SCORING REFERENCE GUIDE

EXECUTION OF DRILL (SPACING, TIMING, ALIGNMENT)

The SEMDTA considers a team's spacing, timing, and alignment perfect (starting from a perfect score) until the first horse enters the arena. During a ride, make tick marks for faults in these areas. Total the marks and use the table below to find a score. Judges may adjust the score up or down based on their interpretation. Each tick mark on this table represents a six point deduction. Record tick marks on your criteria worksheets, scratch paper, or in the areas provided below.

TICK MARKS		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
SCORE	100	94	88	82	76	70	64	58	52	46	40	34	28	22	16	10	4	0

SPACING	TIMING	ALIGNMENT

NOTES:

Insert this sheet in a clear cover of a binder or a sheet protector. Use a dry erase marker to make tick marks. Wipe the cover or sheet clean for the next ride.

GENERAL SCORING

Please take note of the explanatory breakdown of the **Degree of Difficulty** scoring category to the right. With the exception of the Execution of Drill categories (in table above), all other categories may be broken down in a similar manner. For these categories, the SEMDTA expects judges to use the entire scoring range, working up or down from a neutral, non-committal score. Be careful when scoring the first team in a class too high. You MUST allow yourself "scoring room" for other rides to follow which could preform much better.

Work to be consistent and honest in your scoring. If a team's ride is very good, score it that way; reward excellence where due! On the other hand, if a team's ride is bad, their score should reflect their need for work and improvement. To do otherwise relays an inaccurate message and doesn't justly reward those teams that may have preformed at their peak.

100
95
90
85
80
75
70
65
60
55
50
45
40
35
30
25
20
15
10

DEGREE OF DIFFICULTY

100 – Excellent (Perfect, no improvement possible – rarely given)

90 – Very Good (Hard to fault, but not quite perfect)

80 – Good (Outstanding; lovely to watch)

70 – Fairly Good (Performed nicely, movement above average)

60 – Satisfactory (Movement and precision okay)

50 – Sufficient (Okay, neither good or bad, non-committal score)

40 – Insufficient (Performed, but lacking in precision)

30 – Fairly Bad (No precision, follow the leader type drill)

20 – Bad (No precision, bad spacing and timing)

10 – Very Bad (No precision, extremely easy maneuvers)