



Judging System

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VIRTUAL CLASSES — JUDGES' INFORMATION

PRE-SHOW PREPARATION

- Read the Full Rulebook & Class Descriptions
- Understand expectations, scoring criteria, and any adaptive allowances for each class.
- Review Scorecards
- Confirm format, scoring scale, and how to total points or provide feedback.
- Understand the Judging Rubric: Use the 1–10 scale consistently across all classes; be constructive, fair, and encouraging. Decimals are permitted
- Confirm Access to All Videos & Materials
- Ensure you can view submissions clearly with audio

GENERAL JUDGING PRINCIPLES

- Judge the rider, not the horse.
- On your class score card the order of criteria is listed in priority for each class.
- The purpose/goal for each class can be located in our Handbook at our website.
- Consider adaptive equipment and evaluate within the context of rider ability.

JUDGING ETIQUETTE & BEST PRACTICES

- Remain Objective and Consistent.
- Avoid Comparing Riders Directly.
- Judge each video on its own merit.
- Write Constructive Comments, Use encouraging, positive and educational language.
- Watch Each Video Fully: Replay if needed to confirm your score.

SCORING

- Fill out all Scorecard Fields necessary.
- Include totals, comments, and judges signature.
- Tie-Breaker information can be found on our website in the Handbook.

EXAMPLES OF POSITIVE FEEDBACK

- Excellent posture with solid core engagement.
- Soft hands with steady, consistent rein contact.
- Well-executed pattern with confident transitions.
- Rider showed great musicality and body rhythm.
- Keep shoulders back for better alignment

JUDGING COMPLETED

- Submit Final Scores & Notes.
- Upload to a shared folder or email to show.
- Return Scorecards, Files and feed back.
- Confirm all scoring materials are submitted and stored per instructions.

SCORING GUIDE (for 1–10 scale) for all classes except Dressage and Carriage Driving Dressage

Score	Meaning	Judges Notes
10	Outstanding execution	Flawless execution. Movement was balanced, confident, and technically perfect.
9	Excellent	Strong fundamentals with few to no faults. Rider showed excellent control and polish
8	Impressive	Well-executed ride. A few small inconsistencies, but strong fundamentals
7	Very Good	Solid performance. Needs refinement in precision or consistency.
6	Good	Some strengths, but noticeable mistakes or areas needing improvement
5	Average	Generally, correct. Lacked expression, rhythm, or rider effectiveness
4	Acceptable	Basic requirements met with multiple minor errors. Rider lacked engagement or communication
3	Needs Improvement	Basic understanding, but form/control inconsistent Needs considerable improvement in fundamentals
2	Inadequate	Unsteady or resistant throughout. Limited control or understanding of fundamentals. Major faults
1	Limited or Incorrect Understanding	Significant lack of understanding. Very minimal effort or ability shown. Movement significantly incorrect
0	Not Performed	Movement not attempted, omitted or ride not completed

- Judges may set up their card in the manner they wish. Adding additional noted columns are acceptable
- Feedback is appreciated for our riders
- Criteria will be provided on the judges card.

Dressage and Carriage Driving Dressage Scoring

This score system follows the USDF scoring system.

Each movement will receive a score from 0 to 10. The lowest mark is 0 and is given to a movement that is “not executed” and 10 represents the highest mark.

The scale of marks is as follows:

Score	Meaning	Judges Notes
10	Excellent	Extra quality shown
9	Very Good	On top of correctly fulfilling criteria of movement
8	Good	Fulfilled criteria of movement
7	Fairly Good	On the right track
6	Satisfactory	Moving towards being on the right track
5	Sufficiently	Barely marginal of being on the right track
4	Insufficiently	At least one major problem
3	Fairly Bad	Serious problems
2	Bad	Multiple problems
1	Very Bad	Multiple serious problems
0	Not Executed	Movement not performed

- All movements and certain transitions from one to another which have to be marked by the judge(s) are numbered on the judge's sheets.
- The mark for each movement in the dressage test is first established by whether the movement is performed either insufficiently (4 or below) or sufficiently (5 or above).
- Accuracy is a factor in the movement.
- A movement that must be carried out at a certain point in the arena should be performed at the moment when the competitor's body is at that point.
- Some Collective Marks and movements are given a coefficient, which means they are multiplied by the coefficient number. Coefficients are noted on the test sheets
- If a problem appears once, it may be treated lightly by the judge. Repeated occurrences should be penalized more severely.
- After each test is completed and the judge completes the Collective Marks.
- The score is obtained in the following manner:
- The marks are multiplied by the corresponding coefficients, where applicable, and then totaled.
- Penalty points incurred for errors in the execution of the tests are then deducted on each judge's sheet.
- Placings begin with the highest and end with the lowest points

Errors (this differs from USDF)

- When a competitor makes an "error of the course or test" (e.g. takes the wrong turn, omits a movement, etc.) a deduction of points as follows
 - a) The first time 1 point
 - b) The second time 1 points
 - c) The third time 2 points
 - d) The fourth time 2 points
 - e) The fifth time 3 points

Equicizer

Equicizer classes are unique classes developed to showcase a competitor's skills and abilities. The call sheets serve as guidelines for issuing commands to the competitors. These directives are intentionally flexible, allowing trainers and competitors the freedom to present their skills in the best possible manner.

If a competitor is unable to demonstrate a requested command, please state they are “unable to execute”. If the competitor can execute a modified version state, ‘modified version’ and perform command. (Judges discretion as to how it will be judged)

- Objective: Maintain correct posture and balance while executing positions, transitions, aids and directions.

Judging Notes:

- Scoring Areas: Position, balance, rhythm, use of aids, pattern accuracy.
- Scoring Areas: Body control, stillness, transition and pattern execution
- Scoring Areas: Rhythm, creativity, musical interpretation.