

## 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

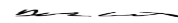
**Disqualification (DQ) or 0 Score:**

- 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

MANEUVER SCORES														PENALTY TOTAL	SCORE	
W/O	#		W, J, LOG	TRANS	1ST LINE	2ND LINE	3RD LINE	4TH LINE	1ST X	2ND X	3RD X	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	155	PENALTY	DQ												0	DQ
		MANUV.														
2	1032	PENALTY	DQ												0	DQ
		MANUV.	0													
3	602	PENALTY									DQ				0	DQ
		MANUV.	0	0	+1/2	0	-1/2	0	+1/2	+1/2						
4	1352	PENALTY					1		1		1				3	68
		MANUV.	0	0	+1/2	+1/2	0	+1/2	-1/2	0	0	0	0			
5	1166	PENALTY			DQ										0	DQ
		MANUV.	0	0												
6	876	PENALTY			DQ										0	DQ
		MANUV.	0	0												
7	1237	PENALTY		3		DQ									0	DQ
		MANUV.	0	-1	+1/2											
8	307	PENALTY													0	73
		MANUV.	0	0	+1/2	+1/2	+1	+1	0	+1	0	-1	0			

Stone-Wainscott; Kelley

JUDGE'S NAME (PRINTED):



JUDGE'S SIGNATURE:

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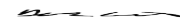
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Maneuver Description		1	2	3	4	5	6	7	8	9	10	11	12		
9	1194	PENALTY		DQ										0	DQ
		MANUV.	0												
10	154	PENALTY		DQ										0	DQ
		MANUV.	0												
11	259	PENALTY			DQ									0	DQ
		MANUV.	+1/2	+1/2											
12	1033	PENALTY		3	3	5,5		3,3	1	1	1		DQ	0	DQ
		MANUV.	0	-1	-1 1/2	-1	-1 1/2	-1	-1 1/2	0	0	0			
13	1233	PENALTY												0	66
		MANUV.	0	-1	+1/2	+1/2	-1	-1/2	-1/2	-1/2	-1/2	-1	0		
14	308	PENALTY			1		1	3			DQ			0	DQ
		MANUV.	0	0	0	0	-1/2	-1	0	+1/2					
15	992	PENALTY												0	73
		MANUV.	0	0	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0		
		PENALTY													
		MANUV.													

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