

WESTERN RIDING - Blank

DATE: 8/11/2023

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-centering. 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			W, J, LOG	TRANS	1ST LINE	2ND LINE	3RD LINE	4TH LINE	1ST X	2ND X	3RD X	LOG	S & B			
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12		
1	953	PENALTY	1,1												2	68 1/2
		MANUV.	-1	+1/2	+1/2	0	+1/2	0	+1/2	-1/2	+1/2	-1/2	0			
2	610	PENALTY			1	1				1	1				4	65
		MANUV.	0	0	0	0	0	-1/2	0	-1/2	0	0	0			
3	768	PENALTY			1					DQ					0	DQ
		MANUV.	0	+1/2	+1/2	+1/2	0	+1/2	0							
4	1166	PENALTY													0	71 1/2
		MANUV.	+1/2	0	0	0	+1/2	0	0	0	+1/2	0	0			
5	1610	PENALTY													0	73
		MANUV.	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	0			
6	1137	PENALTY													0	71
		MANUV.	0	0	0	0	0	0	0	0	+1/2	0	+1/2			
7	1315	PENALTY			1	1									2	67
		MANUV.	0	0	-1/2	0	0	-1/2	0	0	0	0	0			
8	270	PENALTY													0	A
		MANUV.														

Burns; Danielle

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: