WORKING 4'S (4)

SHORT PROGRAM 6+

DATE:

DISTRICT: TEAM: TIME:

MANEUVERS	Points Possible		Score
1	0-10	Poor (0-2) Fair (3-4) Good (5-6) Great (7-8) Excellent (9-10)	
2	0-10	Poor (0-2) Fair (3-4) Good (5-6) Great (7-8) Excellent (9-10)	
3	0-10	Poor (0-2) Fair (3-4) Good (5-6) Great (7-8) Excellent (9-10)	
4	0-10	Poor (0-2) Fair (3-4) Good (5-6) Great (7-8) Excellent (9-10)	
5	0-10	Poor (0-2) Fair (3-4) Good (5-6) Great (7-8) Excellent (9-10)	
6	0-10	Poor (0-2) Fair (3-4) Good (5-6) Great (7-8) Excellent (9-10)	
7	0-10	Poor (0-2) Fair (3-4) Good (5-6) Great (7-8) Excellent (9-10)	
8	0-10	Poor (0-2) Fair (3-4) Good (5-6) Great (7-8) Excellent (9-10)	
9	0-10	Poor (0-2) Fair (3-4) Good (5-6) Great (7-8) Excellent (9-10)	
10	0-10	Poor (0-2) Fair (3-4) Good (5-6) Great (7-8) Excellent (9-10)	
11	0-10	Poor (0-2) Fair (3-4) Good (5-6) Great (7-8) Excellent (9-10)	
12	0-10	Poor (0-2) Fair (3-4) Good (5-6) Great (7-8) Excellent (9-10)	
120 Possible Total Points - 6+ 80 Possible Total Points - Quad	120 - Lg 80 - Quad		

Execution of Drill	Points Possible		Score
1. Alignment / Accuracy	0-25	Poor (0-3) Fair (4-8) Good (9-13) Great (14-20) Excellent (21-25)	
2. Spacing	0-25	Poor (0-3) Fair (4-8) Good (9-13) Great (14-20) Excellent (21-25)	
3. Timing / Coordination	0-25	Poor (0-3) Fair (4-8) Good (9-13) Great (14-20) Excellent (21-25)	
4. Presentation / Pattern Design	0-25	Poor (0-3) Fair (4-8) Good (9-13) Great (14-20) Excellent (21-25)	
5. Degree of Difficulty	0-25	Poor (0-3) Fair (4-8) Good (9-13) Great (14-20) Excellent (21-25)	
6. Uniformity / Horse & Equipment	0-15	Poor (0-3) Fair (4-7) Good (8-10) Great (11-13) Excellent (14-15)	
7. Horse Manners / Performance	0-15	Poor (0-3) Fair (4-7) Good (8-10) Great (11-13) Excellent (14-15)	
8. Originality / Uniqueness	0-15	Poor (0-3) Fair (4-7) Good (8-10) Great (11-13) Excellent (14-15)	
9. Spectacularity / Crowd Appeal	0-15	Poor (0-3) Fair (4-7) Good (8-10) Great (11-13) Excellent (14-15)	
10. Horsemanship	0-20	Poor (0-3) Fair (4-6) Good (7-12) Great (13-16) Excellent (17-20)	
205 Possible Total Points	0-205		

	Deduction Points	Deduction Seen	Total Deductions
1. Broken or dropped Equipment	-2		
2. Excessive / Uncontrolled Speed	-3		
3. Fall of Horse or Rider	-5		
4. Regroup	-5		
5. Collision / No fall of Horse / Rider	-10		
6. Fall due to Collision	-35		
7. Over / Under Time (4-6 minutes)	-5		
Total Neutral Deductions		**Deductions are each occurence	

Neutral Deductions (row label)

Total Maneuvers	
Total Execution	
Total Deductions	
Grand Total - 325 Possible Total Points	

JUDGES SIGNATURE: