
Sub-Total Team Points:				
Total time: _____		Penalty Points: - (1 assessment per team)		
Judge's Signature: _____		Total Team Points:		



JUDGE'S SCORE SHEET WAHSET 2024 IN HAND TRAIL

Date: _____

WAHSET District: _____

High School: _____

Rider Number: _____

PATTERN SCORING JUDGE'S OPINION

POINTS	RATING	JUDGE'S OPINION
10 points	Excellent	Perfect; no improvement possible (rarely given)
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8 points	Good	Outstanding; lovely to watch (occasionally given)
7 points	Fairly Good	Performed nicely, movement above average
6 points	Satisfactory	Movement correct
5 points	Sufficient	Okay, neither good or bad, noncommittal score
4 points	Insufficient	Performed but lacking in precision and/or control
3 points	Fairly Bad	No precision, little control or response
2 points	Bad	No response to aids
1 point	Very Bad	No control
0 points	Not Performed	Rarely Given

#	Element Judged	Comments	Score
1.	Start at cone, walk over bridge and brush		
2.	Turn left and walk into chute, move to off side, back to gate		
3.	Open gate, go through and close right hand push		
4.	Trot to 2nd top pole, halt over pole where shown		
5.	Sidepass left, return to near side		
6.	Trot serpentine over poles, and over last pole, around and over last pole		
7.	Trot down towards finish cone, halt		
8.	Perform 270° right haunch pivot		
9.	Back up till forehand is even with cone		
10.	Overall horsemanship		

Judge's Signature: _____

Total: _____



JUDGE'S SCORE SHEET 2024

REINING

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING	
		JUDGE'S OPINION	
10 points	Excellent	Perfect; no improvement possible (rarely given)	
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)	
8 points	Good	Outstanding; lovely to watch (occasionally given)	
7 points	Fairly Good	Performed nicely, movement above average	
6 points	Satisfactory	Movement correct	
5 points	Sufficient	Okay, neither good or bad, noncommittal score	
4 points	Insufficient	Performed but lacking in precision and/or control	
3 points	Fairly Bad	No precision, little control or response	
2 points	Bad	No response to aids	
1 point	Very Bad	No control	
0 points	Not Performed	Rarely Given	

"2 handing w/curb bit" If rider starts pattern with the correct hand hold then changes to 2 hands on reins with a curb bit, rider receives a 0 for every element of the pattern done with 2 hands on the reins. If rider returns to 1 hand on reins, 1-handed elements can once again be scored normally.
 If rider starts the pattern with 2 hands on reins with a curb bit; the rider is disqualified because they started the class using legal equipment illegally, even if they change to 1 hand on the reins they are still disqualified.

CLASS EXPECTATIONS
 Equitation skills in performing smooth elegant maneuvers and transitions score higher. Understanding what the pattern calls for and planning arena space will enhance the performance.
 This pattern is asking for the athlete's BEST lead changes.
 The following is the general guideline for scoring lead changes (the scores are maximum possible if every part of the element including the lead change is perfect);

- Flying lead change - maximum possible 10
- Interrupted lead change - maximum possible 8
- Simple lead change - maximum possible 6

Gaits and maneuvers must maintain forward motion. Understand that a well executed interrupted or simple lead change will score higher than a badly executed flying lead change. Clearly, the goal is a perfect flying lead change, however, this allows for athletes to work into this maneuver. Remember, perfect means; equitation, hands, change (no steps in an interrupted, few steps in simple, no disunited steps in flying and so on). This is an equitation class. Body position of the athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.

#	Element Judged	Comments	Score
Horses may walk or jog to center of arena. Horses must walk or stop prior to starting pattern. Beginning at center of arena facing left wall or fence.			
1.	Beginning on the right lead complete three circles to the right: the first circle small and slow; the next two circles large and fast.		
2.	Change leads at center of arena.		
3.	Complete three circles to the left: the first circle small and slow; the next two circles large and fast.		
4.	Change leads at center of arena.		
5.	Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback, no hesitation.		
6.	Run up the middle to the opposite end of the arena past the end marker and do a left rollback no hesitation.		
7.	Run past the center marker and do a sliding stop. Back up to the center of the arena or at least 10 feet (three meters) hesitate.		
8.	Complete four spins to the right, hesitate.		
9.	Complete four spins to the left, hesitate to demonstrate the completion of the pattern.		
10.	Overall horsemanship		

Judge's Signature: _____ TOTAL: _____



JUDGE'S SCORE SHEET 2024

SADDLE SEAT EQUITATION

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING	
		JUDGE'S OPINION	
10 points	Excellent	Perfect; no improvement possible (rarely given)	
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)	
8 points	Good	Outstanding; lovely to watch (occasionally given)	
7 points	Fairly Good	Performed nicely, movement above average	
6 points	Satisfactory	Movement correct	
5 points	Sufficient	Okay, neither good or bad, noncommittal score	
4 points	Insufficient	Performed but lacking in precision and/or control	
3 points	Fairly Bad	No precision, little control or response	
2 points	Bad	No response to aids	
1 point	Very Bad	No control	
0 points	Not Performed	Rarely Given	

CLASS EXPECTATIONS

Equitation skills in performing smooth elegant maneuvers and transitions score higher. Understanding what the pattern calls for and planning arena space will enhance the performance. This pattern is asking for the athlete's BEST lead changes. The following is the general guideline for scoring lead changes (the scores are maximum possible if every part of the element including the lead change is perfect);

- Interrupted lead change - maximum possible 10
- Flying lead change - maximum possible 0
- Simple lead change - maximum possible 0

This is an equitation class. Body position of the athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.

#	Element Judged	Comments	Score
1.	Start at cone, trot down long rail and turn down centerline		
2.	Extended trot down centerline		
3.	Drop to walk, curve to the right, pick up canter		
4.	Canter down long rail		
5.	With 1 interrupted lead change		
6.	Halt at corner, perform a 270° left forehand turn.		
7.	Address reins		
8.	Pick up trot, trot a 4 loop serpentine with diagonal changes, halt		
9.	Perform a 180° right forehand turn		
10.	Overall Horsemanship		

Judge's Signature: _____ TOTAL: _____



JUDGE'S SCORE SHEET WAHSET 2024

SHOWMANSHIP

Date: _____

WAHSET District: _____

High School: _____

Rider Number: _____

PATTERN SCORING

POINTS

RATING

JUDGE'S OPINION

10 points	Excellent	Perfect; no improvement possible (rarely given)
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8 points	Good	Outstanding; lovely to watch (occasionally given)
7 points	Fairly Good	Performed nicely, movement above average
6 points	Satisfactory	Movement correct
5 points	Sufficient	Okay, neither good or bad, noncommittal score
4 points	Insufficient	Performed but lacking in precision and/or control
3 points	Fairly Bad	No precision, little control or response
2 points	Bad	No response to aids
1 point	Very Bad	No control
0 points	Not Performed	Rarely Given

#	Element Judged	Comments	Score
1.	Start at cone, move to the off side, trot up centerline		
2.	Halt a third of the way towards judge perform a 360° left haunch turn		
3.	Walk down centerline, halt two thirds of the way towards judge		
4.	Move to near side, perform a 360° right haunch turn		
5.	Trot to judge, halt,		
6.	Set up for inspection		
7.	After inspection perform a 90° right haunch turn		
8.	Trot an even 2 loop serpentine ending with straight line to end cone		
9.	Halt, back 5 steps		
10.	Overall horsemanship		

Judge's Signature: _____

Total: _____



JUDGE'S SCORE SHEET 2024

STOCK SEAT EQUITATION

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION
10 points	Excellent	Perfect; no improvement possible (rarely given)
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8 points	Good	Outstanding; lovely to watch (occasionally given)
7 points	Fairly Good	Performed nicely, movement above average
6 points	Satisfactory	Movement correct
5 points	Sufficient	Okay, neither good or bad, noncommittal score
4 points	Insufficient	Performed but lacking in precision and/or control
3 points	Fairly Bad	No precision, little control or response
2 points	Bad	No response to aids
1 point	Very Bad	No control
0 points	Not Performed	Rarely Given

CLASS EXPECTATIONS

Equitation skills in performing smooth elegant maneuvers and transitions score higher. Understanding what the pattern calls for and planning arena space will enhance the performance.

This pattern is asking for the athlete's BEST lead changes. The following is the general guideline for scoring lead changes (the scores are maximum possible if every part of the element including the lead change is perfect):

- Flying lead change - maximum possible 10
- Interrupted lead change - maximum possible 8
- Simple lead change - maximum possible 6

Gaits and maneuvers must maintain forward motion. Understand that a well executed interrupted or simple lead change will score higher than a badly executed flying lead change. Clearly, the goal is a perfect flying lead change, however, this allows for athletes to work into this maneuver. Remember, perfect means; equitation, hands, change (no steps in an interrupted, few steps in simple, no disunited steps in flying and so on). This is an equitation class. Body position of the athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.

"2 handing w/curb bit" If rider starts pattern with the correct hand hold then changes to 2 hands on reins with a curb bit, rider receives a 0 for every element of the pattern done with 2 hands on the reins. If rider returns to 1 hand on reins, 1-handed elements can once again be scored normally.
 If rider starts the pattern with 2 hands on reins with a curb bit; the rider is disqualified because they started the class using legal equipment illegally, even if they change to 1 hand on the reins they are still disqualified.

#	Element Judged	Comments	Score
1.	Start at cone, jog serpentine		
2.	Pick up lope at corner, lope down long rail, at halfline lope half circle to the right		
3.	Change lead		
4.	Lope circle to the left		
5.	Change lead		
6.	Lope half circle to the right		
7.	Continue down long rail at the lope, halt at corner, perform a 270° left haunch turn		
8.	Drop stirrups, jog along short rail, turn onto diagonal, extended jog across the diagonal to opposite corner, halt		
9.	Back 8 steps, close the back		
10.	Overall horsemanship		

Judge's Signature: _____ TOTAL: _____



JUDGE'S SCORE SHEET 2024

TRAIL

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION
10 points	Excellent	Perfect; no improvement possible (rarely given)
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8 points	Good	Outstanding; lovely to watch (occasionally given)
7 points	Fairly Good	Performed nicely, movement above average
6 points	Satisfactory	Movement correct
5 points	Sufficient	Okay, neither good or bad, noncommittal score
4 points	Insufficient	Performed but lacking in precision and/or control
3 points	Fairly Bad	No precision, little control or response
2 points	Bad	No response to aids
1 point	Very Bad	No control
0 points	Not Performed	Rarely Given

CLASS EXPECTATIONS

Equitation skills in performing smooth elegant maneuvers and transitions score higher. Understanding what the pattern calls for and planning arena space will enhance the performance.

This pattern is asking for the athlete's BEST lead changes. The following is the general guideline for scoring lead changes (the scores are maximum possible if every part of the element including the lead change is perfect);

- Flying lead change - maximum possible 10
- Interrupted lead change - maximum possible 8
- Simple lead change - maximum possible 6

Gaits and maneuvers must maintain forward motion. Understand that a well executed interrupted or simple lead change will score higher than a badly executed flying lead change. Clearly, the goal is a perfect flying lead change, however, this allows for athletes to work into this maneuver. Remember, perfect means; equitation, hands, change (no steps in an interrupted, few steps in simple, no disunited steps in flying and so on). This is an equitation class. Body position of the athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.

"2 handing w/curb bit" If rider starts pattern with the correct hand hold then changes to 2 hands on reins with a curb bit, rider receives a 0 for every element of the pattern done with 2 hands on the reins. If rider returns to 1 hand on reins, 1-handed elements can once again be scored normally.
 If rider starts the pattern with 2 hands on reins with a curb bit; the rider is disqualified because they started the class using legal equipment illegally, even if they change to 1 hand on the reins they are still disqualified.

#	Element Judged	Comments	Score
1.	Start at cone, walk over bridge and brush		
2.	Pick up lope, left lead, lope up and over the 4 lope poles		
3.	Curve to the left, around and into the chute, halt		
4.	Settle for 3-5 seconds, back to gate		
5.	Go through gate, right hand push		
6.	Pick up jog, jog to the left and over the 3 jog poles		
7.	Curve to the right, go between poles as shown, around jog poles halt over poles		
8.	Sidepass off pole		
9.	Perform a 180° right haunch turn		
10.	Lope, right lead to start cone, halt		
11.	Overall horsemanship		

Judge's Signature: _____

TOTAL: _____



JUDGE'S SCORE SHEET 2024

TEAM VERSATILITY

Date: _____ WAHSET District: _____ Team Letter: _____
 High School: _____ Rider Numbers: _____ - _____ - _____

Trail and Working Rancher patterns are labeled, tack and judging guidelines should fit the pattern being used.

IN HAND - Athlete #: _____ Maneuver#: _____ Comments:	Score	Point Deductions
TRAIL/ RANCHER - Athlete #: _____ Maneuver#: _____ Comments:	Score	Point Deductions
EQUITATION- Athlete #: _____ Maneuver#: _____ Comments:	Score	Point Deductions
	Total from above	Total deductions

TIMED - Athlete #: _____ Maneuver#: _____ Comments:	Time
	Time Penalties
	Total Time
	Point Deductions

Overall Time:		
<table border="1" style="width: 100%; border-collapse: collapse;"> <tbody> <tr> <td style="width: 80%; text-align: center; padding: 5px;">Point Score, less deductions, before timed</td> <td style="width: 20%;"></td> </tr> </tbody> </table>	Point Score, less deductions, before timed	
Point Score, less deductions, before timed		



JUDGE'S SCORE SHEET 2024

WORKING PAIRS

Date: _____ District: _____
 High School: _____ Rider Numbers: _____ - _____

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION	CLASS EXPECTATIONS
10 points	Excellent	Perfect; no improvement possible (rarely given)	<ul style="list-style-type: none"> This class is judged on individual horsemanship skills, which include correct leads, balanced gaits, transitions and overall uniformity. Smooth and quiet use of aids to maintain conformity is essential. Mirror images are important. Circles should be round and equal. Work for simultaneous lope/canter departs and haunch turns. Keep equines straight during leg yield. Timing is an essential part of this class Use of the arena and timing of transitions will be evaluated for score The pattern should be smooth overall and the music and decoration on the equines should enhance the performance and can be evaluated in the overall score. The close, salute and turn should also be in unison.
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)	
8 points	Good	Outstanding; lovely to watch (occasionally given)	
7 points	Fairly Good	Performed nicely, movement above average	
6 points	Satisfactory	Movement correct	
5 points	Sufficient	Okay, neither good or bad, noncommittal score	
4 points	Insufficient	Performed but lacking in precision and/or control	
3 points	Fairly Bad	No precision, little control or response	
2 points	Bad	No response to aids	
1 point	Very Bad	No control	
0 points	Not Performed	Rarely Given	

Trot and Canter will be used in descriptions, but it will be understood that jog/trot or lope/canter is meant.

#	Element Judged	Rider #1 _____ (red) Comments	Rider #2 _____ (blue) Score
1.	At (A) pairs enter trot, split for opposing 10M circles (1 left, 2 right) do not close circles but pass at (A) with 1 on the outside, 2 on the inside		
2.	At trot turn onto diagonal #1 at (F), #2 at (K), leg yield to (X)		
3.	At trot #1 leg yield to (M), #2 leg yield to (H), both turn towards (C)		
4.	Pass and pick up canter at (C) , canter a 20M circle, halt with horses tail to tail at end of circle at (C)		
5.	Perform 90° haunch turns towards (A), canter down centerline, 10M circle; #1 at (X) towards (E), #2 at (X) towards (B), continue down centerline		
6.	Drop to trot, split at (A), #1 trot (K-B-H), #2 trot (F-E-M) crossing on centerline		
7.	At (C) turn down centerline, pick up canter, at (X) #1 10M circle left to (B), #2 10M circle right to (E), continue down centerline		
8.	Drop to trot before (A), track right at (A), perform loop, (A-K-E-X-A) with the outside horse moving behind and to the inside on each turn		
9.	At (A) track left at trot, perform loop (A-F-B-X) with the outside horse moving behind and to the inside on each turn. At (X) turn up the centerline with the outside horse moving behind and to the inside. At (G) even with (H-M) halt. Salute, back 6 steps, 180° haunch turn away from partner, exit at free walk		
10.	Overall horsemanship/Difficulty level		
11.	Bonus: Costume/music (10 points per team max)		

Judge's Signature: _____



JUDGE'S SCORE SHEET 2024

WORKING RANCHER

Date: _____ WAHSET District: _____
 High School: _____ Rider Number: _____

POINTS	RATING	PATTERN SCORING JUDGE'S OPINION
10 points	Excellent	Perfect; no improvement possible (rarely given)
9 points	Very Good	Movement hard to fault, but not quite perfect (rarely given)
8 points	Good	Outstanding; lovely to watch (occasionally given)
7 points	Fairly Good	Performed nicely, movement above average
6 points	Satisfactory	Movement correct
5 points	Sufficient	Okay, neither good or bad, noncommittal score
4 points	Insufficient	Performed but lacking in precision and/or control
3 points	Fairly Bad	No precision, little control or response
2 points	Bad	No response to aids
1 point	Very Bad	No control
0 points	Not Performed	Rarely Given

CLASS EXPECTATIONS

Equitation skills in performing smooth elegant maneuvers and transitions score higher. Understanding what the pattern calls for and planning arena space will enhance the performance. This pattern is asking for the athlete's BEST lead changes. The following is the general guideline for scoring lead changes (the scores are maximum possible if every part of the element including the lead change is perfect);

- Flying lead change - maximum possible 10
- Interrupted lead change - maximum possible 8
- Simple lead change - maximum possible 6

Gaits and maneuvers must maintain forward motion. Understand that a well executed interrupted or simple lead change will score higher than a badly executed flying lead change. Clearly, the goal is a perfect flying lead change, however, this allows for athletes to work into this maneuver. Remember, perfect means; equitation, hands, change (no steps in an interrupted, few steps in simple, no disunited steps in flying and so on). This is an equitation class. Body position of the athlete is scored; behavior of the equine is the direct result of the athlete's horsemanship skills.

"2 handing w/curb bit" If rider starts pattern with the correct hand hold then changes to 2 hands on reins with a curb bit, rider receives a 0 for every element of the pattern done with 2 hands on the reins. If rider returns to 1 hand on reins, 1-handed elements can once again be scored normally.
 If rider starts the pattern with 2 hands on reins with a curb bit; the rider is disqualified because they started the class using legal equipment illegally, even if they change to 1 hand on the reins they are still disqualified.

#	Element Judged	Comments	Score
1.	Start dismounted in front of bridge (where indicated), mount horse		
2.	Walk over bridge and brush		
3.	Jog over offset raised poles		
4.	Halt, perform a 270° right haunch turn, walk to standard (on your right) and halt		
5.	Drape blanket over front of saddle, lope a circle to the left around the raised poles and back to the right side (on your left) of the standard, place blanket back on standard.		
6.	Prepare rope		
7.	Extended jog over poles, around to the left and to roping dummy		
8.	Rope dummy, if roped, pull slack and dally, throw rope down		
9.	Perform a right haunch turn to put yourself in position for next element		
10.	Pick up lope, curve right and lope over poles, curve to the right and lope through poles, extend lope to end of arena, perform a right rollback and lope right lead to cattle pen, halt		
11.	Enter pen through gate right hand push		
12.	Herd <u>at least</u> 1 calf partially around barrel and behind panel in corner, hold for 10 seconds (1 min limit starts when entering pen) exit pen, gate will be opened for you		
13.	Overall horsemanship and cow sense		

Judge's Signature: _____

TOTAL: _____