



Scale of Marks	
10:	Excellent
9:	Very Good
8:	Good
7:	Fairly Good
6:	Satisfactory
5:	Sufficient
4:	Insufficient
3:	Fairly Bad
2:	Bad
1:	Very Bad
0:	Not Executed

# RDA Showjumping Level 1 Competition Judging Sheet



**No:** ..... **Name:** ..... **Date:** .....

**Group:** ..... **Venue** .....

	Max. Mark	Judge's Mark	Penalties	Judge's Comments
<b>Enter the arena. Start the course when either the bell has rung or a signal is given. Ride through the start.</b>	10			
<b>Jump 1</b>	10			
<b>Jump 2</b>	10			
<b>Jump 3</b>	10			
<b>Jump 4</b>	10			
<b>General impression of combination</b> (to include Turnout )	10			

Collective Marks	Max. Mark	Judge's Mark	Judge's Comments
Assess the rider's ability to <b>control</b> the horse/pony whilst riding the course, being led/unled in a balanced position in walk. Ensure the rider rides through the finish	10		
Assessment of the rider's <b>effectiveness</b> in riding a quality walk independently, with minimum aid from the leader or side walkers	10		
Assess <b>suitability</b> of rider/equine combination at this level	10		
<b>Performance:</b> correct lines, rhythm and way of going.	10		

**Total Pens**

<b>Total Marks =</b>	/ 100	
<b>Final Score and Percentage</b>		

.....%

Judge's Signature: .....

Date: .....

**\*Scoring & Penalties**

Disobedience = Refusal, circling, crossing of tracks.

Level 1: Riders are scored for each fence, the entrance to the arena/ride through the start and turnout of horse and rider.

Collective marks will also be awarded for control, effectiveness, suitability and overall performance. Marks will be given out of 10. The judge may decide to deduct marks if trot is shown on more than one occasion.

**Penalties will be awarded as follows:**

First disobedience = 4 faults

Second disobedience = 4 faults

Third disobedience = elimination

Error of course = elimination

1 mark will be deducted at any pole where the leader or side walkers are seen to be giving help. No additional marks will be given if a rider is working independently.

Failure to ride through the start and finish will result in elimination.