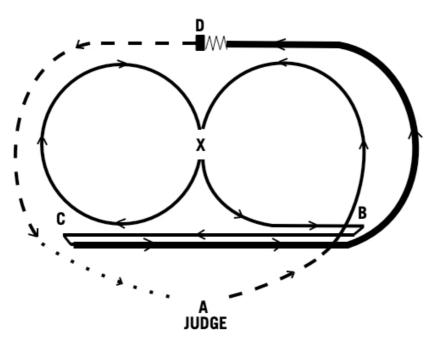
SATURDAY QUALIFIER

WORKING – WP3



Event	North West Equestrian Expo 2023	Class	
		-	
Horse		Rider	



		Possible Points	Judge's Marks
1	Type, Presentation & Overall impression	10	
2	Trot away from Judge and canter circle left	10	
3	At X simple change	10	
4	Canter circle right	10	
5	Simple change	10	
6	Canter to B and roll back right	10	
7	Canter to C and roll back left	10	
8	Hand gallop around to D	10	
9	At D stop, settle, rein back 3 metres	10	
10	Trot to C, walk to A on loose rein	10	
	Total	100	

Judge:	Date:

Scoring Scale

0 1 2 3 4 5 6 7 8 9 10

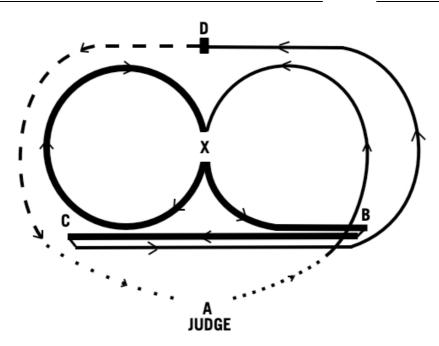
SUNDAY FINAL

WORKING – WP5



 Event
 North West Equestrian Expo 2023
 Class

 Horse
 Rider



		Possible Points	Judge's Marks
1	Type, Presentation & Overall impression	10	
2	Walk a short distance and canter left	10	
3	At X simple change	10	
4	Hand gallop circle to right	10	
5	At X flying change	10	
6	Continue to B and roll back right	10	
7	Hand gallop to C and roll back left	10	
8	Canter around to D, stop and settle	10	
9	Trot to C one handed	10	
10	Walk to Judge cracking whip	10	
	Total	100	

Judge:	Date:

Scoring Scale

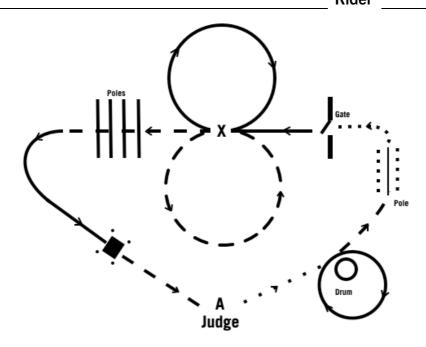
0 1 2 3 4 5 6 7 8 9 10

SUNDAY FINAL

UTILITY - UP2



Event	North West Equestrian Expo 2023	Class	
Horse		Rider	



		Possible Points	Judge's Marks
1	Type, Presentation and Overall Impression	10	
2	Walk to drum, pick up coat	10	
3	Canter small circle around drum, then replace coat on drum	10	
4	Trot to pole on ground and right hand side pass over pole	10	
5	Walk to gate and pass through gate keeping hand on gate at all times	10	
6	From gate canter right lead and canter circle to the right	10	
7	On returning to X, trot a circle to the left	10	
8	From X trot to and over poles on ground	10	
9	After poles canter left lead onto square and stop. Settle and dismount	10	
10	From square lead horse at trot back to Judge	10	
	Total	100	

Judge:	Date:

Scoring Scale

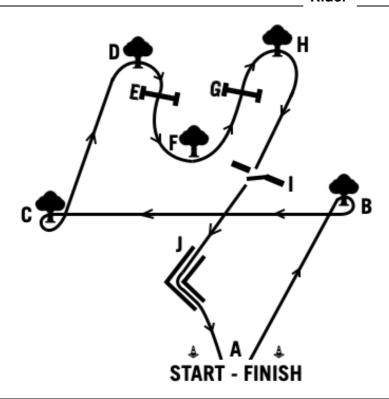
0 1 2 3 4 5 6 7 8 9 10

SUNDAY FINAL

TIME TRIAL — TTP1



Event	North West Equestrian Expo 2023	Class
Horse		Rider



Course

- 1. Start between pegs at A proceed to peg B and right turn around peg B
- 2. Proceed to peg C and left turn around peg C
- 3. Proceed to peg D keeping it on the riders' right hand side
- 4. Turn and proceed over jump E, keep peg F on the riders left hand side. Turn and proceed over jump G
- 5. Proceed to peg H keeping it on the riders' right hand side then continue to gate at I.
- 6. Pass through gate, opening and elecing (Please note no gate)
- 7. Continue to and through L shape at J and through the finish between pegs at A.

Note:

- In competitions restricted to riders under 13 years, riders must open the gate but do not have to close it.
- Trees or pegs driven into the ground should be used in preference to drums

Penalties		
One (1) Second	For each hoof that goes outside of the L shape	
Three (3) Seconds	 Any peg or obstacle knocked down or dislodged Any obstacle the Judge deems to be sufficiently moved 	
Elimination	Any section of the course not completely & correctly negotiated.	

Time (seconds)	Penalties	Grand Total	
The steward is to mark on this sheet where the penalty or penalties were incurred.			

Judge:	Date:
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