

SCORING PROCEDURES (AR238)

1. The prescribed AHA Score Sheet must be used. Obstacle scores will be totaled and any penalties subtracted to arrive at a final score.
2. Order of go will be drawn.
3. Scores to be announced following the conclusion of each work and before the next horse begins the course. If a score is being held for review, this is announced instead of the score.
4. Score Sheets must be posted.
5. For method of breaking ties see AR210 and AR238.6.
6. Scored from + 3 to - 3 on each obstacle. Half point increments can be used from +3 to -3.
 - + 3 = Excellent – Visually Impressive
 - + 2 = Very Good – Visually Attractive
 - + 1 = Good – Visually Pleasing
 - 0 = Average – Neutral Impression
 - 1 = Poor
 - 2 = Very Poor
 - 3 = Extremely Poor
 Half-point increments can be used from +3 to -3

CONDUCT

1. All entered exhibitors will be allowed to walk and inspect the course with the judge & course designer, if present, prior to the start of the class. In amateur and junior exhibitor classes, exhibitors may be accompanied by their trainer.
 - a. No Time Outs will be allowed.
 - b. All horses enter the arena with a score of 70. With each obstacle, the judge will instruct a scribe to assign a score as. All horses are judged from the time they enter the arena until the completion of the last obstacle.
 - c. Judge(s) may review official video on a No-score, Zero, or a 5 point or greater penalty only. Refer to **AR230.7**.
 - d. Refer to **AR227** for General Rules and **AR230** for mandatory obstacle dimensions. Refer to **AR236** for Walk-Jog Trail obstacles. The judge may alter the course prior to the course walk. (Exception: If at any time the trail obstacle is found to be unsafe, it shall be repaired or removed from the course. If it cannot be repaired and horses have completed the course, the score for that obstacle shall be deducted. No horse shall be asked to repeat the course, except in the case of a tie.)

DEFINITIONS (AR229)

1. **KNOCKDOWN:** When any component, element, or portion of an obstacle is displaced from its original position by horse or rider/handler.
2. **REFUSAL:** Any action taken by the horse to avoid performing an obstacle, part of a combination of obstacles or portion of a trail course. These actions may include, but are not limited to the following:
 - a. **Balking:** Any action that results in a horse blatantly and continuously refusing a rider's/handler's command
 - b. **Evading or running past** an obstacle to be negotiated.
 - c. Each complete loss of the gate determined by the entry letting go of gate or dropping a rope gate.
 - d. Any **blatant action** by the horse that demonstrates an unwillingness to approach, negotiate and/or complete an obstacle.
3. When a judge deems three (3) refusals have occurred at an obstacle, the exhibitor will be instructed to proceed to the next obstacle. (In multiple judge situations the call judge will determine when to instruct the exhibitor to proceed to the next obstacle).

NOTE: Any time a judge instructs an exhibitor to proceed to the next obstacle, a five (5) point penalty will apply for being asked to move to another obstacle and as such is not in accordance with course direction. This penalty is in addition to the two (2) five (5) point penalties received for refusals or blatant disobedience for a total of three (3) five (5) point penalties.
4. **OFF COURSE:**
 - a. Taking an obstacle in the wrong direction.
 - b. Deliberately failing to enter, exit or work obstacle from correct side or direction.

- c. Negotiating obstacles in the wrong sequence including skipping an obstacle unless directed by the judge.
- d. Not following the correct line of travel (i.e. the drawn pattern and/or Judge's instruction/discretion).
- e. Pulling gate when designated to push in course directions (or vice versa) or when using a rope gate, walking through gate when designated to back through (or vice versa).
- f. Sidepassing the wrong end of a horse in slot.
- g. Riding or leading outside designated boundary marker of the course.

WESTERN or ENGLISH APPOINTMENTS (AR240)

1. For rules regarding correct Western Trail appointments, refer to Western Pleasure – Appointments.
2. Horses entered in a Western Junior Horse Trail classes must be shown in a snaffle bit or hackamore (**See AR144**).
3. A Trail Junior Horse that has been shown in a Western event in a snaffle bit may compete in a Western Junior Horse Trail class wearing a hackamore (Western only) or snaffle (Western or English).
4. For rules regarding correct English Trail appointments refer to Park Horse, English Pleasure, Country English Pleasure, English Show Hack, Hunter Pleasure, or Working Hunter – Appointments.
5. Horses entered in English Junior Horse Trail classes must be shown in a snaffle bit as appropriate to style of attire. Hackamores are not permitted in English Trail.
6. Riders are in English Trail are required to wear an ASTM approved helmet.

IN-HAND Trail Appointments (AR240.2)

1. In-Hand Tack
 - a. Tack: Suitable halter (Leather preferred) (with or without silver trim), leather lead (with or without a chain) to be used. If a chain is used with the lead, it must not be run through the horse's mouth or over the horse's nose.
2. In-Hand Attire
 - a. Western Attire: Western Hat, long sleeve shirt or tunic, long pants, western boots. Optional: Western jacket, vest, belt, tie, and gloves.
 - b. Hunter – hunt coat, breeches, hunt boots, hunt style shirt with collar. Optional: Hunt cap or helmet with harness, gloves
 - c. Saddle Seat – long sleeve shirt, long pants, vest, tie, paddock or jodhpur boots. Optional: Derby or soft hat, saddle suit, gloves
 - d. Dressage or Show Hack: Dressage coat or shadbelly dark conservative color, shirt with collar or stock tie, light or white breeches, boots. Optional: helmet or top hat, gloves.
 - e. Sport Horse/Halter – long sleeve shirt, long pants, shoes or boots. Optional: hat, gloves, vest sweater or jacket, tie
3. Crop, whip, chaps, chinks or spurs are not allowed.

TRAIL OBSTACLE MANDATORY DIMENSIONS

See AR236 for complete description of obstacles.
angle of the poles does not exceed approximately 30 degrees.

WALK-JOG ACCEPTABLE OBSTACLES (AR242)

1. Walk-overs – No more than 5 consecutive poles, of which no more than 2 may be elevated with a maximum height of 8".
2. Jog-overs - No more than 5 consecutive non-elevated poles.
3. Serpentine – Walk Around – No more than 5 consecutive pylons a minimum of 6 feet apart
 - a. Western Trail Walk/Jog-minimum 6 feet apart (base to base). Guardrails, if used, should be 3 to 4 feet to either side of the pylons.
 - b. English Trail Walk/Trot-minimum 8 feet apart (base to base). Guardrails, if used, should be 4 to 5 feet to either side of the pylons
4. Serpentine – Jog Around – No more than 5 consecutive pylons
 - a. Western Trail Walk/Jog-minimum of 10 feet apart (base to base). Guardrails, if used, should be 8 to 10 feet on either side of pylons.

- b. English Trail Walk/Trot-minimum of 12 feet apart (base to base). Guardrails, if used, should be 10 to 12 feet on either side of pylons
- .5. Open Gates – The actual opening and closing of a gate may not be negotiated, however, simulation of doing so by touching gate standards is encouraged. A single non-elevated walk over pole may be placed in the “open” gate.
- 6. Bridge – A safe unobstructed bridge (no poles or obstacles on the bridge) Bridges should be of sturdy design with a non-slip surface.
 - a. Minimum 40” wide
 - b. Minimum 6 feet long
 - c. Maximum 8” in height
- 7. Straight Back Through – of reasonable width 40” or greater.
- 8. Turns of 90 or 180 degrees within a box or confined area no smaller than 8’ x 8’; 270 or 360 degrees within a box or confined area of no less than 10’ x10’.

WALK-TROT PROHIBITED OBSTACLES

1. Water
2. Water boxes (empty)
3. Drags
4. Pick-up object
5. Closed gates
6. Side pass

SCORING PENALTIES (AR239)

NO SCORE

- a. Illegal equipment. This includes any attachment which alters the movement of or circulation to the tail.
- b. Abuse to the animal inside or outside the competition arena and/or evidence that an act of abuse has occurred. This includes lameness and/or fresh blood in the mouth, chin, shoulder, barrel, flank or hip areas.
- c. Disrespect or misconduct by exhibitor.
- d. Use of whip in In-Hand Trail.

ZERO SCORE

- a. Use of two hands (except snaffle bit or hackamore classes designated for two hands) or changing hands on reins; except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle as outlined in AR144, or to straighten reins when stopped (Exception: Does not apply for English Trail or In-Hand Trail.)
- b. Failure to maintain 16” of rein between hands. (Exception: Does not apply to English Trail or In-Hand Trail.)
- c. No attempt to perform an obstacle.
- d. Equipment failure that delays completion of pattern excessively or repeatedly touching the horse on the neck to lower the head
- e. Entering or exiting an obstacle from the incorrect side or direction.
- f. Working obstacle the incorrect direction; including overturns of more than ¼ turn.
- g. Riding outside designated boundary marker of the arena or course area.
- h. Failure to ever demonstrate correct gait as designated.
- i. Failure to follow the correct line of travel between obstacles excessive schooling, pulling, turning, stepping or backing anywhere on course.
- j. Baiting is not allowed in In-Hand Trail.

NOTE: Neither a “no score” nor a “zero score” penalty may receive an award in that class. A “zero” score may advance in a multiple-go event.

5 POINT PENALTIES

- a. Dropping slicker or object required to be carried on course each refusal (three refusals move to the next obstacle), balk, or evading an obstacle by shying or backing.
- b. Letting go of gate or dropping rope gate.

- c. Use of either hand to instill fear or praise.
- d. Falling or jumping off or out of a bridge or water box with more than one foot once the horse has got onto or into the obstacle.
- e. Stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, 360 degree box, side pass) with more than one foot once the horse has entered the obstacle.
- f. Missing or evading a pole that is a part of a series of an obstacle with more than one foot.
- g. Blatant disobedience (including kicking out, bucking, rearing, striking).
- h. Holding saddle with either hand (EXCEPTION: Jumps, Elevated Lope Overs, or Elevated Jog Overs).
- i. Handler touching the horse with either hand in In-Hand unless instructed by the judge, course designer or (when) performing a side pass.
- j. Performing entire obstacle on the wrong lead.

3 POINT PENALTIES

- a. Incorrect or break of gait at walk or jog for more than two strides.
- b. Out of lead or break of gait at lope (except when correcting an incorrect lead.)
- c. Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle.
- d. Falling or jumping off or out of a bridge or water box with one foot once the horse has got onto or into that obstacle stepping outside of the confines of an obstacle with designated boundaries (i.e. back through, 360 degree box, side pass) with one foot once the horse has entered the obstacle. Missing or evading a pole that is part of a series of an obstacle with one foot.

1 POINT PENALTIES

- a. Each hard hit, bite, or stepping on a log, cone, plant, or a component of the obstacle.
- b. Incorrect or break of gait at walk or jog for two strides or less; both front or hind feet in a single-strided slot or space at a walk or jog.
- c. Skipping over or failing to step into required space; spit pole in lope-over.
- d. Incorrect number of strides, if specified.