

SHOW: _____

CLASS: _____

DATE: _____

WESTERN RIDING - Blank

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

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) 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 cross-cantering. 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
- Off Course
- 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 classes)
- 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)
- Overturn of more than 1/4 turn

W/O		#	MANEUVER SCORES												PENALTY TOTAL	SCORE
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
Maneuver Description			1	2	3	4	5	6	7	8	9	10	11	12		
Maneuver																
		PENALTY														
		MANUV.														
		PENALTY														
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JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

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MANEUVER SCORES														PENALTY TOTAL	SCORE	
W/O	#		W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	3RD X	LOG	S & B					
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Maneuver Description			1	2	3	4	5	6	7	8	9	10	11	12		
1	321	PENALTY													0	71½
		MANUV.	0	0	0	+½	0	+½	+½	0	0					
2	112	PENALTY					1								1	66½
		MANUV.	0	0	0	0	-1	0	-1	-½	0					
3	650	PENALTY			1	1	1,3,3								9	57½
		MANUV.	+½	0	-1	-½	-1½	-½	-½	0	0					
4	906	PENALTY						3,1							4	65
		MANUV.	0	0	0	0	+½	-1	-½	0	0					
5	673	PENALTY													0	73
		MANUV.	0	0	+½	+½	+½	+½	+½	+½	0					
6	516	PENALTY													0	67½
		MANUV.	0	0	-½	-1	-½	-½	0	0	0					
7	701	PENALTY				1									1	67½
		MANUV.	0	0	0	-1	0	0	-½	0	0					
8	375	PENALTY					1								1	66
		MANUV.	0	0	-½	-½	-½	-1	-½	0	0					

Russell; Mark
JUDGE'S NAME (PRINTED):


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Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
9	592	PENALTY													
		MANUV.	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	0	0				0
10	732	PENALTY							1,1						
		MANUV.	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	0				2
11	615	PENALTY			3										
		MANUV.	0	0	-1	0	0	-1/2	0	0	0				3
12	107	PENALTY		DQ											
		MANUV.	+1/2												0
13	736	PENALTY				1									
		MANUV.	0	0	-1/2	-1	-1/2	0	0	0	0				1
14	8166	PENALTY													
		MANUV.	0	0	-1/2	0	-1/2	0	0	0	0				0
		PENALTY													
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