

## 7) Judging, marks

### Division

The over-all winner is decided by adding the points from all classes together. Points from different divisions cannot be added together.

A division tie (two or more competitors with the same total points) is solved by comparing the sum of class placements for the competitors.

If competitor A was placed 1 and 3 he will have a sum of 4. If competitor B has 2 and 4 he will get 6 and A is the winner.

If that does not solve the situation then start counting the number of class wins, seconds, thirds and so forth. The winning competitor is the one who has the highest number of class placement in any rank.

In the unlikely event that the tie was not solved by applying these methods the Chief Organiser decides.

### Class

A class can then be up to two tasks. The judging points given on each task are added together, ex: shoeing a foot and a specimen or two specimen shoes, to decide a winner of the class.

Class ties (two or more competitors have the same point sum for both tasks in the class) are solved using the following.

### If both tasks are the same type

Then the marks from both tasks primary element are added together and compared between those scores involved. If this does not solve the situation then the next element in order are used to do the same comparison. The scores will still be the same but the winning part will have the better placement.

### If only one of the tasks are shoeing.

If this is the case then the total weighted score of the shoeing will decide first. If the tie is still not resolved then it will be resolved as if the both tasks were the same i.e. the marks from "Forging/Measurement" for the specimen will be added together with "Shoe fit" from shoeing. If that score is equal then it will move ahead to the next element in order and do the same comparison.

In the unlikely event that the tie was not solved by applying these methods the chief organiser decides.

## Task

Each task is marked with a score per element of the task. The set of elements are different for the different types of tasks (specimen or shoeing).

The marks will be given with a decimal number between 0 and 10 (a coefficient will be applied by the Competition office) and will have the following significations:

Score	Signification
10	Perfect
9	Very good
8	Good
7	Good enough
6	Acceptable
5	Just sufficient
4	Inadequate
3	Poor or big mistake.
2	Unusable
1	Unfinished and unusable
0	Not done.

Decimals can be given, ex 6.5.

### Specimen shoes marking elements

Max points on specimen are 50p.

Element	Score/Coefficient	Tie-break priority
Forging	15 p	1
Measurement	10 p	3
Nail placing/Nail fit	15 p	2
Flat/finish	10 p	4

### Eagle Eye elements

Max points on a shoe are 50p.

Element	Score/ Coefficient	Tie-break priority
Shoe fit	25 p	1
Shoe	25 p	3

## Shoeing marking elements

Max points on a foot are 100p

Then shoeing will always count for double compare to specimen.

Element	Score/ Coefficient	Tie-break priority
Shoe fit	25 p	1
Trimming balance	25 p	2
Shoe	25 p	3
Nailing and finish	25 p	4

Type of fit is decided by the judge or host according to the horses.

Shoe is judged prior to nailing but exception can be made for team shoeing. This is decided by the judge and will be informed at the judge's meeting before the class starts.