

THE EQUINE CLICKER SHOW RUBRIC

CLASS 341: SINGLE BARREL

Level 3: Specialized Riding

Division 4: Gymkhana

Objective: To demonstrate an effective cue for turning around an object. Competitors may enter at walk, trot, or canter.

Equipment: Ridden

Arena: Any that allows the pattern to be completed

Contact: Full

Behavior	Description	Points	Score	Remarks
1. Calm Default	The equine remains still and calm, with head forward in a clam default position, as the competitor provides a click & treat from each side of the horse's body.	10		
2. Right Turn	The equine begins behind the start line, proceeds to & turns around the barrel to the right (right shoulder to the barrel), then returns to cross the finish line.	10		
3. Left Turn	The equine begins behind the start line, proceeds to & turns around the barrel to the left (left shoulder to the barrel), then returns to cross the finish line.	10		
4. Back	After pausing in a calm default position, the equine backs two steps.	10		
Equine Overall Check if accomplished 1 pt each	<input type="checkbox"/> Relaxation <input type="checkbox"/> Willingness <input type="checkbox"/> Precision <input type="checkbox"/> Movement <input type="checkbox"/> Turnout	5		
Competitor Overall Check if accomplished 1 pt each	<input type="checkbox"/> Relaxation <input type="checkbox"/> Confidence <input type="checkbox"/> Communication <input type="checkbox"/> Attunement <input type="checkbox"/> Turnout	5		

Notes

Total Score: _____ / 50 = _____ %

GYMKHANA DIAGRAMS

Level 3: Specialized Riding

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The arena must be flat and clear of other obstacles, with safe footing.

