

Horse of the Year Show

Working Hunter Mark Sheet



SHOW <u>SCOTSMAN HORSE SHOW</u> CLASS NUMBER <u>200</u>			PENALTIES Jumping Knock Down: 10 penalties First Refusal: 15 penalties Second Refusal: 20 penalties Third Refusal: Elimination Fall of Horse or Rider: Disqualification Landing with Fore Feet in Water: 10 faults
CLASS NAME <u>WORKING HUNTER HORSE</u>			
PHASE I (60 MARKS)	A: JUMPING POINTS B: STYLE WHILE JUMPING	40 MARKS 20 MARKS	
PHASE II (40 MARKS)	C: CONFORMATION D: RIDE	20 MARKS 20 MARKS	

Note: Jumping points after penalties may result in a minus score.

Competitor Number:		296	292	4	3	278	5	6	7	8
Fence 1		10	✓	✓	✓	✓	✓	✓	✓	✓
Fence 2		✓	✓	✓	✓	✓	✓	✓	✓	✓
Fence 3		✓	✓	✓	✓	10	✓	✓	10	✓
Fence 4		✓	✓	✓	✓	10	✓	✓	✓	10
Fence 5		✓	✓	10	✓	10	✓	10	35	✓
Fence 6		✓	✓	✓	✓	✓	10	15	10	✓
Fence 7		✓	✓	10	✓	✓	✓	✓	✓	✓
Fence 8		10	✓	✓	✓	10	✓	✓	20	15
Fence 9		15	✓	10	✓	✓	✓	✓	E	20
Fence 10		✓	✓	✓	✓	✓	✓	✓		✓
Fence 11		✓	10	✓	✓	10	✓	10		✓
Fence 12		✓	✓	10	✓	✓	✓	✓		✓
TOTAL JUMPING FAULTS		35	10	40	0	50	10	35		45
A: JUMPING POINTS	(40)	5	30	0	40	10	30	5		-5
B: STYLE & PRESENCE	(20)	12	14	16	18	10	12	11		14
C: CONFORMATION	(20)		15				10			
D: RIDE	(20)		13				15			
TOTAL POINTS	(100)		72				67		E	
FINAL PLACINGS			6				7			

In the event of equality the CONFORMATION MARK from Phase 2 will take precedence, followed by the RIDE MARK, and then the STYLE MARK.

Judge 1 Signature _____

Judge 2 Signature _____

Horse of the Year Show

Working Hunter Mark Sheet



SHOW <u>SCOTTISH HUNTER SHOW</u> CLASS NUMBER <u>200</u>			PENALTIES Jumping Knock Down: 10 penalties First Refusal: 15 penalties Second Refusal: 20 penalties Third Refusal: Elimination Fall of Horse or Rider: Disqualification Landing with Fore Feet in Water: 10 faults
CLASS NAME <u>WORKING HUNTER HORSE HOYS</u>			
PHASE I (60 MARKS)	A: JUMPING POINTS B: STYLE WHILE JUMPING	40 MARKS 20 MARKS	
PHASE II (40 MARKS)	C: CONFORMATION D: RIDE	20 MARKS 20 MARKS	

Note: Jumping points after penalties may result in a minus score.

Competitor Number:		14	11	12	10	15	2	1		
Fence 1		✓	✓	✓	✓	✓	✓	✓		
Fence 2		✓	✓	✓	✓	✓	✓	✓		
Fence 3		✓	✓	✓	✓	✓	✓	✓		
Fence 4		✓	✓	✓	✓	10	✓	✓		
Fence 5		✓✓	10✓	✓✓	✓✓	20	✓✓	✓✓		
Fence 6		✓	✓	✓	✓	10	✓	✓		
Fence 7		✓	✓	✓	✓	✓	✓	✓		
Fence 8		✓	✓	✓	✓	✓	✓	✓		
Fence 9		10✓	✓✓	✓✓	10✓	✓✓	✓✓	✓✓		
Fence 10		✓	✓	✓	✓	✓	✓	✓		
Fence 11		✓	✓	✓	✓	✓	✓	✓		
Fence 12		✓	✓	✓	✓	✓	✓	✓		
TOTAL JUMPING FAULTS		10	10	0	10	40	0	0		
A: JUMPING POINTS	(40)	30	30	40	30	0	40	40		
B: STYLE & PRESENCE	(20)	16	17	17	16	9	15	16		
C: CONFORMATION	(20)		18	16	14		17	14		
D: RIDE	(20)		13	16	16		15	14		
TOTAL POINTS	(100)		78	89	76		87	84		
FINAL PLACINGS			4	1	5		2	3		

In the event of equality the CONFORMATION MARK from Phase 2 will take precedence, followed by the RIDE MARK, and then the STYLE MARK.

Judge 1 Signature 

Judge 2 Signature 