



United States Rules for Working Equitation



APPENDIX C

SCORE SHEETS



United States Rules for Working Equitation



EASE OF HANDLING TRIAL Score Sheet

Show _____ Date _____ Level _____ Division _____ Entry No. _____

Rider _____ Judge/Signature _____

Horse _____ Final Score _____ Place _____

No.	Obstacle	Score	Remarks
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			

Obstacle Total

Collective Marks	Pts	Coef	Score	Remarks
Transitions; Navigation: Crisp, accurate, uphill transitions between gaits. Effective course lines, correct leads and bend. Prescribed gait between obstacles.		2		
Gaits: Rhythm, freedom, and regularity				
Impulsion: Desire to move forward; elasticity of steps. Suppleness of back. Engagement of hindquarters.				
Submission: Willing cooperation, harmony, attention and confidence, acceptance of contact, straightness, lightness, ease of movement.				
Rider: Position and seat of the rider, correct use of aids, effectiveness of aids. Presentation: Completeness, cleanliness, and appropriateness of horse, tack, and attire.				

Penalty tally

- Failure to salute _____
- Outside assistance (L1-L5) _____
- Stroking horse's neck (L6) _____
- Performance penalties (L1) _____

Collective Marks Total

Obstacle Total

Minus Penalties

Total Score

Total No. of 0's

Total Possible Points
(No. of obstacles x 10 + 70)

Final Score %
(total score / total possible points)

EASE OF HANDLING TRIAL SENIORS
USAWE

RIDER _____	N° _____	HORSE _____
NAME OF JUDGE _____		INITIALS _____

EXERCISE SHEET			
N°	Name of Exercise	SCORE	Notes
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			

NOTES FOR THE COURSE			
N°	Directive	SCORE	Notes
A	Canter and walk. Transitions canter/walk		

OVERALL IMPRESSION			
N°	Directive	SCORE	Notes
B	Paces	Freedom and regularity	
C	Impulsion	Desire to move forward, elasticity on the steps. Engagement of the hind quarters	
D	Submission	Attention and obedience.	
E	Rider	Position and seat of the rider, correct use of the aids, and effectiveness of the aids	
TOTAL			

USAWE				
EASE OF HANDLING TRIAL YOUNG RIDERS				

RIDER _____	N° _____	HORSE _____
NAME OF JUDGE _____	INITIALS _____	

EXERCISE SHEET				
N°	Name of Exercise		SCORE	Notes
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				

NOTES FOR THE COURSE				
N°	Directive		SCORE	Notes
A	Canter and walk. Transitions canter/walk			

OVERALL IMPRESSION					
N°	Directive		COEFF.	SCORE	Notes
B	Paces	Freedom and regularity	2		
C	Impulsion	Desire to move forward, elasticity on the steps. Engagement of the hind quarters	2		
D	Submission	Attention and obedience.	2		
E	Rider	Position and seat of the rider, correct use of the aids, and effectiveness of the aids	2		
TOTAL					

EASE OF HANDLING TRIAL JUNIORS				
RIDER _____		N° _____	HORSE _____	
NAME OF JUDGE _____			INITIALS _____	
EXERCISE SHEET				
N°	Name of Exercise	SCORE	Notes	
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
NOTES FOR THE COURSE				
N°	Directive	SCORE	Notes	
A	Canter and walk. Transitions canter/walk			
OVERALL IMPRESSION				
N°	Directive	COEFF.	SCORE	Notes
B	Paces	Freedom and regularity	1	
C	Impulsion	Desire to move forward, elasticity on the steps. Engagement of the hind quarters	1	
D	Submission	Attention and obedience.	1	
E	Rider	Position and seat of the rider, correct use of the aids, and effectiveness of the aids	1	
TOTAL				



United States Rules for Working Equitation



SPEED TRIAL Score Sheet

Show _____ Date _____ Judge _____ Level _____ Division _____ Sheet ___ of ___

Entry No.	Horse/Rider	Obstacle Penalties/Bonus Time															Elapsed Time*	Penalty -Bonus Time	Final Time*	Place								
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15												

*Time to 100ths of a second.

Course Event	Time (sec)	Course Event	Time (sec)
• Placing the tip end of pole in the drum	+5	• Knocking over/dislodging any part of an obstacle performed	+10
• Skewering ring with the butt end of the pole	+5	• Starting to exit non-exit end of a corridor	+10
• Any leg stepping over side pass pole (each leg)	+5	• Failure to latch gate in proper portion of obstacle	+30
• Touching horse in front of reins (L6 two times max, each occurrence)	+5	• L2/L3 riders dropping and failing to replace part of obstacle	+30
• Knocking over course Start or Finish marker	+5	• L2/L3 after 3 refusals with permission of Judge	+30
• Failure to salute Judge	+5		
• Outside assistance (L2 thru L5)	+10	• Spearing ring and getting it correctly placed with pole in drum	-5



United States Rules for Working Equitation



CATTLE TRIAL – TEAM Score Sheet

Show _____ Date _____ Judge _____ No. of Competitors _____ Sheet _____ of _____

Team No./Name	Rider No./Name	Horse	No. of Penalties	Penalty Time	Elapsed Time	Final Time	Rider Place	Rider Points	TEAM PLACE
TEAM POINTS									

Team No./Name	Rider No./Name	Horse	No. of Penalties	Penalty Time	Elapsed Time	Final Time	Rider Place	Rider Points	TEAM PLACE
TEAM POINTS									

Team No./Name	Rider No./Name	Horse	No. of Penalties	Penalty Time	Elapsed Time	Final Time	Rider Place	Rider Points	TEAM PLACE
TEAM POINTS									

<p>Penalty (+5 each occurrence)</p> <ul style="list-style-type: none"> • Failure to salute Judge <p>Penalties (+10 each occurrence)</p> <ul style="list-style-type: none"> • Wrong cow crosses foul line • Outside assistance • Team member's horse in herd zone 	<p>Disqualifications:</p> <ul style="list-style-type: none"> • Rider crosses foul line before Judge has given permission • Team member crosses the foul line before the rider • Team members in herd zone for more than 5 seconds • L6 or one-handed riders: Using 2 hands on reins 	<ul style="list-style-type: none"> • Roughing • Contact with cattle (hands, feet, equipment) • Endangering horse, rider, ground person • Attempt to work cattle on foot • Any signs of injury or blood • Herd cows in penning zone and cow is penned when clock stops
--	--	---



United States Rules for Working Equitation



FINAL COMPETITION PLACEMENT -- INDIVIDUAL

Show _____ Date _____ Level/Division _____ No. of Competitors _____ Sheet ____ of ____

Official's Approval		Horse						
		Rider						
Dressage								
	Percentage							
	Total Coll Marks							
	Place							
	Points							
Ease of Handling								
	Percentage							
	Total Coll Marks							
	Total No. of 0's							
	Place							
	Points							
	Dress./EOH Avg %							
Speed								
	Elapsed Time							
	Penalty/Bonus							
	Final Time							
	Place							
	Points							
	TOTAL POINTS							
	No. of DQs							
	No. of Scratches							
	FINAL PLACING							



United States Rules for Working Equitation



FINAL COMPETITION PLACEMENT – TEAM

Show _____ Date _____ Judge(s) _____ Total No. Competitors _____ Sheet _____ of _____

Include ONLY TOP 3 rider scores per team for each trial. Determine overall points and placement for all competitors for each trial. Teams are placed by total points earned by team members.

Team	Rider	Horse	Dressage			EOH			Speed			TOTAL TEAM POINTS	TEAM PLACE
			%	Place	Pts	%	Place	Pts	Final Time	Place	Pts		
			Total top 3			Total top 3			Total top 3				

Team	Rider	Horse	Dressage			EOH			Speed			TOTAL TEAM POINTS	TEAM PLACE
			%	Place	Pts	%	Place	Pts	Final Time	Place	Pts		
			Total top 3			Total top 3			Total top 3				

Team	Rider	Horse	Dressage			EOH			Speed			TOTAL TEAM POINTS	TEAM PLACE
			%	Place	Pts	%	Place	Pts	Final Time	Place	Pts		
			Total top 3			Total top 3			Total top 3				

Notes on POINTS, PLACEMENT, and TIES

(see Sections 4.8.2, 4.8.3, 4.8.4 for details)

Determining Points

- The total number of points available in a given level is based on the number of competitors entered and initially competing in that level. The point basis remains the same even if fewer riders compete in subsequent trials within that level as a result of scratches or DQs.
- Competitors earn points depending on their placement in each trial; e.g.,
 - 1st place = $N + 1$
 - 2nd place = $N - 1$
 - 3rd place = $N - 2$
 - 4th place = $N - 3$ etc.
 where N = the number of competitors entered in the level.

Place	No. of Entries									
	1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10	11
2		1	2	3	4	5	6	7	8	9
3			1	2	3	4	5	6	7	8
4				1	2	3	4	5	6	7
5					1	2	3	4	5	6
6						1	2	3	4	5
7							1	2	3	4
8								1	2	3
9									1	2
10										1

Determining Placement – Individual Competitors

- Competitors must enter all trials to be considered for final placement.
- A rider who withdrew or DQ'd in any of the trials cannot place above a rider who successfully completed all trials.
- A rider with a DQ will place ahead of a rider who withdrew.

Determining Placement – Teams

- Total points available are based on the total number of riders on all competing teams (e.g., 4 teams with 4 riders = 16 points).
- Team's total point score is computed by adding points for top 3 riders in each of the trials.
- Teams are ranked according to total team points.

Handling Ties – Individual Competitors

- Competitors who are tied in a trial get the same placing and points; competitors scoring lower than the tie get placed as if there were no tie.
- Tie in Dressage: Collective marks break the tie. If marks are equal, entries remain tied and are awarded points associated with that placing.
- Tie in EOH: Rider who incurred a 0 is placed lower than a rider who did not. If both have 0's, the rider with more 0's will be placed lower. If tie remains, collective marks break the tie. If marks are equal, entries remain tied and are awarded points associated with that placing.
- Tie in Speed: Decided by lowest penalty/bonus time accrued. If these are equal, entries remain tied and are awarded points associated with that placing.
- Tie in Cattle (individual or team): Entries remain tied and are awarded the points associated with that placing.
- Tie for overall placement at a given level/division:
 - Competitor with highest average combined Dressage and EOH score will place higher.
 - If still a tie, competitor with highest EOH score will place higher.
 - If still a tie, fastest time in Speed trial will place higher.

Handling Ties – Teams

- Team with highest average Dressage and EOH score will place higher.
- If still a tie, team with fastest combined time in Speed will place higher.