



SHOWMANSHIP CLASS
SCORE SHEET

Show: _____
Date: _____ Judge: _____
Class: **Junior Hunter Showmanship** _____

Maneuver Scores: Range from -3 to +3 (1/2-point increments are acceptable) and are independent of penalty score. **-3: Extremely Poor, -2: Very Poor, -1: Poor, 0: Correct, +1: Good, +2: Very Good, +3: Excellent**

Minor (3 Point) Penalties A. Break of gait at walk or trot up to 2 strides B. Over or under turning up to 1/8 of a turn C. Ticking or hitting cone D. (Western SMS Only) Sliding a pivot foot E. (Western SMS Only) Lifting a foot in a pivot or set-up and replacing it in the same place after presentation F. Horse stopping crooked or backing, leading, or turning sluggishly		Major (5 Point) Penalties A. Not performing the specific gait or not stopping within 10 feet of designated location B. Break of gait at walk or trot for more than 2 strides C. Splitting the cone (between horse & exhibitor) D. Stepping out of or moving hind end significantly during a pivot or turn E. Stepping out of set-up after presentation F. Resting a foot during set-up G. Over or under turning 1/8 to 1/4 turn		Severe (10 Point) Penalties A. Leading on wrong side of horse B. Touching the horse (donkeys and drafts excluded) with hands or use of feet to pose the horse C. Standing directly in front of the horse D. Loss of lead shank, wrapping the lead around hand, holding the chain or two hands on the shank E. Blatant disobedience including kicking, rearing or pawing, continually circling handler/not remaining posed F. Failure to do required gait on pattern G. Exhibitor is not in the correct position during pattern or inspection.		Disqualification – 0 score A. Loss of control of horse that endangers exhibitor, other horses or judge B. Horse escapes from the handler C. Failure to wear back number or display correct back number D. Willful abuse and/or excessive schooling or training while in the arena F. Horse with a body condition score of < 4 G. Off pattern. Includes knocking over or working on wrong side of cone or marker, omission, or addition of maneuvers, over or under turning more than ¼ turn	
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Maneuver #		Pattern Work								Total Penalty Score	Total Pattern Score	F & E Average: 0-2 pts Good: 3 pts Very Good: 4 pts Excellent: 5 pts	Final Score	Comments
Entry #	Maneuver Description	1	2	3	4	5	6	7	8					
	STARTING SCORE=70													
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	STARTING SCORE=70													
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Judge's Signature: _____