Scribe Initials

MATCH NAME				DATE	
Division					
Judge's Name					
Rider's Name					
EXCA#					
Horse Name					
Comments	OBSTA NAM	OBSTACLE NUMBER	СО	MMENTS	OBSTACLE / SCORE
1to2 - 1 to 2 hands		Obstacle 1			
BG - Broke gate CH - Charging DC - Deviation from course DO - Dropped obstacle DT - Dropped to Trot GM - Gaping Mouth HH - Heavy Hands or High Hands HW - Hung on wall		Obstacle 2			
		Obstacle 3			
		Obstacle 4			
		Obstacle 5			
KO - Knocked down obstacle LOC – Loss of Control		Obstacle 6			
LOS – Loss of Straightness MO – Missed Obstacle		Obstacle 7			
OC – Off Course OoC – Out of Control		Obstacle 8			
PS – Poor Stop PT - Poor transition		Obstacle 9			
REFRefusal SC – Simple lead change		Obstacle 10			
SH – Soft Hands TF – Too Fast		Obstacle 11			
TR – Tight Reins TS – Too Slow		Obstacle 12			
WL – Wrong Lead		Obstacle 13			
		 Obstacle 14 OVERALL HORSEMANSHIP			
	TIME	1	Т	OTALS	

- Approach will be scored on an average of 0, may be scored from +1 to -1, in quarter point increments
- Obstacles will be scored based on an average of 5 1/2, maximum of 8, in quarter point increments
- Departure will be scored on an average of 0, may be scored from +1 to -1, in quarter point increments