



<b>CREDIT:</b>	Even Hunter Pace	Jumping in the center of the fence
	Free Flowing Stride	Even arc of travel over the fence
	Jumping fences without breaking stride	Good Hunter conformation
<b>SCORING:</b>	Scoring shall be on the basis of 10 to 100, with an approximate breakdown as follows:	
	90 -100	An excellent performer and good mover that jumps the entire course with cadence, balance, and style.
	80 – 89	A good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults
	70 – 79	The average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the scopier horses; the good performer that makes a few minor faults.
	60 – 69	Poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences.
	50 – 59	A horse that commits one major fault, such as, a hind knock down, refusal, trot, cross-canter or drops a leg.
	30 – 49	A horse that commits two or more major faults, including front knock downs, refusals, or jumps in a manner that otherwise endangers the horse and/or rider.
	10 – 29	A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.
<b>ELIMINATIONS:</b>	Third refusal	
	Off course	
	Crossing of own path (as in circling between fences, not as in retaking a fence from a refusal when following a course design)	
	Jumping of obstacle by exhibitor	
	Fall of horse or exhibitor in competition (horse is considered to have fallen when shoulder and haunch on the same side touch the ground)	
<b>Jump Height:</b>	12-24" (Jump standards may not be higher than 40")	

Exhibitor Number	Fences						Additional Comments	Score
	1	2	3	4	5	6		