









## JUDGE'S GUIDE TO SCORING OBSTACLE PERFORMANCES

### THE MENTAL PROCESS

- ) In your mind, determine the **range** of the performance in terms of the Components Completed and the overall Quality.
- ) Score equine & rider equally if they contributed equally to the results.
- ) Adjust equine & rider scores up or down as appropriate to their contribution.
- ) In the majority of cases, there will not be more than 2 numbers between equine & rider scores.
- ) Pluses (+) are awarded to equine and/or rider with judge discretion.

## DECISION TREE

COMPONENTS COMPLETED	QUALITY	RANGE	SCORE
ALL 	HIGH	 ABOVE AVERAGE	10 - Perfect 9 - Medium 8 - Low
AT LEAST *CRITICAL  COMPONENTS	AVG-HIGH	 AVERAGE	7 - High 6 - Medium 5 - Low
MISSING *CRITICAL  COMPONENTS	LOW	 PARTIAL CREDIT	4 - High 3 - Medium 2 - Low
ONLY PASSED START			1
DID NOT PASS START OR FALL			0

*\*components essential to the maneuver or components that delineate the levels*