



EVENTING Score Sheet Futurity 2011

Name _____ Number _____

Criteria	Comments:	Score
<p>Veterinary mark (V) 10 (increments on scale of .25) For limbs, hooves and musculoskeletal frame. The vet's mark will be an average of the score they attribute today and the score they believe the horse would obtain if any veterinary advice is followed. Vet score explanation: Below 4 Some serious compromising features, 4 - 6 Some moderately compromising features, 7 Less significant compromising feature/s, 8 Mainly good features, 9 Very good features, 10 Excellent features</p>		
<p>Frame (F) and build for EVENTING 10 Should have a rectangular proportional build with horizontal back and proportional leg length. Supple poll and head/neck connection with clean throat latch. Long arched neck, neither set too high nor too low, with muscling to top line rather than underneath the neck. Strongly built back and loin with good wither, shoulder and saddle position. As a whole the horse should give a proportional, balanced impression.</p>		
<p>Correctness of paces Walk for EVENTING (CPW) 10 Should show a 4-time gait which is active, straight, rhythmical and has impulsion, and purpose. Should show suppleness through the body, a swinging stride, freedom in the shoulder and elbow and a noticeable over track.</p>		
<p>Correctness of paces Trot for EVENTING (CPT) 10 Should show a 2-time gait which is active, straight, rhythmical and has impulsion and purpose. Should be supple through the body with balance and self carriage on the straight and on the turns. A "rounder" action is preferred to straight legs and there should be a lightness of footfall.</p>		
<p>Athleticism (A) Canter and Gallop, plus the quality of all four paces for EVENTING 20 Canter: Your horse should show a 3-time gait which is active, straight, rhythmical and has impulsion and purpose. Should show suppleness through the body and balance and self carriage on the straight and on the turns/direction changes/transitions. Should be able to lengthen and shorten its stride without loss of rhythm or balance. There should be a lightness of footfall and the body should remain horizontal or have a slight rise/lift in front. Gallop: This should be free, light, forward-going and ground covering. Should be a noticeable difference in pace between the canter and the gallop and a balanced transition, the body should be lowered when travelling at speed. All paces: Should show good joint flexion and effective use of the body to balance turns and direction changes</p>		
<p>Athleticism (A) Jump for three year olds only Able to collect in the final canter stride before the jump but can also take off on a long stride when required. Places hind legs well underneath the body in preparation for take off. Jumps with an upward wither but may show a flatter bascule than a showjumper. Draws the forearm horizontally and folds the cannon bone back under the forearm. Tucks the hindlegs and draws them up and away from the fence in the latter part of the bascule. Lands lightly and canters away easily and freely. Is careful, efficient and has real scope</p>		
<p>Attitude (Att) for EVENTING 10 Alert and attentive seen by showing interest in their surroundings. Desire to move forward in all paces without excessive encouragement. If the horse makes a mistake when jumping, tackles a fence differently 2nd time showing an ability to quickly assimilate information and self corrects if the stride is wrong. Goes forward boldly and willingly down the jumping lane.</p>		
<p>PREMIUM = V + F + CPW + CPT + A + Att divided by 7 Scores out of ten using increments of .25 and the following range of scores: Below 4 Serious compromising features, 4 - 6 Moderately compromising features, 7 Average/good features, 8 Good features, 9 Very good features, 10 Excellent features</p>		
<p>Any additional comments or notes:</p>		