



HUNTER HACK SCORE SHEET

Class Nov 4th H Hack
Judge LYNDA DANIELSON

Number of Entries _____
Date 10-3-2021

- Scoring:
- 90-100: An excellent performer and good mover that jumps the entire course with cadence, balance and style.
 - 80-89: A good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults.
 - 70-79: The average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the scoper horses; the good performer that makes a few minor faults.
 - 60-69: Poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences.
 - 50-59: A horse that commits one major fault, such as a hind knockdown, refusal, trot, cross canter or drops a lead.
 - 30-49: A horse that commits two or more major faults, including front knockdowns and refusals, or jumps in a manner that otherwise endangers the horse and/or rider.
 - 10-29: A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.
 - 0: A total of three disobediences that can include any of the following: refusal, stop, run out or extra circle; Jumping an obstacle before it is reset; Bolting from the arena; Off course.

W/O	Entry No.	Jumps (70%)		Score	Flat Work (30%)	Total Score	Way of Going	Place
		1	2					
1	1338	✓+	✓+	76				
2	1382	✓	✓	68				
3	1337	✓-	cc ✓-	55				
4	521	ch	Trot cc ✓	52				
5	701	+	+	86				
6	1097	✓+	✓+	82	paint			
7	1099	+	✓+	83	paint			
8	703	✓+	✓	80				
9	663	✓+	5 ✓	78	gray			
10	583	r ↓	✓-	45	bay			
11	1343	✓	✓+	70				
12	527	WL swap	✓-	54				
13	1339	+	Box ✓+	72	Bay			
14	1344	+	+	84	Brn			
15	1342	✓	✓-	40	Kick out cc swapped			

Judges Signature Lynnda Danielson



HUNTER HACK SCORE SHEET

Class Nov 4th H Hack

Number of Entries _____

Judge _____

Date _____

Scoring:

- 90-100: An excellent performer and good mover that jumps the entire course with cadence, balance and style.
- 80-89: A good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults.
- 70-79: The average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the scoper horses; the good performer that makes a few minor faults.
- 60-69: Poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences.
- 50-59: A horse that commits one major fault, such as a hind knockdown, refusal, trot, cross canter or drops a lead.
- 30-49: A horse that commits two or more major faults, including front knockdowns and refusals, or jumps in a manner that otherwise endangers the horse and/or rider.
- 10-29: A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.
- 0: A total of three disobediences that can include any of the following: refusal, stop, run out or extra circle; Jumping an obstacle before it is reset; Bolting from the arena; Off course.

W/O	Entry No.	Jumps (70%)		Score	Flat Work (30%)	Total Score	Way of Going	Place
		1	2					
1	1338	+	+	80 ⁺				
2	1382	✓	✓	62 ⁺				
3	1337	-xc	✓	55 ^{ob xc}				
4	521	m-xc	○	54				
5	701	++	++	87				
6	1097	+	+	82				
7	1099	✓+	✓+	78				
8	703	✓+	✓+	79	sr			
9	663	+	+	84				
10	583	Kd	✓	45				
11	1343	✓	✓+	67	ml on Rail		(61)	
12	527	aw	✓-	60	ml			
13	1339	✓	✓-	63				
14	1344	+	++	86				
15	1342	✓	✓xc	50	Kick			

Judges Signature _____

Klope

16

17



HUNTER HACK SCORE SHEET

Class Nov 4th H Hack

Number of Entries 15

Judge JMB

Date Oct 3

Scoring:

- 90-100: An excellent performer and good mover that jumps the entire course with cadence, balance and style.
- 80-89: A good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults.
- 70-79: The average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the scoper horses; the good performer that makes a few minor faults.
- 60-69: Poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences.
- 50-59: A horse that commits one major fault, such as a hind knockdown, refusal, trot, cross canter or drops a lead.
- 30-49: A horse that commits two or more major faults, including front knockdowns and refusals, or jumps in a manner that otherwise endangers the horse and/or rider.
- 10-29: A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.
- 0: A total of three disobediences that can include any of the following: refusal, stop, run out or extra circle; Jumping an obstacle before it is reset; Bolting from the arena; Off course.

W/O	Entry No.	Jumps (70%)		Score	Flat Work (30%)	Total Score	Way of Going	Place
		1	2					
1	1338	✓	u Rust	Slow HG -	G.M.			
2	1382	✓	u R					
3	1337	✓	H	Past				Head No Halt 70
4	521	⊕	H M			Black 70	87	Box 69
5	701	✓	VGM			Bay Ears	86	
6	1097	+	h			Flee	85	Grey 68
7	1099	h	h					
8	703	ZS -	h	+			1342	Y CR KR 63
9	662	+	h	-			1337	Crome ROT 60
10	583	KD		Past		Rust	1338 ch	80
11	1343	✓		No Halt				
12	527	W C L Z	h	Past				
13	1339	✓	E	Fast				
14	1344	✓	G.M.					ch 57
15	1342	✓	SKINNY	K R		Spot	1097	78

Judges Signature JMB

703 Black 77
 1099 Spot h w Coat 75
 527 skinny B 53
 583 XL Bay L + R hind 45



HUNTER HACK SCORE SHEET

Class Nov 4th H Hack
 Judge Robin Brown

Number of Entries _____
 Date _____

Scoring:

- 90-100: An excellent performer and good mover that jumps the entire course with cadence, balance and style.
- 80-89: A good performer that jumps all fences reasonably well; an excellent performer that commits one or two minor faults.
- 70-79: The average, fair mover that makes no serious faults, but lacks the style, cadence and good balance of the scoper horses; the good performer that makes a few minor faults.
- 60-69: Poor movers that make minor mistakes; fair or average movers that have one or two poor fences but no major faults or disobediences.
- 50-59: A horse that commits one major fault, such as a hind knockdown, refusal, trot, cross canter or drops a lead.
- 30-49: A horse that commits two or more major faults, including front knockdowns and refusals, or jumps in a manner that otherwise endangers the horse and/or rider.
- 10-29: A horse that avoids elimination but jumps in such an unsafe and dangerous manner as to preclude a higher score.
- 0: A total of three disobediences that can include any of the following: refusal, stop, run out or extra circle; Jumping an obstacle before it is reset; Bolting from the arena; Off course.

W/O	Entry No.	Jumps (70%)		Score	Flat Work (30%)	Total Score	Way of Going	Place
		1	2					
1	1338	—	— ok	75	Lv Ch			
2	1382	— ^{HH} F	— ^m P	70	F/ea			
3	1337	↓ ^{Ref}	↓ ^(M) P	63	Ch Blz			
4	521	Ⓡ ^t	— ^{No} m	54	Ch			
5	701	—	— ^{ok} G	85	Tall Blk			
6	1097	— ^h	— ^{ok} ok	82	Paint			
7	1099	—	— ^{ok} ok	83	Paint. jacket			
8	703	— ^Q	— ^{ok} ok	80	Brn			
9	663	—	— ^{Tw ok} G	84	F/ea			
10	583	— ⁴	— ^{Tw ok} P	45	Tall Bay			
11	1343	—	— ^{ok} ok	73	Lt Ch			
12	527	—	— ^{ok} VP	60	Bay Blz			
13	1339	—	— ^{ok} VG	81	Bay			
14	1344	—	— ^G VG	83.5	Brn			
15	1342	— ^K	— ^{K LC ok} G	58	Ch			

Judges Signature RRB