

DECISION TREE

The ETS Judge's Guide to Scoring Obstacle Attempts

SCORING

- In your mind, determine the **range** of the performance in terms of the Components completed and the overall Quality.
- Score equine & rider equally if they contributed equally to the results.
- Adjust equine & rider scores up or down as appropriate to their contribution.
- In the majority of cases, there will not be more than 2 numbers between equine & rider scores.
- Pluses (+) are awarded with judge discretion.

IS THIS ABOVE AVERAGE?

- Every element of the obstacle must be completed, **AND**
- Overall quality of the execution must be above average.

Yes

ABOVE AVG

- 10. Perfect** - All elements completed correctly **AND** Rider demonstrates almost imperceptible cues **AND** Performance equals Judge's vision of the perfect performance of that obstacle. Makes judge want to say, *'That's how it's done!'*
- 9. Excellent** - All elements completed correctly. Rider exhibits clearly perceptible cues.
- 8. Good** - All elements completed correctly. Judge observes flaw(s) but overall quality remains above average.

IS THIS AVERAGE?

- At least the **critical* components were completed **AND/OR** quality issues prevent overall obstacle from appearing Above Average
- *components essential to the maneuver or components that delineate the levels*

Yes

AVERAGE

- 7. Almost Good** - The high end of Average. Considered a solid score. Quality issues prevent overall obstacle from appearing Above Average.
- 6. Average** - Better than Okay (5), not as good as Almost Good (7).
- 5. Okay** - The low end of Average, got it done. Mostly complete **AND/OR** mostly of sufficient quality.

IS THIS PARTIAL CREDIT?

- Low percentage of completion **AND/OR**
- Low percentage of quality **AND/OR**
- Judging stopped due to time, safety, or voluntary dismount.
- **Partial Credit is reserved for attempts with substantial issues.**

Yes

PARTIAL CREDIT

- 4. Close, but no cigar** - Did not complete the **critical* components of the obstacle **AND/OR** quality was below average.
 - 3. Not Purdy** - A small % got done, **AND/OR** a small % was quality.
 - 2. Bless Your Heart** - Almost nothing completed or all, or almost all, of low quality.
 - 1. Passed Go** - No elements were completed other than passing start.
- *components essential to the maneuver or components that delineate the levels*

IS THIS A ZERO?

- Rider does not attempt obstacle, **OR**
- Fall of horse and/or rider, **OR**
- Rider cannot get past the start point.

Yes

ZEROS

- 0. Zeros** - Both Horse & Rider get Zeros. Judge may award a plus (+) to rider and/or horse.