

## JUDGING SYSTEMS

1. Majority Opinion Three-Judge System. Under the Majority Opinion System (M-O-S), all three Judges carry equal weight in the final class decision, and winners are placed by the best two out of three votes. Each horse is judged as if it were working individually and then compared with the performance of all other horses in the class who are judged on the same basis. All Judges place the same number of entries in each class, depending on class size. Ties are resolved by averaging the opinions of the three Judges.

(a) Judging. Judges must work independently, with no discussion of any kind until the winners are announced. They should vary their judging positions and rotate around the ring. They should discuss and plan how to cover the ring and work classes before the show to avoid "cluster" judging. A suggestion would be to section the ring into three areas which will give each Judge a separate but equal view of the rail with rotation of positions for each class.

(b) Rotation. Mark the Judges' cards ahead of time with the rotation and indicate who will be Call Judge for each class. No referee is required since all ties are broken by a two-thirds majority vote.

(c) Placings. Mark the Judges' cards ahead of time indicating how many entries should be placed. Three additional ties are recommended for each class. (Tie 11 horses in a class in which 8 horses receive awards. The Ringmaster should return an incompletely tied card to the Judge for correction and ensure the Judge initials any changes or markings to the card before giving it to the Scorer(s). 14

(d) Workouts.

(1) Any Judge may request a workout in any class by communicating through the Ringmaster. The Judge making the request must state the numbers of horses he wants called to the workout and for how many places they are to be worked. The Ringmaster relates this to the other Judges one at a time. A workout requires agreement by two of the three, or the positions must be filled without a workout. If a workout is agreed upon, the Ringmaster must ask the other Judges if they wish to add other horses to those being sent to the rail. The Ringmaster must be sure that all Judges know what horses are working to fill the places. To be included in a preliminary class workout, an entry must appear on two judges' cards. An entry that does not receive two votes returns to the rail and may then be parked in by one judge. In a championship class, a horse that appears on only one judge's card must be included in the workout. The Ringmaster must inform the Announcer of the workout request. Whenever horses are being called for a workout, the Announcer must call for them in numerical order.

(2) Identical Tie for First Place. When three numbers are circled on the same line and their vote counts are identical, it is an extremely rare three-way identical tie. When a three-way identical tie occurs for first place, a workout is automatic. The Fall of the Cards are used for 2<sup>nd</sup> on down. If the tie is still identical after the workout, the class is tied by the Fall of the Cards. When the identical three-way tie is for second place or lower, the class is determined by Fall of the Cards.

A B C

Use this line to score.

101 102 103 (1-2-3)

102 103 101 (1-2-3)

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The number that is positioned first (not the circled line) on the Call Judge's card will be first (101). The second (102) and third (103) places are then determined by the Judges' choices as their cards are placed in sequence. In the example shown above, if B was the Call Judge, then 102 would be first, C's choice of 103 would be second and A's choice of 101 would be third. If C were the Call Judge, then 103 would be first 101 would be second and 102 third.

3. High-Low Olympic Judging System. Five judges working independently of each other will place each class. Judge number one will be the Call Judge. Points will be assigned to the placings on a one to ten basis with first place receiving ten points, second place receiving nine points, third placing receiving eight points, and so forth on down to one point for tenth place. The highest placing and the lowest placing are eliminated for each entry. The remaining three placings are totaled and the entry receiving the most points wins the class. In case of a tie, then all five placings are added. If still tied, then the first or Call Judge's card will break the tie. If a horse receives four or less placings, the top score is eliminated.