

## Performance Hunter Judging Sheet

Event:	
Date:	
Class:	
Judge:	

No.													
1													
2													
3													
4													
5													
6													
7													
8													
9													
10													
Way of Going (20) Style & Turnout													
Style & Turnout (10)													
Total Marks													
Less Penalties													
Final Marks													
Position													

## Scoring:

0-10 marks for each jump; 0-20 marks for way of going; 10 marks for style and turnout.

Penalties:

Knock = -10 1st Disobedience = -15 2nd Disobedience = -20 3rd Disobedience = Elimination

Fall of horse and / or rider = Elimination

In the event of a tie, the rider with the highest way of going marks will be awarded first place in the first instance. If there is a further tie thereafter, the judges decision will be final.