

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

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	LOG	3RD X	4TH X	S & B		
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12		
1	329	PENALTY			DQ										0	DQ
		MANUV.	0	0												
2	360	PENALTY													0	75
		MANUV.	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2		
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

BROWN; BRENDAN

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

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	LOG	3RD X	4TH X	S & B		
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12		
1	329	PENALTY			DQ										0	DQ
		MANUV.	0	0												
2	360	PENALTY													0	74 1/2
		MANUV.	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0		
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

WILLIS; TRACY L
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)
- Overture 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	LOG	3RD X	4TH X	S & B	PENALTY TOTAL	SCORE
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12		
1	360	PENALTY													0	74
		MANUV.	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0		
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

WILLIS; TRACY L
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

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	LOG	3RD X	4TH X	S & B																																																																																																																																																																																																																															
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12																																																																																																																																																																																																																															
1	360	PENALTY																	MANUV.	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	0	75			PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.														
		MANUV.	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	0	75			PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																															
		PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																																																
		MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																																																																	
		PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																																																																																		
		MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																																																																																																			
		PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																																																																																																																				
		MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																																																																																																																																					
		PENALTY																	MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																																																																																																																																																						
		MANUV.																	PENALTY																	MANUV.																	PENALTY																	MANUV.																																																																																																																																																																							
		PENALTY																	MANUV.																	PENALTY																	MANUV.																																																																																																																																																																																								
		MANUV.																	PENALTY																	MANUV.																																																																																																																																																																																																									
		PENALTY																	MANUV.																																																																																																																																																																																																																										
		MANUV.																																																																																																																																																																																																																																											

BROWN; BRENDAN

 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)
- Overture 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	1L	2L	1X	2X	LOG	3X	4X	S & B				
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12		
1	99	PENALTY														
		MANUV.	0	0	-1/2	0	0	-1/2	0	0	0	0				0
2	329	PENALTY				1	3,DQ									
		MANUV.	0	-1/2	0	-1										0
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

WILLIS; TRACY L
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

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	1L	2L	1X	2X	LOG	3X	4X	S & B				
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12		
1	99	PENALTY														
		MANUV.	0	0	0	0	0	-1/2	0	0	0	0				0
2	329	PENALTY				1	3,DQ									
		MANUV.	0	-1/2	0	-1										0
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

BROWN; BRENDAN
JUDGE'S NAME (PRINTED):


JUDGE'S SIGNATURE: