

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-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	1ST X	2ND X	LOG	3RD X	4TH X	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 Description			1	2	3	4	5	6	7	8	9	10	11	12	
1	1478	PENALTY													
		MANUV.	0	0	+1/2	0	+1/2	0	0	0	+1/2	+1/2	0		
2	147	PENALTY													
		MANUV.	0	0	0	0	0	0	0	0	0	0	0		
3	1537	PENALTY							DQ						
		MANUV.	0	+1/2	+1/2	0	0								
4	195	PENALTY													
		MANUV.	0	0	+1/2	+1/2	+1	+1	+1/2	+1	+1/2	0			
5	361	PENALTY	1,1				3								
		MANUV.	-1/2	0	0	0	-1	-1/2	0	0	0	0			
6	903	PENALTY									1				
		MANUV.	0	0	0	0	+1/2	0	-1/2	0	-1/2	0			
7	312	PENALTY													
		MANUV.	0	0	0	-1/2	0	0	0	-1/2	0	-1			
8	1566	PENALTY													
		MANUV.	0	+1/2	+1/2	0	+1/2	0	0	0	0	-1/2			

Bogart: Dean

JUDGE'S NAME (PRINTED):

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Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
9	1185	PENALTY				1		1,1						3	64
		MANUV.	-1/2	0	0	0	-1	0	-1/2	-1/2	-1/2	0			
10	1835	PENALTY		3										3	63 1/2
		MANUV.	0	-1	-1/2	-1/2	0	-1/2	0	0	-1/2	-1/2			
11	1894	PENALTY						DQ						0	DQ
		MANUV.	0	0	0	0									
12	199	PENALTY				3		3,DQ						0	DQ
		MANUV.	0	0	-1/2	-1	0	0							
13	765	PENALTY			3,3	DQ								0	DQ
		MANUV.	0	-1/2	-1/2										
14	1538	PENALTY												0	71
		MANUV.	0	0	+1/2	0	0	0	0	+1/2	0	0			
15	369	PENALTY					1							1	68 1/2
		MANUV.	0	+1/2	0	0	-1	0	0	0	0	0			
16	470	PENALTY												0	73
		MANUV.	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0			

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Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
17	300	PENALTY			1										
		MANUV.	0	0	-1	0	0	0	0	0	0	0			1
18	1510	PENALTY													
		MANUV.	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0			0
19	1050	PENALTY						1							
		MANUV.	0	0	0	0	0	-1	0	0	0	0			1
20	714	PENALTY			DQ										
		MANUV.	0	0											0
21	1895	PENALTY						1							
		MANUV.	0	0	0	-1/2	-1	0	0	+1/2	0	0			1
22	730	PENALTY						DQ							
		MANUV.	0	0	+1/2	0									0
23	1802	PENALTY		1	DQ										
		MANUV.	+1/2	0											0
24	1078	PENALTY						1							
		MANUV.	+1	+1/2	+1	+1/2	+1/2	-1	+1/2	+1	+1/2	0			1

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Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
25	205	PENALTY						1							
		MANUV.	0	0	0	+1/2	0	0							0
26	467	PENALTY													
		MANUV.	0	0	+1/2	+1/2	+1	+1/2	0	+1/2	+1/2	0			0
27	348	PENALTY													
		MANUV.	0	0	0	0	0	0	0	0	+1/2	0			0
28	1181	PENALTY													
		MANUV.	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2			0
29	1493	PENALTY						DQ							
		MANUV.	0	0	0	0									0
30	1746	PENALTY													
		MANUV.	0	0	0	0	+1/2	+1/2	0	+1/2	0	0			0
31	273	PENALTY						DQ							
		MANUV.	0	0	0	0									0
32	427	PENALTY													
		MANUV.	0	0			DQ								0

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MANEUVER SCORES

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 -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	#		MANEUVER SCORES												PENALTY TOTAL	SCORE
			W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B				
Maneuver Description			1	2	3	4	5	6	7	8	9	10	11	12		
33	1742	PENALTY													0	69½
		MANUV.	0	0	0	0	0	0	0	0	0	-½				
34	1210	PENALTY			DQ										0	DQ
		MANUV.	0	0												
35	499	PENALTY				1									1	68½
		MANUV.	0	0	0	-1	0	0	0	+½	0	0				
36	827	PENALTY					1								1	67
		MANUV.	0	0	0	-½	-1	0	0	0	-½	0				
37	954	PENALTY					1				1				2	65
		MANUV.	-½	-½	0	0	-1	0	0	0	-1	0				
38	1196	PENALTY													0	70
		MANUV.	0	0	0	0	0	0	0	0	0	0				
39	582	PENALTY										3,3			6	64½
		MANUV.	0	0	0	0	+½	+½	-½	+½	+½	-1				
40	530	PENALTY			1	1	1	1,DQ							0	DQ
		MANUV.	0	0	0	-1	-1									

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Maneuver Description		1	2	3	4	5	6	7	8	9	10	11	12		
41	1188	PENALTY				1					1			2	67½
		MANUV.	0	0	+½	0	-1	+½	0	+½	-1	0			
42	1611	PENALTY							3		1			4	65
		MANUV.	0	0	0	0	+½	+½	-1	0	-1	0			
43	1451	PENALTY	½		1		1,3	1						6½	59
		MANUV.	0	0	-1	-½	-1	-1	0	-½	-½	0			
44	1768	PENALTY												0	75½
		MANUV.	0	0	+1	+½	+1	+1	0	+1	+1	0			
45	795	PENALTY				1	DQ							0	DQ
		MANUV.	0	0	0	-1									
46	178	PENALTY												0	70
		MANUV.	0	0	0	0	0	0	0	0	0	0			
47	720	PENALTY												0	73½
		MANUV.	+½	0	0	+½	+½	+1	0	0	+½	+½			
48	1793	PENALTY					DQ							0	DQ
		MANUV.	0	0	0	-½									

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		MANUV.	0	0	0											
50	1049	PENALTY				1		1							2	64½
		MANUV.	-½	0	0	-1	0	-1	-½	-½	0	0				
51	406	PENALTY						DQ							0	DQ
		MANUV.	+½	0	0	0	0									
52	1212	PENALTY			1										1	66½
		MANUV.	-½	0	-1	0	0	-½	-½	0	0	0				
		PENALTY														
		MANUV.														
		PENALTY														
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W/O	#		W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B			PENALTY TOTAL	SCORE
Maneuver Description			1	2	3	4	5	6	7	8	9	10	11	12		
1	1478	PENALTY													0	70
		MANUV.	0	0	0	0	0	0	0	0	0	0				
2	147	PENALTY			1										1	67
		MANUV.	0	0	0	-1/2	-1/2	-1/2	0	0	-1/2	0				
3	1537	PENALTY							DQ						0	DQ
		MANUV.	+1/2	0	+1/2	0	0									
4	195	PENALTY													0	77
		MANUV.	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2	+1	+1	+1/2				
5	361	PENALTY	1		1		3								5	60
		MANUV.	-1	0	-1/2	-1/2	-1 1/2	-1	0	0	-1/2	0				
6	903	PENALTY													0	67 1/2
		MANUV.	+1/2	0	0	0	-1/2	-1	-1/2	-1/2	-1/2	0				
7	312	PENALTY								1					1	64 1/2
		MANUV.	0	0	-1/2	-1/2	0	-1/2	0	-1	-1/2	-1 1/2				
8	1566	PENALTY													0	72 1/2
		MANUV.	+1/2	+1/2	0	0	+1/2	0	0	+1/2	+1/2	0				

Paul; Judd D

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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-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	#	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	1ST X	2ND X	LOG	3RD X	4TH X	S & B				
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
9	1185	PENALTY				1	1							2	66½
		MANUV.	-½	0	0	0	-1	0	0	0	0	0			
10	1835	PENALTY		3										3	63
		MANUV.	0	-1	-½	-½	-½	-½	0	0	-1	0			
11	1894	PENALTY						DQ						0	DQ
		MANUV.	+½	0	0	+½									
12	199	PENALTY				3		3,DQ						0	DQ
		MANUV.	+½	0	0	-1	0	0							
13	765	PENALTY			3,3	DQ								0	DQ
		MANUV.	0	0	-1½										
14	1538	PENALTY												0	71½
		MANUV.	+½	0	+½	+½	0	-½	0	+½	0	0			
15	369	PENALTY							1					1	70½
		MANUV.	+½	0	+½	0	+½	+½	+½	-1	0	0			
16	470	PENALTY												0	73½
		MANUV.	+½	0	+½	0	+½	+½	+½	0	+½	+½			

Paul; Judd D
JUDGE'S NAME (PRINTED):


JUDGE'S SIGNATURE:

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-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

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 LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B			PENALTY TOTAL	SCORE
Maneuver Description			1	2	3	4	5	6	7	8	9	10	11	12		
17	300	PENALTY			1										1	69
		MANUV.	+1/2	0	-1	0	-1/2	0	+1/2	+1/2	0	0				
18	1510	PENALTY													0	74
		MANUV.	+1/2	0	+1/2	+1	+1/2	+1/2	+1/2	0	+1/2	0				
19	1050	PENALTY						1							1	66 1/2
		MANUV.	0	0	-1/2	0	-1/2	-1	0	0	0	-1/2				
20	714	PENALTY			DQ										0	DQ
		MANUV.	0	0												
21	1895	PENALTY				1	1								2	67 1/2
		MANUV.	+1/2	0	+1/2	-1	-1	0	0	+1/2	0	0				
22	730	PENALTY				DQ									0	DQ
		MANUV.	+1/2	0	+1/2											
23	1802	PENALTY				DQ									0	DQ
		MANUV.	+1/2	0												
24	1078	PENALTY						1							1	71 1/2
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	-1	0	+1/2	+1/2	+1/2				

Paul; Judd D

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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

MANEUVER SCORES														PENALTY TOTAL	SCORE	
W/O	#		W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	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 Description			1	2	3	4	5	6	7	8	9	10	11	12		
25	1768	PENALTY													0	72
		MANUV.	+1/2	0	-1/2	+1/2	0	+1/2	0	+1/2	0	+1/2				
26	178	PENALTY													0	70
		MANUV.	+1/2	0	0	-1/2	0	0	0	0	0	0				
27	205	PENALTY					1	Z							0	0
		MANUV.	+1/2	0	0	0	-1									
28	273	PENALTY				Z									0	0
		MANUV.	+1/2	0	0											
29	348	PENALTY													0	71
		MANUV.	0	0	0	0	0	+1/2	0	+1/2	0	0				
30	406	PENALTY						Z							0	0
		MANUV.	+1/2	0	+1/2	+1/2	-1/2									
31	427	PENALTY			Z										0	0
		MANUV.	0	-1/2												
32	467	PENALTY													0	73 1/2
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0				

Paul; Judd D
 JUDGE'S NAME (PRINTED):


 JUDGE'S SIGNATURE:

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-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

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 LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B			PENALTY TOTAL	SCORE
Maneuver Description			1	2	3	4	5	6	7	8	9	10	11	12		
33	499	PENALTY				1									1	67
		MANUV.	0	0	0	-1	0	0	0	0	-1/2	-1/2				
34	530	PENALTY			1	1	1	Z							0	0
		MANUV.	0	0	-1/2	-1/2	-1	-1								
35	582	PENALTY										3,3			6	65
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	+1/2	-1	+1/2	+1/2	-1 1/2				
36	720	PENALTY													0	74 1/2
		MANUV.	+1/2	0	+1/2	+1/2	+1	+1/2	0	+1/2	+1/2	+1/2				
37	795	PENALTY					Z								0	0
		MANUV.	+1/2	0	+1/2	-1										
38	827	PENALTY					1				1				2	68
		MANUV.	+1/2	0	0	0	-1	0	0	+1/2	0	0				
39	954	PENALTY					1				1				2	67 1/2
		MANUV.	0	0	+1/2	+1/2	-1	0	+1/2	0	-1	0				
40	1196	PENALTY					1								1	69
		MANUV.	0	0	+1/2	0	-1	0	+1/2	0	0	0				

Paul; Judd D

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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
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- 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.)
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- Off Course
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- Overturn of more than 1/4 turn

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 LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B			PENALTY TOTAL	SCORE
Maneuver Description			1	2	3	4	5	6	7	8	9	10	11	12		
41	1181	PENALTY					1				1				2	69
		MANUV.	+1/2	0	+1/2	+1/2	-1	+1/2	+1/2	+1/2	-1	0				
42	1611	PENALTY							3		1				4	62 1/2
		MANUV.	0	0	-1/2	0	-1/2	0	-1	-1/2	-1	0				
43	1793	PENALTY				1	DQ								0	DQ
		MANUV.	+1/2	+1/2	+1/2	-1										
44	1477	PENALTY			1	1,DQ									0	DQ
		MANUV.	+1/2	+1/2	+1/2											
45	1493	PENALTY							DQ						0	DQ
		MANUV.	+1/2	0	+1/2	0										
46	1746	PENALTY			1										1	71 1/2
		MANUV.	+1/2	0	0	0	0	+1/2	+1/2	+1/2	0	+1/2				
47	1451	PENALTY			1		1,3	1							6	61
		MANUV.	+1/2	0	-1	0	-1	-1	0	0	0	-1/2				
48	1049	PENALTY				1		1							2	65 1/2
		MANUV.	0	0	0	-1	0	-1	-1/2	0	0	0				

Paul; Judd D

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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
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- 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)
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- Break of gait at the lope

5 Point Penalties:


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- Overturn of more than 1/4 turn

MANEUVER SCORES														PENALTY TOTAL	SCORE	
W/O	#		W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	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 Description		1	2	3	4	5	6	7	8	9	10	11	12			
49	1212	PENALTY			1											
		MANUV.	0	0	0	0	-1/2	0	-1	0	-1/2	0			1	67
50	1742	PENALTY														
		MANUV.	0	0	+1/2	+1/2	0	-1/2	0	0	+1/2	-1			0	70
51	1210	PENALTY			DQ											
		MANUV.	+1/2	0											0	DQ
52	1188	PENALTY					1				1					
		MANUV.	+1/2	0	+1/2	+1/2	-1	+1/2	+1/2	+1/2	-1	0			2	69
53	1099	PENALTY	DQ													
		MANUV.													0	DQ
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

Paul; Judd D
JUDGE'S NAME (PRINTED):


JUDGE'S SIGNATURE:

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
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 - 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
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 - 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

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 LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B			PENALTY TOTAL	SCORE
Maneuver Description			1	2	3	4	5	6	7	8	9	10	11	12		
1	1478	PENALTY													0	71 1/2
		MANUV.	0	0	0	+1/2	+1/2	0	0	0	+1/2	0				
2	147	PENALTY			1										1	69
		MANUV.	0	0	0	-1/2	0	0	0	+1/2	0	0				
3	1537	PENALTY							3,DQ						0	DQ
		MANUV.	+1/2	0	+1/2	+1/2	+1/2									
4	195	PENALTY													0	78 1/2
		MANUV.	+1/2	+1/2	+1	+1	+1	+1	+1/2	+1	+1	+1				
5	361	PENALTY	1		1		3,1								6	60
		MANUV.	-1/2	0	-1/2	-1/2	-1	-1/2	0	-1/2	-1/2	0				
6	903	PENALTY				1									1	68 1/2
		MANUV.	0	0	0	0	0	0	-1/2	+1/2	-1/2	0				
7	312	PENALTY			1					1					2	64
		MANUV.	0	0	-1/2	0	-1/2	-1/2	0	-1	0	-1 1/2				
8	1566	PENALTY								1		3			4	68
		MANUV.	0	0	+1/2	+1/2	+1/2	+1/2	0	0	0	0				

Christy, Rick

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

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-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	1ST X	2ND X	LOG	3RD X	4TH X	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 Description		1	2	3	4	5	6	7	8	9	10	11	12		
9	1185	PENALTY									1			1	70 1/2
		MANUV.	-1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	-1/2	0			
10	1835	PENALTY		3							1			4	63
		MANUV.	0	-1	0	-1/2	0	-1/2	0	0	-1/2	-1/2			
11	1894	PENALTY						DQ						0	DQ
		MANUV.	0	0	0	+1/2									
12	199	PENALTY				3				3,DQ				0	DQ
		MANUV.	0	0	-1	-1	-1/2	-1/2	0						
13	765	PENALTY			3	3,DQ								0	DQ
		MANUV.	0	0	0										
14	1538	PENALTY												0	74 1/2
		MANUV.	+1/2	0	+1/2	+1	+1/2	+1/2	0	+1/2	+1/2	+1/2			
15	369	PENALTY								1				1	70
		MANUV.	+1/2	+1/2	+1/2	0	0	0	0	-1/2	0	0			
16	470	PENALTY												0	75
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2			

Christy; Rick

JUDGE'S NAME (PRINTED):

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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
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- Off Course
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- 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 LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B				
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
17	300	PENALTY			1									1	69
		MANUV.	0	+1/2	-1/2	0	0	0	0	-1/2	+1/2	0			
18	1510	PENALTY												0	74
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2			
19	1050	PENALTY												0	68 1/2
		MANUV.	0	0	0	-1/2	-1/2	-1/2	0	0	0	0			
20	714	PENALTY				DQ								0	DQ
		MANUV.	+1/2	+1/2	-1/2										
21	1895	PENALTY				1	1	1						3	65
		MANUV.	0	+1/2	0	-1/2	-1	-1/2	0	-1/2	0	0			
22	730	PENALTY				DQ								0	DQ
		MANUV.	+1/2	0	+1/2										
23	1802	PENALTY				DQ								0	DQ
		MANUV.	+1/2	+1/2	0										
24	348	PENALTY												0	70
		MANUV.	0	0	0	0	+1/2	0	0	-1/2	0	0			

Christy; Rick
JUDGE'S NAME (PRINTED):


JUDGE'S SIGNATURE:

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-centering. Two consecutive failures to change would result in two five point penalties.)
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- 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 LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B				
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
25	1181	PENALTY													
		MANUV.	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			0
26	1746	PENALTY													
		MANUV.	0	0	0	-1/2	0	+1/2	0	0	+1/2	0			0
27	427	PENALTY			DQ										
		MANUV.	-1/2	0											0
28	1742	PENALTY						1							
		MANUV.	0	0	0	0	0	-1/2	0	0	0	-1/2			1
29	1210	PENALTY			3,5,DQ										
		MANUV.	+1/2	+1/2											0
30	1451	PENALTY					1,3		1						
		MANUV.	0	+1/2	0	+1/2	-1	-1	0	-1/2	0	0			5
31	1768	PENALTY													
		MANUV.	+1/2	+1/2	+1	+1	+1	+1	+1/2	+1	+1	+1/2			0
32	795	PENALTY				1	DQ								
		MANUV.	0	+1/2	+1/2	-1									0

Christy, Rick
JUDGE'S NAME (PRINTED):


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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
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- 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.)
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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 LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B				
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
33	178	PENALTY													
		MANUV.	0	0	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	0			0
34	720	PENALTY													
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0			0
35	1793	PENALTY			1,1	1,DQ									
		MANUV.	+1/2	0	-1										0
36	1477	PENALTY			1,1	1,DQ									
		MANUV.	+1/2	0	-1										0
37	499	PENALTY				1									
		MANUV.	0	0	0	-1/2	0	0	0	0	0	-1/2			1
38	827	PENALTY					1			1					
		MANUV.	+1/2	+1/2	0	0	-1/2	0	0	0	0	0			2
39	954	PENALTY					1	1							
		MANUV.	-1/2	0	0	+1/2	-1/2	-1/2	-1/2	-1/2	0	0			2
40	1196	PENALTY			1										
		MANUV.	0	0	0	0	-1/2	-1/2	0	-1/2	0	0			1

Christy; Rick
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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
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- Hind legs skipping or coming together during lead change

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- 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
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MANEUVER SCORES														PENALTY TOTAL	SCORE	
W/O	#		W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	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 Description		1	2	3	4	5	6	7	8	9	10	11	12			
41	582	PENALTY										3				
		MANUV.	0	0	0	+1/2	0	0	-1	0	0	-1 1/2			3	65
42	530	PENALTY			1	1	1	1	DQ							
		MANUV.	0	0	-1/2	-1/2	-1/2	-1							0	DQ
43	1188	PENALTY					1				1					
		MANUV.	+1/2	+1/2	+1/2	+1/2	-1	+1/2	0	0	-1/2	0			2	69
44	1611	PENALTY							1,3		1					
		MANUV.	0	0	-1/2	0	0	-1/2	-1	-1/2	-1	0			5	61 1/2
45	1078	PENALTY						1								
		MANUV.	0	+1/2	+1	+1/2	+1	-1/2	0	+1	+1/2	+1/2			1	73 1/2
46	205	PENALTY						DQ								
		MANUV.	0	0	-1/2	0									0	DQ
47	467	PENALTY														
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2			0	74
48	1212	PENALTY		1												
		MANUV.	0	-1/2	0	0	0	0	-1/2	0	0	0			1	68

Christy, Rick

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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
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MANEUVER SCORES														PENALTY TOTAL	SCORE	
W/O	#		W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	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 Description			1	2	3	4	5	6	7	8	9	10	11	12		
49	406	PENALTY						DQ							0	DQ
		MANUV.	0	+1/2	+1/2	0	0									
50	1049	PENALTY				1									1	67 1/2
		MANUV.	0	0	0	-1/2	0	0	-1/2	-1/2	0	0				
51	1493	PENALTY						DQ							0	DQ
		MANUV.	0	0	0	+1/2										
52	273	PENALTY						DQ							0	DQ
		MANUV.	+1/2	0	0	0										
53	1099	PENALTY	DQ												0	DQ
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

Christy; Rick
 JUDGE'S NAME (PRINTED):


 JUDGE'S SIGNATURE: