

# **WESTERN RIDING - Blank**

SHOW: 2024 C Bar C Winner Circuit

CLASS: AQHA 436000 Youth Western Riding

**DATE**: 1/25/2024

# 1/2 Point Penalties:

Tick or light touch of log

# 1 Point Penalties:

- · Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- · Hind legs skipping or coming together during lead change

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) Off Course or the designated area
- Simple change of leads
- -Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

# 5 Point Penalties:

- Out of lead beyond the next designated change area (note: failures to change, including crosscantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

# Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Knocking over markers
- Major refusal stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie
- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)

			100 100							more than 1/4	Lturn					
WIO	W/O # MANEUVER SCORES  Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points and automatically begin															
Maneu	ıver Des	cription	W, J, LOG	TRANS	1ST LINE	T	Т	4TH LINE	1ST X	2ND X	1	т —	4ТН Х	S & B	PENALTY TOTAL	SCORE
	Maneuve	er	1	2	3	4	5	6	7	8	9	10	11	12		
	474	PENALTY												3	3	701/
1	474	MANUV.	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	3	70½
		PENN 70		1	5	5	1	Ι	1	1	1	T	1	1		
2	411	PENALTY										1/		0	12	52½
		MANUV.	0	0	-1½	-1½	-1	0	-1	0	0	-1/2	0	0		
		PENALTY		l		1		1	1	1	1/2		1	Ì		
3	4202	MANUV.	0	0	0	0	0	-1	0	+1/2	0	0	-1	0	3½	65
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4	518	PENALTY									1,½	DQ			0	DQ
Ľ	010	MANUV.	+1/2	0	0	0	0	0	-1/2	+1/2	0					
		PENALTY				Г	Π	Г	Г		Г	Г	Π			
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		PENALTY														
		MANUV:														

Grose; Theodore W IV JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



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- Overturn of more than 1/4 turn																
WIO	MANEUVER SCORES  # Each horse/rider team is scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points and automatically begins the run with a scored between 0-100 points an					vith a score of 7	ith a score of 70 points ,+1 1/2 Excellent									
Maneu	uver Des	cription	W, J, LOG	TRANS	1ST LINE	T	_	4TH LINE	1ST X	2ND X	r	T	4TH X	S & B	PENALTY TOTAL	SCORE
	Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
1	474	PENALTY													0	74
	474	MANUV.	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0		/4
	T	PENALTY		1	5,5	ſ	5	Т	1	1	1	T	1	1		
2	411	MANUV.	0	0	-11/2	-11/2	-11/2	0	-1	0	0	-1/2	0	0	16	48
		WANUV.	U		-1/2	-1/2	-1/2					-/2				
	4000	PENALTY				1		1			1/2		1		21/	001/
3	4202	MANUV.	0	0	0	-1	0	-1	0	0	-1/2	-1/2	-1	0	3½	62½
					1	r	1		·		1,½	DQ	1			
4	518	PENALTY	0	0	0	0	0	+1/2	-1/2	+1/2	-1/ <sub>2</sub>	DQ	-		0	DQ
<b>-</b>	, and a	MANUV.	U	U	U	U		Τ/2	-/2	Τ/2	-/2					
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		PENALTY														
		MANUV.														

Meilleur; Jonathan
JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



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	Maneuve	er	1	2	3	4	5	6	7	8	9	10	11	12		
	474	PENALTY												3	3	<b>1</b>
1	474	MANUV.	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1	-1/2	3	71
		PENALTY			5	5	5		1		1					
2	411	MANUV.	+1/2	0	-1	-11/2	-11/2	-11/2	-1	0	0	-1/2	0	0	16	47½
3	4202	PENALTY				1		1			1		1		4	60½
		MANUV.	-1/2	-1	0	-1	0	-1	-1/2	0	0	0	-1	-1/2	Ċ	0072
		PENALTY			1		Ι	П			1,½	DQ		1		
4	518	MANUV.	0	0	0	0	0	+1/2	-1/2	0	-1/2				0	DQ
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<u>Cross;</u>	<u>Terry</u>	<u>L</u>
JUDGE'S	NAME	(PRINTED):

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