

# ASHS LED PATTERNS – SCORING SYSTEM

Trial							
LED SECTION	Possible Maximum Points	Allocated Points					
TYPE: Standard of Excellence	50						
CONFORMATION:	15						
MOVEMENT:	15						
TEMPERAMENT: Manners	15						
PRESENTATION:	5						
TOTAL SCORE	100	/100					
Competitor Name							
Horse Name/No.							

## LED-LP1



Event	Class
Horse	Rider
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JUDGE	
*	<b>1</b>
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1	All horses will Walk the ring clockwise of the Judge for an overview. Horses selected for final consideration will line up in centre of ring behind the Judge.
2	Each horse will Walk forward for closer inspection. Horses will commence from A. Walk out to marker B, trot across to marker C.
3	Halt and stand in profile to the Judge for a few seconds. Trot back to marker A. Halt in front of Judge before returning to the line up.

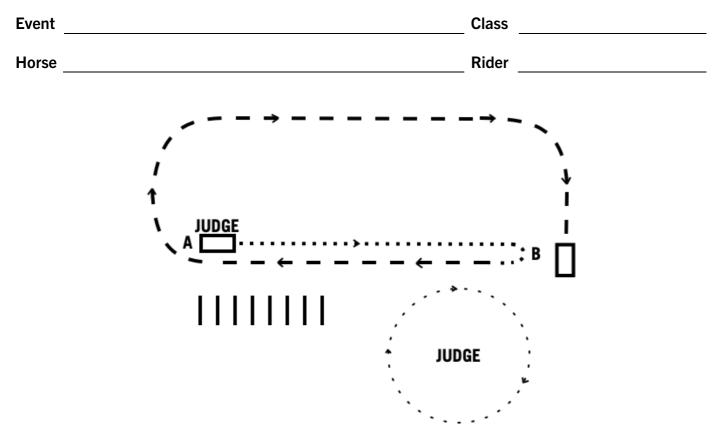
Consideration will be given to Type, Conformation, Manners, Presentation and Overall Impression

Score	/ 100
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				J	Date:					
Scoring S	cale									
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

### LED - LP2



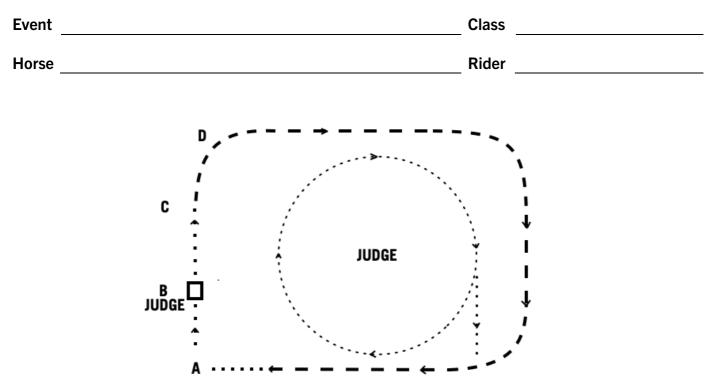


1	Walk entire class on circle in a clockwise direction of the Judge for an overview.
2	Halt entire class in line in ring or to one side.
3	Each horse individually to be presented to the Judge at A for closer inspection. Walk horse to B turning right and trotting straight back to the Judge and passing the Judge and continuing at trot around entire area. Halt. Then re-join the line up.
4	All horses will stand in line up for final selection.
5	Place getters will walk forward to be presented.
Cons	ideration will be given to Type, Conformation, Manners, Presentation and Overall Impression

Score										/ 100
					Judge:			Dat	te:	
Scoring Sc	ale									
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent

## $\mathsf{LED} - \mathsf{LP3}$



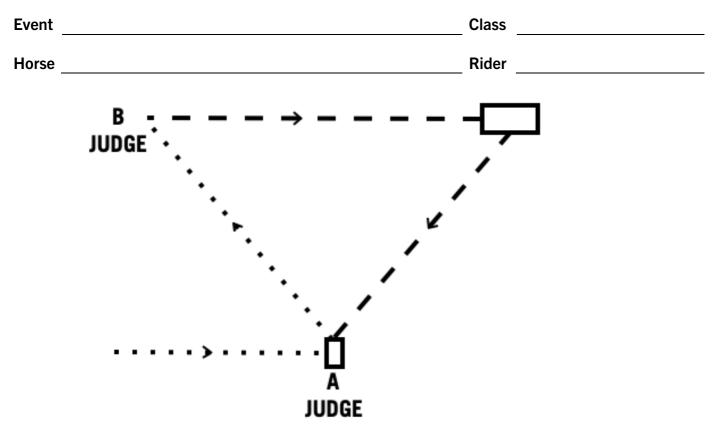


	Progressive Judging System						
1	1 Every horse to be Judged individually. Horses enter the ring in single file and walk in a clockwise direction of the Judge for an overview.						
2	<ul> <li>All horses will form a ling behind ring with first horse on marker A. At Judges instruction the horse is walked straight to the Judge and stops at marker B, to be stood and presented to the Judge for closer inspection.</li> </ul>						
3	<b>3</b> The horse will be walked away from Judge to marker C and trot straight toward marker D, turn right and continue in large half circle at trot to join the back of the line.						
4	4 Each horse will progressively move forward to marker A and wait Judges instruction.						
5	5 At completion of the last horse to work, the horses should already be in a line nose to tail in profile for Judges final inspection and selection.						
Cons	ideration will be given to Type, Conformation, Manners, Presentation and Overall Impression						

Score							/ 100
		Jud	ge:		Dat	te:	
Scoring Scale							
0 1	2 3	4	5 6	7	8	9	10
Not Executed	Insufficient	Sat	sfactory		Good		Excellent

#### LED - LP4



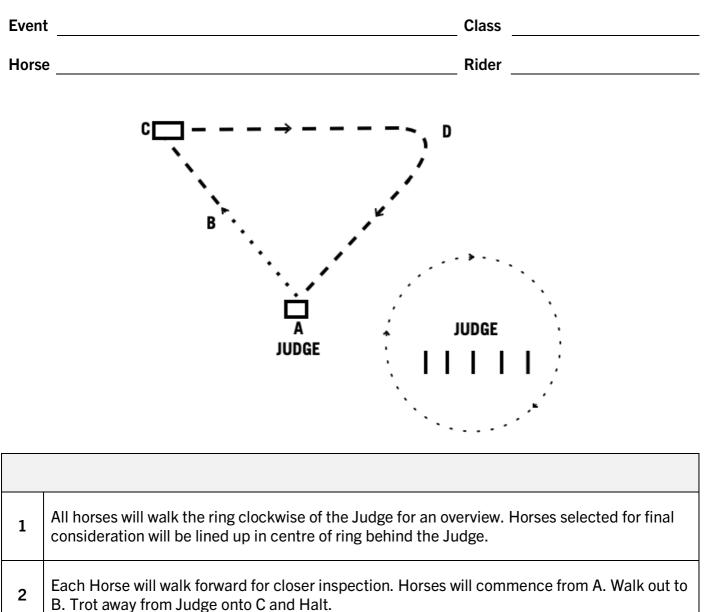


1	All horses will parade around entire area of Judging to be presented for overview.
2	All horses will then be marshalled outside work area and enter the arena one at a time for Judging.
3	The horse will walk to the Judge at marker A and present for inspection.
4	Horse will walk from marker A to marker B angling slightly left. Turn right at marker B and trot to marker C. At marker C Stop and stand horse in profile (side on).
5	On Judges instruction trot straight back to Judges and halt to be dismissed.
Cons	ideration will be given to Type, Conformation, Manners, Presentation and Overall Impression

							/ 100
Judge:						:e:	
3	4	5	6	7	8	9	10
Insufficient		Satisfactory			Good		Excellent
		3 4		3 4 5 6	3 4 5 6 7	3 4 5 6 7 8	3 4 5 6 7 8 9

#### LED - LP5





**3** Stand in profile to the Judge for a few seconds, then trot in a loop around D and back to Judge. Halt in front of Judge before returning to the line up.

Consideration will be given to Type, Conformation, Manners, Presentation and Overall Impression

Score	/ 100
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			Judge:						e:	
Scoring Scale										
0	1	2	3	4	5	6	7	8	9	10
Not Executed			Insufficient		Satisfactory			Good		Excellent