



2017 National Summer Games Equestrian

Level A Working Trails (Judging Sheet)

No.	Name of Rider	Name of Horse
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Scale of marks:	5 sufficient	Errors of course:	first error	-1
10 excellent	4 insufficient		second error	-2
9 very good	3 fairly bad		third error	-4
8 good	2 bad		fourth error	elimination
7 fairly good	1 very bad			
6 satisfactory	0 not executed			

Test	Directive ideas	Mark (out of 10)	Remarks
1	Enter cross roads, turn right and pick up trot		
2	Trot through roads, knocking a pole will be penalised		
3	Come back to walk and enter square through gap on left, pick up beanbag with right hand		
4	Cross square on diagonal and put down beanbag with left hand. Exit square		
5	Bend through obstacles leaving first one on left		
6	After last obstacle turn right and pick up canter on straight, turn left past circles		
7	Continue canter going through box and crossroads, come back to trot after passing square		
8	Trot left around first circle and right around second circle. Come back to walk		
9	Halt in box, horses head and tail must be in box		
10	Walk into crossroads and turn right. Go through finish		
TOTAL (out of 100)			

Subtotal:	<input type="text"/>
Errors:	<input type="text"/>
Total Marks:	<input type="text"/>
Percentage:	<input type="text"/>

Judges Name:

Judges Signature: