

Working Hunter (SC-215) & Hunter Hack (SC-210) Penalty Reference Sheet

- **Scoring:** Scoring shall be from 0-100, with 70 denoting average. Hunter Hack will be judged 70% on over fences, 30% on rail work.
- **Traditional Symbol System:**
 - **90-100:** An excellent performer and good mover that jumps the entire course with cadence, balance and style
 - **80-89:** A good performer that jumps all fences reasonably well, an excellent performer that commits one or two minor faults
 - **70-79:** The average, fair mover that makes no serious faults, but lacks the style cadence and good balance of the scopier horses; the good performer that makes a few minor faults
 - **60-69:** Poor movers that make minor mistakes; cross canter, fair or average movers that have one or two poor fences but no major faults or disobediences
 - **50-59:** A horse that commits one major fault, refusal, trot, or drops a leg
 - **30-49:** A horse that commits two or more major faults, including front or hind knock downs and refusals, or jumps in a manner that otherwise endangers the horse and/or rider
 - **10-29:** A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.
- **Breed Numeric Standard Fence Scores:** +1 ½ Excellent, +1 Very Good, +½ Good, O Correct, -½ Poor, -1 Very Poor, -1 ½ Extremely Poor.

1 POINT PENALTIES

- Tick of rail
- Out of lead within line (cross cantering) per stride
- Drift along fence
- Early unfold of knees (each unfold)

3 POINT PENALTIES

- Rap of rail
- Out of lead after line (each ½ of end)
- Swap out (last 2 strides before fence) per fence

5 POINT PENALTIES

- Play (0-5 pt penalty)
- Hard rap on rail (nearly knocking off rail)
- Add stride
- Stalling or propping
- Hanging knees down (per fence)
- Slapping front legs down
- Off all fours or kick out (5-10 pt penalty)

10 POINT PENALTY

- Hanging one leg down
- Use of whip
- Trading leads (after corner & more than 2 strides out, 10-20 pt penalty)
- Leaving off of one leg (evaluate danger/pedaling, 10-20 pt penalty)
- Taking stride out in line (per occurrence, 10-20 pt penalty)

20 POINT PENALTY

- Add stride in an “In & Out”
- Rail down
- Trotting on course
- Failure to obtain lead through corners and end

30 POINT PENALTY

- Refusal
- Bucking

ELIMINATION (0 SCORE)

- A total of three disobediences which can include any of the following: refusal, stop, run-out, or extra circle
- Jumping an obstacle before it is reset
- Bolting from the arena
- Off course
- Deliberately addressing an obstacle
- Horse and/or rider falling. Horse is considered to have fallen when shoulder and haunch on the same side touch the ground, or the obstacle and the ground
- Horse found to be unsound when trotting along a curve at the end of the course