

WESTERN RIDING - Blank

DATE: 12/29/202

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

MANEUVER SCORES																PENALTY TOTAL	SCORE
W/O	#		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			W, J, LOG	TRANS	1ST X	2ND X	3RD X	O & 1ST LINE	2ND LINE	3RD LINE	4TH LINE & O	LOG	S & B				
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12			
1	160	PENALTY													0	74	
		MANUV.	+1½	+1½	+1½	0	+1½	0	+1½	+1½	+1½	+1½	0				
1	160	PENALTY													0	74	
		MANUV.	+1½	+1½	+1½	0	+1½	0	+1½	+1½	+1½	+1½	0				
2	147	PENALTY					1		1	DQ					0	DQ	
		MANUV.	+1½	0	+1½	+1½	-½	0	0	0	0	0	-½				
2	147	PENALTY					1		1	DQ					0	DQ	
		MANUV.	+1½	0	+1½	+1½	-½	0	0	0	0	0	-½				
3	190	PENALTY			1	1			1	1	1		3		8	62½	
		MANUV.	0	0	0	0	+½	0	0	0	+½	-½	0				
3	190	PENALTY			1	1			1	1	1		3		8	62½	
		MANUV.	0	0	0	0	+½	0	0	0	+½	-½	0				
		PENALTY															
		MANUV.															
		PENALTY															
		MANUV.															

Fairchild; David

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: