

**1/2 Point Penalties:**

- Tick or light touch of leg

**1 Point Penalties:**

- Hitting or rolling leg
- Out of lead more than one stride either side of the center point and between markers
- Splitting the leg (leg 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 leg 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)
- Quarter of more than 1/4 turn

MANEUVER SCORES														PENALTY TOTAL	SCORE	
W/O	#	Maneuver Description	W, J, LOG	TRANS	1ST X	2ND X	3RD X	O, 1ST LINE	2ND LINE	3RD LINE	4TH LINE, 0	LOG	S & B			
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			1	2	3	4	5	6	7	8	9	10	11	12		
1	936	PENALTY	1													
		MANUEV	-1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	0		1	71 1/2
71																
2	707	PENALTY														
		MANUEV	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2	+1/2			76 1/2
75 1/2																
3	572	PENALTY			1	1										
		MANUEV	+1/2	+1/2	-1/2	-1	+1/2	+1/2	+1/2	+1/2	0	+1/2	0		2	70
68																
69 1/2																
4	686	PENALTY														
		MANUEV	+1/2	+1/2	+1	+1	+1	+1	+1	+1	+1	+1	+1			80
74																
76																
78																
5	730	PENALTY										1				
		MANUEV	+1/2	+1/2	+1	+1/2	+1	+1	+1	+1	+1	-1/2	+1/2		1	76
75 1/2																
6	907	PENALTY														
		MANUEV	+1/2	+1/2	+1/2	+1	+1/2	+1	+1	+1/2	+1/2	+1/2	0			76 1/2
73																
76																
7		PENALTY														
		MANUEV														
8		PENALTY														
		MANUEV														

Robert Meneely  
 JUDGE'S NAME (PRINTED):

*Robert Meneely*  
 JUDGE'S SIGNATURE: Printed from HSW

## WESTERN RIDING

### PATTERN 2

**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
- Spilling 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.)
- Balant 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 11 Jure

W/O		#	MANEUVER SCORES										PENALTY TOTAL	SCORE		
<small>Each horse in a team is scored between 0-100 points and automatically begins the run with a score of 75 points.                      -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent</small>																
Maneuver Description		W, J, LOG	TRANS	1ST X	2ND X	3RD X	O, 1ST LINE	2ND LINE	3RD LINE	4TH LINE	LOG	S & B				
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12			
1	936	1	0	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0	0	1	71 1/2	
		64		70			71		71 1/2							
2	707	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2	0			75	
		71		73 1/2			74 1/2			75						
3	572	0	+1/2	0	-1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0			73 1/2	
		70		72 1/2			73									
4	686	+1/2	+1/2	+1	+1	+1/2	+1	+1	+1	+1	+1/2	+1/2			78 1/2	
		71		72			73			74 1/2			75 1/2		76 1/2	
5	730	+1/2	+1/2	+1	+1/2	+1	+1	+1	+1	+1	-1	0			75 1/2	
		71		72			73 1/2			77 1/2			75 1/2			
6	907	+1/2	+1/2	+1/2	+1	+1	+1/2	+1/2	+1/2	+1/2	+1/2	0			76	
		71		72 1/2			73 1/2			75			76			

Kelley Stone-Wainscott  
 JUDGE'S NAME (PRINTED):

*[Signature]*  
 JUDGE'S SIGNATURE: Printed from HSW

Junior 188

## WESTERN RIDING

### PATTERN 2

**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
- Spilling 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:**

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- Major disobedience or schooling
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- 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)
- Closure of more than 1/2 leg

**MANEUVER SCORES**

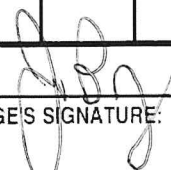
Each horse rider team is scored between 0-100 points and automatically begins the run with a score of 70 points  
 -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#		W, J, LOG	TRANS	1ST X	2ND X	3RD X	O, 1ST LINE	2ND LINE	3RD LINE	4TH LINE, O	LOG	S & B		PENALTY TOTAL	SCORE
Maneuver Description			1	2	3	4	5	6	7	8	9	10	11	12		
1	936	PENALTY 1/2	0	0	0	0	0	0	0	0	0	0	0	0	1/2	73
		MANEV	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0			
				70	71	72	73									
2	707	PENALTY	0	0	0	0	0	0	0	0	0	0	0	0		75
		MANEV	0	0	+1/2	+1/2	+1/2	+1/2	+1	+1	+1	0	0			
					71	73	74	75								
3	572	PENALTY	0	0	0	0	0	0	0	0	0	0	0	0	1	71 1/2
		MANEV	0	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	0	0	0			
					70 1/2	71	72	71 1/2								
4	686	PENALTY	0	0	0	0	0	0	0	0	0	0	0	0		74
		MANEV	0	0	+1/2	+1	+1/2	+1	+1/2	+1/2	0	0	0			
					72	73	74									
5	730	PENALTY	0	0	0	0	0	0	0	0	0	0	0	0	1	75
		MANEV	0	+1/2	+1	+1/2	+1	+1	+1	+1	+1	-1	0			
					72	73	74	76	77	75						
6	907	PENALTY	0	0	0	0	0	0	0	0	0	0	0	0		72 1/2
		MANEV	0	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	0	0			
					71	72 1/2										
7		PENALTY														
		MANEV														
8		PENALTY														
		MANEV														

Jon Barry

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



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