



NCEA Official's Information

Judge's Responsibilities

- Monitoring of the rules and regulations during competitors' rides
- Attending Coaches' Meeting prior to meet; involves all schools' coaches, officials and scribes
- Investigating and acting upon any alleged rule violation without waiting for a protest
- Giving a standardized numerical score to each ride
- Granting re-rides or replacing horses with alternates if a horse is unsound or unsuitable in the competition
- Selecting a Most Outstanding Player (MOP) for each event
- Remaining on the grounds until released by competition management after verification of scores

Frequent Topics

- General
 - Professional attire meeting AQHA and/or US Equestrian rules is requested. You are asked not to wear clothing representing any collegiate institution or to show favoritism in any way to competing institutions.
 - Expecting and enforcing honesty, sportsmanship and fair play – stewards may warn and eliminate.
 - Conversation with coaches should be kept to a minimum during the competition day.
 - Plan to arrive at least 1 hour prior to the actual start of competition. You maybe requested by the host school to arrive earlier.
 - Please let the host school know if you have any special needs during the meet. When there is a break in the action feel free to use your scribe to get food or drinks for you. You will be asked to remain on the competition grounds until dismissed by the host school. There is an inquiry period after the score sheets have been dispersed. Your assistance may be required at this time.
 - We value your feedback. We welcome your thoughts on our format and what we can do to improve our meets.

- Please no smoking or smoke in a designated area only. Please do not use your cell phone while judging. You can make calls between events if there is a break.
- Horses
 - All horses should be safe, schooled previously in the competition arena, typed and suited for their particular event
 - No horse may be ridden in a meet more than four times in a day or re-schooled between competitors.
 - All fence horses listed as competing or alternate must be schooled over all lines including bending and broken lines that are set at a related distance
 - Horses may be medicated at the sole prerogative of the horse provider. Administration of drugs and medications shall be limited to therapeutic use only and used for the well-being of the horse.
 - The administration of central nervous system drugs is prohibited in NCEA competition.
 - Tack and aids follow US Equestrian Jumping Seat Equitation guidelines and AQHA rules with exceptions to allow protective boots, standing martingales, belly bands, ear bonnets, bits and cavessons at the discretion of the horse provider.
 - The steward will make final approval if a school protests non-regulation equipment.
 - All horses must be identified by name or number on the saddle pad.
 - All riders must adhere to the distributed horse list which details allowed spurs, crops, one or two handed, lead changes, etc.
- Warm Ups
 - For Flat the rider receives 4 minutes with no limitations on movements or gaits. They can begin schooling again at the completion of the previous ride and they have 45 seconds to enter the Flat arena after the audible and visible signal are given.
 - They can begin schooling again at the completion of the previous ride and they have 45 seconds to enter the competition arena.
 - A visible signal will be used by the judge to indicate their readiness for the rider to start.
 - For Fences the rider receives 4 minutes with no limitations on movements or gaits, but may only jump 4 Fences.
 - Combinations of two strides or less are considered one jumping effort in warm- ups. Refusals do not count as Fences and no time is added for Fences knocked down.

- They have 45 seconds to start their course after the audible and visible signal are given.
- Coaching is permitted during warm-ups.
- If a competitor falls during a warm-up, time is stopped to adequately check the safety and status of both rider and horse. If the rider is not injured, she may remount and continue her warm-up.
- With horse welfare in mind, should an extraordinary event happen that causes a delay of game, the horses may all be re-warmed up with competing riders as a group for 2 minutes should the steward feel it necessary.
- In the event that a horses' equipment breaks, malfunctions, etc. during the warm-up all riders will be stopped. The steward and coaches will work together to fix the equipment and then resume the timing where it left off.

Scoring and Event Routine

- General
 - Judges may watch the horses being schooled by non-competing riders.
 - Judges are also encouraged to read the horse sheets provided by the host school and walk the over Fences course.
 - Horses are to be judged to a standard. Though the horses may have different abilities, the score should be reflective of the ride seen by the judge.
 - Judges will see each horse go twice in competition with a rider from each competing team
 - The difficulty of each horse should not be factored into the judge's scores, as you will see the horse ridden by a rider from each team
 - Two rules-educated scribes shall be supplied for each judge, one by the hosting school and one by the visiting school. The host school may have an additional scorer used to calculate.
 - Scribes may communicate score card information to the judge previous to the start of the test or at the judge's request (names, lead changes, number of hands on the reins, descriptions of the maneuvers and penalties). During the test, they are only allowed to communicate with the judge by saying "score" when a score is required. A scribe is not allowed to remark on the rider's test, even if requested by the judge; i.e. a scribe is not allowed to help the judge determine if a rider is on pattern or has completed a required maneuver. The only reference a scribe can make to a previous test is the score of the immediately previous test.
 - At least one copy of the US Equestrian Rulebook is to be available for use by the stewards at all times.

- Do not worry about splitting ties or ranking the riders in each event. Riders should NOT be compared, instead they should be judged as you see them and to your standard (exception is Fences, where this is permitted).
- A Most Outstanding Performer (MOP) should be chosen for each event. This is the rider you believe to be the best in the event. You can use any criteria you would like to determine this individual.
 - She does not have to be the highest scoring rider in the event. Only those competitors who have won their point are eligible to be selected for the MOP. Judge may review his/her scorecards at the end of each event in order to choose an MOP.
- Please use the comment area and your scribe. You may want to comment on rider position, how the horse is handled and/or the pair's performance throughout the test. By making comments, you are giving rationale as to why each rider received a certain score.
- Judges are allowed to keep personal notes during the competition.
- Judges shall continue to score all rides even in the event that a composite score of zero may be given.
- Re-Rides
 - Only coaches may approach a steward for an appeal or re-ride.
 - Judges have the authority to grant or not grant re-rides at their own discretion or at the request of a coach.
 - After a re-ride is granted, both riders will be allowed a timed warm-up before competing on the alternate horse. Only the scores from the alternate horse will count.
 - In the event of an equipment failure or extraordinary circumstance the judge has the discretion to use their common sense in concert with the steward to resolve the situation. If their resolution contradicts this Manual, it must be recorded in the steward's report. The judge is the final decision if there is not agreement with the steward (reference Equipment Failure and Extraordinary Factor Flow Chart)
- Video Review
 - The use of video equipment during a meet is only permissible if the judge(s) and steward(s) have reason to believe that all entries have been videotaped and were videotaped from the same location for each event.
 - In the event that there is a failure with the video equipment or failure to adhere to the above rules, video review will not be used.
 - To request video review, the competing coach must complete the video review form and provide it to the steward.

- Once the video has been reviewed by the judge, the judge will sign off.
- Should the judge(s) determine that a disqualification did occur; the score will be adjusted accordingly
- If the video replay shows a penalty did or did not occur the score should be adjusted to reflect the video.
- No judge(s) shall be required to change his/her score following a video replay.
- A video review may be requested in the following scenario
 - A video review may be requested by the judge(s) at any time during each event.
 - A video review may be requested by a coach, through a steward in the event that: Judge(s) give a composite score of zero to a competitor the coach has reason to believe should not have scored a zero.
 - A coach has reason to believe that a rider should have received a zero and a video review is not requested by the judge(s).
 - Penalty Review (In a meet with multiple judges, there will be no penalty review available.)
 - Each Institution will have one penalty review per discipline.
 - Coaches may review multiple parts of the same ride.
 - Permissible Penalty Reviews:
 - Flat: Only Errors of Movement
 - Fences: Only the following faults:
 - Break of Gait
 - Refusal
 - Rail
 - Loss of stirrup or rein
 - Adding in a combination
 - Late lead change
 - Cross Canter
 - Adding or leaving out a stride in a straight line
 - Blatant Disobedience (bucking, kicking, rearing, stopping, spinning)
- Automatic Review (Only occurs if there are multiple judges)
 - Fences: A 15 point or greater spread in total score between judges.
 - Flat: A total score of 0 is applied and both judges did not assess the 0 score.

- A conference and/or review of the official video shall occur at the next drag or as soon as practical. The steward will decide when the next best opportunity for a review can occur.
- Should the judges determine via conference or video replay that a penalty was incurred, it should be applied. If, however, no penalty occurred, the score will be announced as originally submitted.
- No judge shall be required to change his/her score following a conference or video replay. Each judge's decision is an individual call and based on individual decision from a conference or video replay.

Flat Event

- The judge will be placed at 'C, B, or E' unless another arrangement is made and agreed upon by the judge/steward and both coaches.
- Judges signal with a bell or whistle to tell rider when to enter the ring. There will also be a visible signal given by the scribe to signal when the judge is ready. This is to ensure the judges have enough time to make all the comments they want about the previous rider.
- If a rider enters the arena before judge's signals the rider will be disqualified.
- If there is less than 15 meters around the entire outside of the Flat arena the competitor may enter and exit the arena at will during the 45 seconds. Once the signals are given, the rider must exit the arena and begin her test.
- The scoring range is from 0 to 10 using whole point increments. Half points are not allowed.
- A scorecard adopted by NCEA will be provided to you with maneuvers possibly broken down into several parts in the test. Please consider and allow the score to reflect all the elements.
- Scorecards designate whether a horse performs simple or has the option flying lead changes.
- Tests will include 8 written maneuvers and two collective marks for a total possible score of 100.
- The collective boxes are for a) Effectiveness - correct connection while remaining fluid, positive and forward and b) Position of the Rider
- Each rider will be scored on the required test and numerical scores shall be written on each rider's test. Consistency is necessary.
- The scoring scale is as follows:
 - 10 Excellent
 - 9 Very Good

- 8 Good
- 7 Fairly Good
- 6 Satisfactory
- 5 Sufficient
- 4 Insufficient
- 3 Fairly Bad
- 2 Bad
- 1 Very Bad
- The rulebook requires at least 2 demonstration rides to occur prior to start of the 4 minute timed warm-ups. This is to familiarize the judge, scribe and scorer with the test. Coaches and stewards are present during this ride to help make clarifications, answer and ask questions. The judge may request the demo rider to perform the test as many times as they need to be comfortable with the test.
- Flat Pattern Clarifications for Scoring Consistency
 - Changes of Lead
 - It is the choice of the rider to decide what is best for that horse at that moment. A horse listed as flying can do simple, but a horse listed as simple cannot do flying.
 - Simple can be through walk or trot. Walking is more difficult than trotting, but USEF does not differentiate which is preferred. Traditionally the walk simple change has been considered more difficult than the trot simple change and the flying change is considered more difficult than the simple. The judge must reward the best executed change of lead. A good simple change should score higher than a poor flying change.
 - Rider may perform a flying in one part of the test and a simple in another part. In some places it is harder to perform a flying change than in others and some horses are better with one lead than the other.
- Diagonals
 - When a rider goes across a diagonal at the lengthening trot rising that begins from sitting trot, it is considered a straight line and posting either diagonal is acceptable.
 - In a lengthening trot across the diagonal, the rider will change her diagonal at the end of the lengthening where called for. (Not at X)
- Lateral Work
 - Straightness before and after lateral work.
 - Straightness should be shown prior to haunches in
 - Straightness should be shown prior to performing a leg yield

- When the horse is already on a curve, the horse will go directly into the shoulder in or haunches in from the half turn and straighten before turning at the end of the lateral movement.
- Shoulder in should be performed on three tracks where the inside hind is tracking the inside fore. The horse should straighten before going through the corner. Excessive angle should not be rewarded.
- Haunches in should be performed on three tracks where the outside hind is tracking the inside fore. The horse's head and neck should be parallel to the rail. The horse will straighten before going through the corner. Excessive angle should not be rewarded.
- Leg Yield: The horse should move forward and over as a unit without front end or hind end leading and with a straight neck or slight bend in the opposite direction of the leg yield.
- Errors in Flat are divided between two categories: error of test and error of movement. An error of test shall result in a composite score of zero. An error of movement shall be penalized at the judge's discretion for that particular movement in the test, however they are encouraged to score a 4 or below since that indicates an insufficient execution.
 - An error of test is when a rider does not perform a required movement called for in the test
 - Rider never starts the required maneuver
 - Rider starts the test before the audible and/or visual signal is given
 - Rider exits the arena before completing the test. In competitions without clear boundaries the judge should eliminate the rider when they see all four legs outside the markers.
 - Rider turns the wrong direction or performs a maneuver tracking the incorrect direction
 - If the judge determines that the rider asked for a flying lead change on a designated simple change horse, the rider will be disqualified.
 - Rider adds or omits a movement or figure (including the halt as a movement)
 - An error of movement results from the rider's poor or incorrect execution of a movement in a test, these are encouraged to score 4 or below.
 - Rider misses a gait change, lead, sitting vs. posting, forgetting to drop/pick up stirrups, incorrect sizing of figures
 - Rider attempts to complete the figure or movement (examples: leg yield that doesn't get to the rail, backs too many steps, fails to get the third lead change, etc.)

- Location of Maneuvers
 - If something is called for between two letters, it may occur anywhere between the two letters and be correct. The diagram, in this instance, is a representation of the movement but not where it must occur exactly.
 - Any pattern that states $\frac{1}{2}$ turn without designating the size of the turn (20 meter, 10 meter) is allowed to make the turn deeper (or shallower) as long as they are leaving the rail at the designated point and arriving to the other mark at the designated point.
 - “At the letter” is ideally at the horse’s shoulder.
 - Letter Locations:
 - G is located between M and H on center line
 - X is located between B and E on center line
 - D is located between F and K on center line
 - Circle Sizes:
 - 10 meter circles are half the width of the arena
 - 15 meter circles are $\frac{3}{4}$ the width of the arena
 - 20 meter circles are the full width of the arena
 - Other Important Information
 - Turn on the haunches: can be executed on a larger diameter (approximately one meter) or smaller, but the rhythm, contact, activity and straightness should remain the same. The hind end should remain active and not “pivot”. Horse should be slightly bent in the direction he is going throughout the turn.
 - A rider may have a twisted iron after the test calls for her irons to be picked up without penalty. She may be penalized for coming into the arena with twisted stirrups. Riders will not cross their irons. All horses used in competition are used to going with stirrups hanging down.

Fences Event

- Judge according to US Equestrian open numerical standards for hunter seat equitation. Please use US Equestrian Jumping Seat Equitation standard of scoring when judging rails during the course.
- Scorecards designate whether a horse has a simple or flying lead change
- An appropriate test shall be given that has 8-12 jumping efforts, two changes of direction and a minimum of $\frac{1}{3}$ of the jumping efforts to be oxers
- There will be an audible and visible signal used by the scribe to signal when the judge is ready, indicating the rider to start the course.

- In the event that the rider goes off-course during the test, the rider will be given a composite score of zero.
- A total of three refusals or a fall of horse or rider will eliminate the rider, resulting in a score of zero.
- If the judge determines that the rider asked for a flying lead change on a designated simple change horse, the rider will be disqualified.
- You will be given a diagram of the course with the measured distances between lines. Please note that not all distances are set standard to US Equestrian distances. Because of this, you are encouraged to walk the lines on the course to form your own opinion of how the course should ride.

NCEA Equestrian– Fences Scorecard



Date of Competition: _____

Home Team: _____

Away Team: _____

Judge: _____

Steward: _____

Order of Go	Horse	Rider	School	1	2	3	4	5	6	7	8	9	10	11	12	TOTAL SCORE

COMMENTS:

SIMPLE

FLYING

Order of Go	Horse	Rider	School	1	2	3	4	5	6	7	8	9	10	11	12	TOTAL SCORE

COMMENTS:

SIMPLE

FLYING

Judges Signature: _____

Flat Pattern # 6

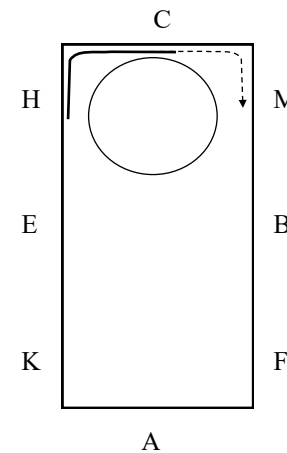
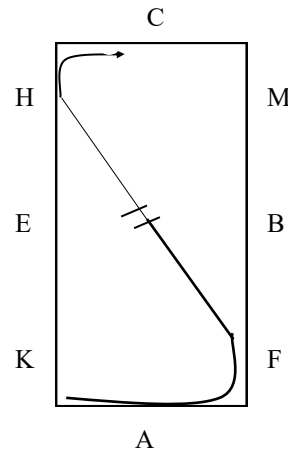
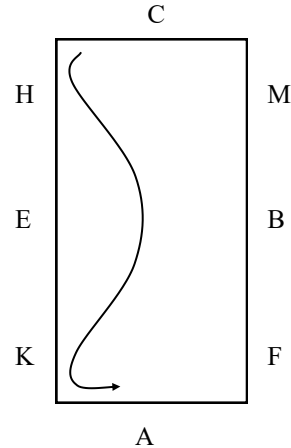
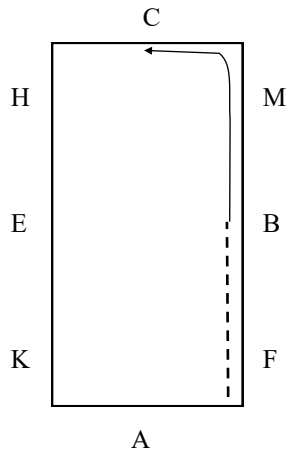
Judge's Location C E B

Scoring

Scale:

Use whole numbers

- 10 Excellent,
- 9 Very Good,
- 8 Good,
- 7 Fairly Good,
- 6 Satisfactory,
- 5 Sufficient,
- 4 Insufficient,
- 3 Fairly Bad,
- 2 Bad,
- 1 Very Bad



1. By F Enter working trot sitting
B Left lead canter

2. HK Shallow loop holding
the left lead

3. FXH Change direction with a
simple change of lead at X

4. C 15m circle, collected canter
Btwn C&M Working trot
rising

Error of Movement:

Encouraged to score 4 or below

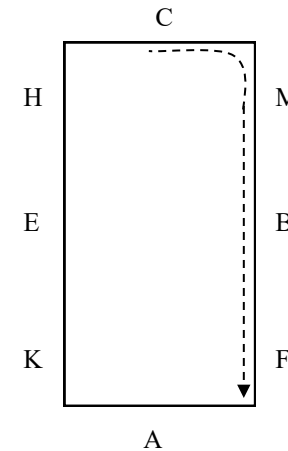
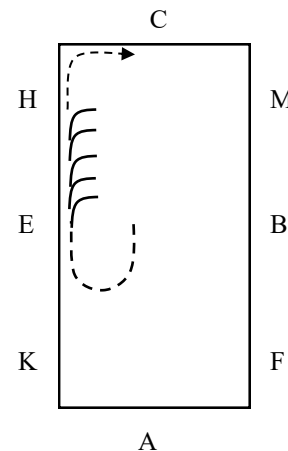
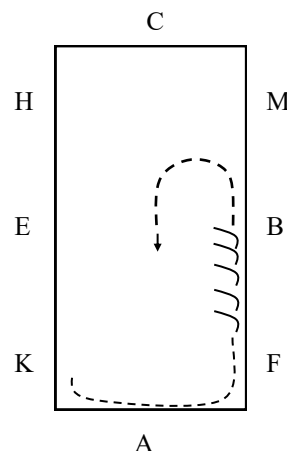
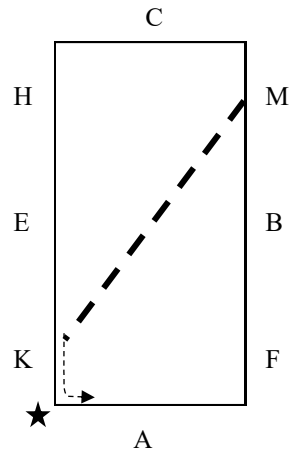
Rider's poor execution of a movement:

missed gait change or lead,
missed sitting vs posting,
missed dropping or picking up
stirrups,
missed figure size by 5 m or
more

Zeros, Error of test:

Results in a composite score of zero

never starts a maneuver,
starts test previous to signals,
exits early,
turns wrong direction,
adds or omits a movement or
figure



5. MXK Lengthened trot rising
K Working trot sitting
Btwn K&A Drop stirrups

6. FB Shoulder-in left
B Working trot sitting
Btwn B&M Half 10m circle to
centerline

7. Btwn X&D Half 10M circle
to the rail
EH Shoulder-in right
H Proceed working trot
sitting

8. C Working trot rising
By F Exit arena

Collective Marks:

Box 9: Effectiveness - Rider's correct connection while remaining fluid, positive and forward

Box 10: Position of the Rider - Rider's correct equitation position

Flat Scorecard #6

Judge seated (circle one): C E B

Home Team: _____ Away Team: _____

Judge: _____ Steward: _____

Order of Go: _____ School: _____ Rider: _____

Horse: _____ Circle one: Simple Change Flying Change Option

Arena: 20 meters x 40 meters

		Test	Points (10-0)	Remarks
1	By F B	Enter working trot sitting Left lead canter		
2	HK	Shallow loop holding the left lead		
3	FX X H	Working canter Working trot sitting Working canter right lead		
4	C Btwn C&M	15m circle, collected canter Working trot rising		
5	MXK K Btwn K&A	Lengthened trot rising Working trot sitting Drop Stirrups		
6	FB B Btwn B&M	Shoulder-in left Working trot sitting Half 10m circle to centerline		
7	Btwn X&D EH H	1/2 10m circle to the rail Shoulder-in right Proceed working trot sitting		
8	C By F	Working trot rising Exit arena		

Collective Marks

9	Effectiveness : Rider's correct connection while remaining fluid, positive and forward		
10	Position of the Rider: Rider's correct equitation position.		

TOTAL Score: _____ (Possible Points: 100)

Judge's Signature: _____

Flat Scorecard #6

Judge seated (circle one): C E B

Home Team: _____ Away Team: _____

Judge: _____ Steward: _____

Order of Go: _____ School: _____ Rider: _____

Horse: _____ Circle one: Simple Change Flying Change Option

Arena: 20 meters x 40 meters

		Test	Points (10-0)	Remarks
1	By F B	Enter working trot sitting Left lead canter		
2	HK	Shallow loop holding the left lead		
3	FX X H	Working canter Working trot sitting Working canter right lead		
4	C Btwn C&M	15m circle, collected canter Working trot rising		
5	MXK K Btwn K&A	Lengthened trot rising Working trot sitting Drop Stirrups		
6	FB B Btwn B&M	Shoulder-in left Working trot sitting Half 10m circle to centerline		
7	Btwn X&D EH H	1/2 10m circle to the rail Shoulder-in right Proceed working trot sitting		
8	C By F	Working trot rising Exit arena		

Collective Marks

9	Effectiveness : Rider's correct connection while remaining fluid, positive and forward		
10	Position of the Rider: Rider's correct equitation position		

TOTAL Score: _____ (Possible Points: 100)

Judge's Signature: _____



Flat Pattern # 19

Judge's location:

C E B

Scoring

Scale:

Use whole numbers

- 10 Excellent,
- 9 Very Good,
- 8 Good,
- 7 Fairly Good,
- 6 Satisfactory,
- 5 Sufficient,
- 4 Insufficient,
- 3 Fairly Bad,
- 2 Bad,
- 1 Very Bad

Error of Movement:

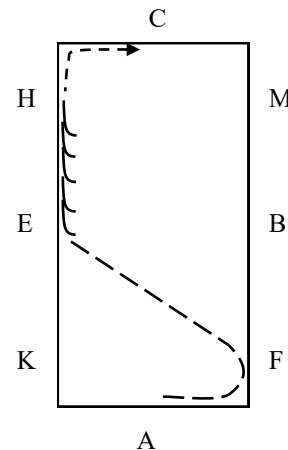
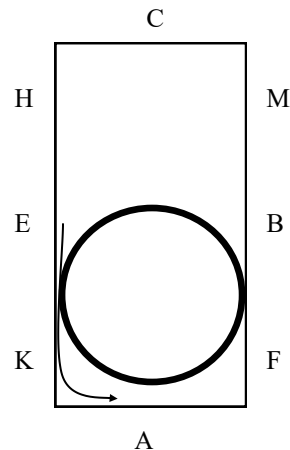
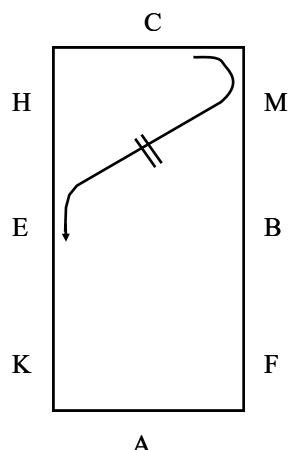
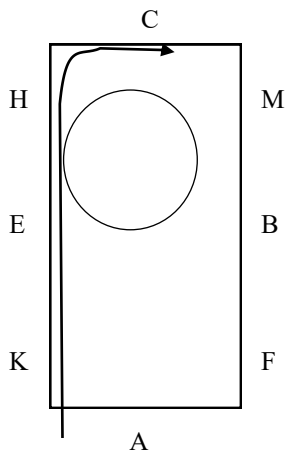
Encouraged to score 4 or below
Rider's poor execution of a movement:

missed gait change or lead,
missed sitting vs posting,
missed dropping or picking up
stirrups,
missed figure size by 5 m or
more

Zeros, Error of test:

Results in a composite score of zero

never starts a maneuver,
starts test previous to signals,
exits early,
turns wrong direction,
adds or omits a movement or
figure

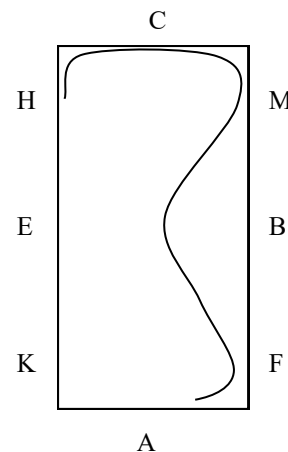
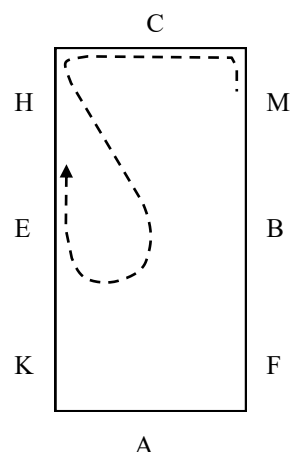
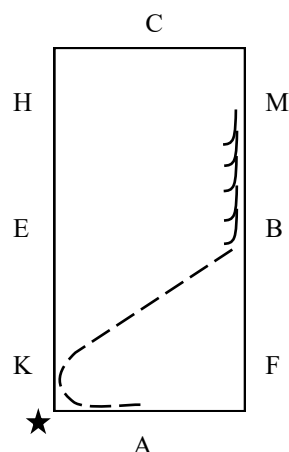
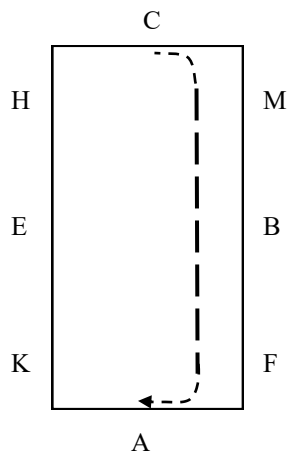


1. By K Enter working canter right lead
Btwn E&H 15m Circle collected
canter
H Proceed working canter

2. ME Change direction with a
change of lead

3. Btwn E&K 20m Circle lengthen
canter
K Proceed working canter

4. A Working trot sitting
FE Change direction
EH Haunches in right
H Proceed working trot sitting



5. After C Turn down quarterline
Across from MF Lengthen trot rising
Across from F Working trot sitting

6. Btwn A&K Drop Stirrups
KB Change direction, working
trot sitting
BM Haunches in left

7. M Working trot rising
HXE Change direction through a
half turn in reverse

8. H Working canter right lead
MXF Shallow loop holding the right
lead
A Working walk
By K Exit Arena

Collective Marks:

Box 9: Effectiveness - Rider's correct connection while remaining fluid, positive and forward

Box 10: Position of the Rider - Rider's correct equitation position

Flat Scorecard #19

Judge seated (circle one): C E B

Home Team: _____ Away Team: _____

Judge: _____ Steward: _____

Order of Go: _____ School: _____ Rider: _____

Horse: _____ Circle one: Simple Change Flying Change Option

Arena: 20 meters x 40 meters

		Test	Points (10-0)	Remarks
1	By K Btwn E&H H	Enter working canter right lead 15m collected canter circle Proceed working canter		
2	ME	Change direction with a change of lead		
3	Btwn E&K K	20m lengthen canter circle Proceed working canter		
4	A FE EH H	Working trot sitting Change direction Haunches in right Proceed working trot sitting		
5	After C QL by M QL by F	Turn down quarterline Lengthen trot rising Working trot sitting		
6	Btwn A&K KB BM	Drop stirrups Change direction, working trot sitting Haunches in left		
7	M HxE	Working trot rising Change direction through a half turn in reverse		
8	H MXF A By K	Working canter right lead Shallow loop holding right lead Working walk Exit arena		

Collective Marks

9	Effectiveness : Rider's correct connection while remaining fluid, positive and forward		
10	Position of the Rider: Rider's correct equitation position		

TOTAL Score: _____ (Possible Points: 100)

Judge's Signature: _____

Flat Scorecard #19

Judge seated (circle one): C E B

Home Team: _____ Away Team: _____

Judge: _____ Steward: _____

Order of Go: _____ School: _____ Rider: _____

Horse: _____ Circle one: Simple Change Flying Change Option

Arena: 20 meters x 40 meters

		Test	Points (10-0)	Remarks
1	By K Btwn E&H H	Enter working canter right lead 15m collected canter circle Proceed working canter		
2	ME	Change direction with a change of lead		
3	Btwn E&K K	20m lengthen canter circle Proceed working canter		
4	A FE EH H	Working trot sitting Change direction Haunches in right Proceed working trot sitting		
5	After C QL by M QL by F	Turn down quarterline Lengthen trot rising Working trot sitting		
6	Btwn A&K KB BM	Drop stirrups Change direction, working trot sitting Haunches in left		
7	M HxE	Working trot rising Change direction through a half turn in reverse		
8	H MXF A By K	Working canter right lead Shallow loop holding right lead Working walk Exit arena		

Collective Marks

9	Effectiveness : Rider's correct connection while remaining fluid, positive and forward		
10	Position of the Rider: Rider's correct equitation position		

TOTAL Score: _____ (Possible Points: 100)

Judge's Signature: _____



Scale:

Use whole numbers

10 Excellent,
9 Very Good,
8 Good,
7 Fairly Good,
6 Satisfactory,
5 Sufficient,
4 Insufficient,
3 Fairly Bad,
2 Bad,
1 Very Bad

Error of Movement:

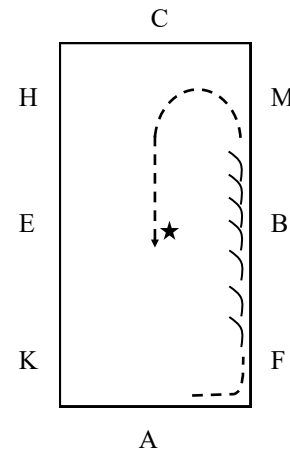
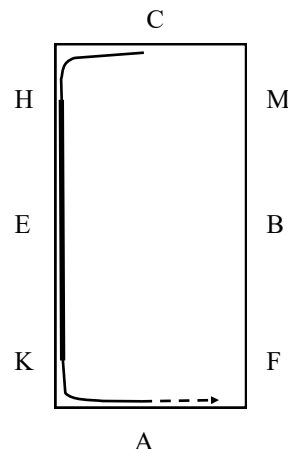
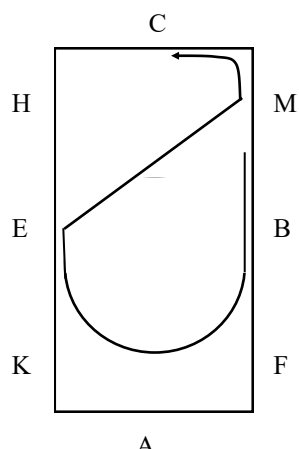
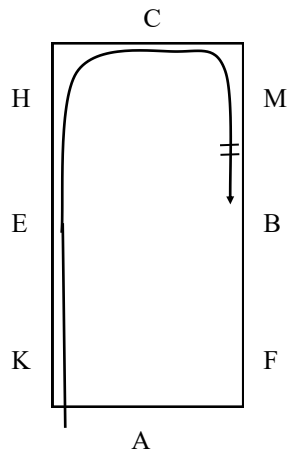
*Encouraged to score 4 or below
Rider's poor execution of a movement:*

missed gait change or lead,
missed sitting vs posting,
missed dropping or picking up stirrups,
missed figure size by 5 m or more

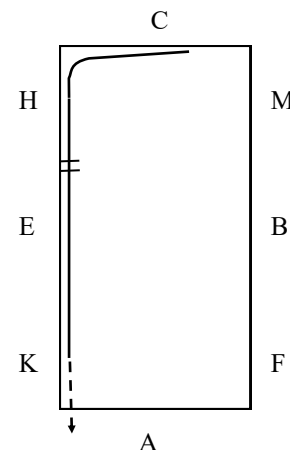
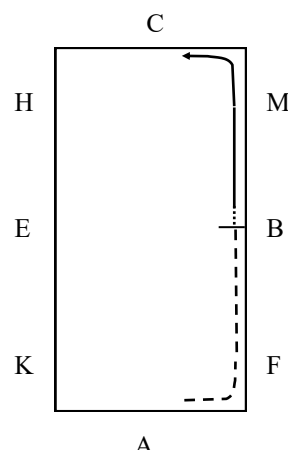
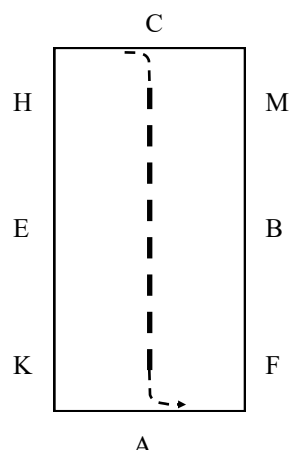
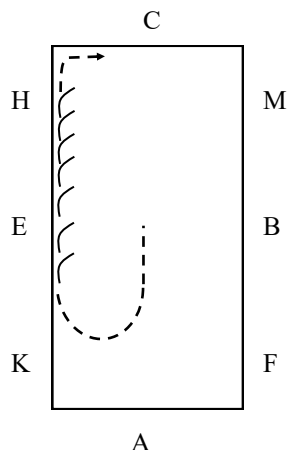
Zeros, Error of test:

Results in a composite score of zero

never starts a maneuver,
starts test previous to signals,
exits early,
turns wrong direction,
adds or omits a movement or figure



1. By K Enter working canter right lead
Btwn M&B Change of lead
2. Btwn B&F Half 20m circle to the rail holding left lead
EM Change direction
3. HK Lengthened canter
K Working canter
A Working trot sitting
4. F to btwn B&M Shoulder-in left
Btwn B&M Half 10m circle to centerline
X Drop stirrups



5. Centerline to Btwn K&E Half 10m circle to rail
Btwn K&E to H Shoulder-in right
H Proceed working trot rising
6. C Turn down centerline
GD Lengthened trot rising
D Working trot rising
A Track left
7. B Halt. Proceed working canter left lead through the walk
8. Btwn H&E Change of lead
K Working trot sitting
By K Exit arena

Collective Marks:

Box 9: Effectiveness - Rider's correct connection while remaining fluid, positive and forward

Box 10: Position of the Rider - Rider's correct equitation position

Flat Scorecard #35

Judge seated (circle one): C E B

Home Team: _____ Away Team: _____

Judge: _____ Steward: _____

Order of Go: _____ School: _____ Rider: _____

Horse: _____ Circle one: Simple Change Flying Change Option

Arena: 20 meters x 40 meters

		Test	Points (10-0)	Remarks
1	By K Btwn M&B	Enter working canter right lead Change of lead		
2	Btwn B&F EM	Half 20m circle to the rail holding left lead Change direction		
3	HK K A	Lengthened canter Working canter Working trot sitting		
4	F to btwn B&M Btwn B&M X	Shoulder-in left Half 10m circle to centerline Drop stirrups		
5	Centerline to btwn K&E Btwn K&E to H H	Half 10m circle to rail Shoulder-in right Proceed working trot rising		
6	C GD D A	Turn down centerline Lengthened trot rising Working trot rising Track left		
7	B	Halt. Proceed working canter left lead through the walk		
8	Btwn H&E K By K	Change of lead Working trot sitting Exit arena		

Collective Marks

9	Effectiveness : Rider's correct connection while remaining fluid, positive and forward		
10	Position of the Rider: Rider's correct equitation position		

TOTAL Score: _____ (Possible Points: 100)

Judge's Signature: _____

Flat Scorecard #35

Judge seated (circle one): C E B

Home Team: _____ Away Team: _____

Judge: _____ Steward: _____

Order of Go: _____ School: _____ Rider: _____

Horse: _____ Circle one: Simple Change Flying Change Option

Arena: 20 meters x 40 meters

		Test	Points (10-0)	Remarks
1	By K Btwn M&B	Enter working canter right lead Change of lead		
2	Btwn B&F EM	Half 20m circle to the rail holding left lead Change direction		
3	HK K A	Lengthened canter Working canter Working trot sitting		
4	F to btwn B&M Btwn B&M X	Shoulder-in left Half 10m circle to centerline Drop stirrups		
5	Centerline to btwn K&E Btwn K&E to H H	Half 10m circle to rail Shoulder-in right Proceed working trot rising		
6	C GD D A	Turn down centerline Lengthened trot rising Working trot rising Track left		
7	B	Halt. Proceed working canter left lead through the walk		
8	Btwn H&E K By K	Change of lead Working trot sitting Exit arena		

Collective Marks

9	Effectiveness : Rider's correct connection while remaining fluid, positive and forward		
10	Position of the Rider: Rider's correct equitation position		

TOTAL Score: _____ (Possible Points: 100)

Judge's Signature: _____

