

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	#	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	3RD X	LOG	S & B					
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
1	708	PENALTY							1/2					0 1/2	74 1/2
		MANUV.	+1/2	0	+1/2	+1/2	+1	+1	+1/2	+1/2	+1/2				
2	423	PENALTY			1									1	73
		MANUV.	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0	+1/2	0				
3	352	PENALTY			DQ									0	DQ
		MANUV.	0	+1/2											
4	320	PENALTY												0	75 1/2
		MANUV.	+1/2	0	+1/2	+1	+1/2	+1	+1	+1/2	+1/2				
5	760	PENALTY												0	76
		MANUV.	+1/2	+1/2	+1	+1	+1	+1	+1	+1/2	-1/2				
6	377	PENALTY							1					1	69 1/2
		MANUV.	+1/2	0	0	0	0	+1/2	-1/2	0	0				
7	540	PENALTY												0	72 1/2
		MANUV.	0	0	+1/2	0	+1/2	+1/2	+1/2	0	+1/2				
		PENALTY													
		MANUV.													

Kapushion; Marvin
 JUDGE'S NAME (PRINTED):


 JUDGE'S SIGNATURE:

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- 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:

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- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

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W/O		#	MANEUVER SCORES												PENALTY TOTAL	SCORE
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Maneuver Description			W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	3RD X	LOG	S & B					
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12		
1	708	PENALTY								1						
		MANUV.	+1/2	0	+1/2	+1/2	+1	+1/2	+1	0	+1/2					
2	423	PENALTY			1											
		MANUV.	0	0	0	+1/2	+1	+1/2	0	0	+1/2					
3	352	PENALTY			DQ											
		MANUV.	+1/2	+1/2												
4	320	PENALTY														
		MANUV.	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0	0					
5	760	PENALTY														
		MANUV.	0	+1/2	+1	+1	+1	+1/2	+1	+1/2	-1/2					
6	377	PENALTY							1							
		MANUV.	+1/2	0	0	+1/2	-1/2	+1/2	-1	0	-1/2					
7	540	PENALTY				1										
		MANUV.	0	0	+1/2	-1/2	+1/2	+1/2	0	0	+1/2					
		PENALTY														
		MANUV.														

Kapushion; Suzanne
JUDGE'S NAME (PRINTED):


JUDGE'S SIGNATURE:

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- Break of gait at walk or jog for more than two strides
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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	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	760	PENALTY														
		MANUV.	+1/2	+1/2	+1/2	-1	+1/2	+1/2	+1	+1	+1/2	-1	-1			
															2	70
2	282	PENALTY														
		MANUV.	0	0	0	-1/2	-1/2	-1/2	0	0	-1/2	0	0			
															0	68
3	320	PENALTY														
		MANUV.	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2			
															0	74
4	351	PENALTY														
		MANUV.	+1/2	0	+1/2	+1/2	0	+1/2	+1	+1	+1/2	+1/2	+1/2			
															0	75 1/2
5	592	PENALTY														
		MANUV.	+1/2	+1	+1	+1	+1	+1	+1	+1	+1	-1/2	+1/2			
															0	78 1/2
6	377	PENALTY														
		MANUV.	0	0	0	-1/2	0	0	0	-1/2	0	-1	0			
															3	65
7	352	PENALTY														
		MANUV.	0	+1/2	-1/2											
															0	DQ

Kapushion; Marvin
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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	760	PENALTY				1						1			2	69½
		MANUV.	+½	+½	+½	-½	+½	+½	+½	+½	0	-½	-1			
2	282	PENALTY													0	68½
		MANUV.	0	0	0	-½	-½	-½	0	0	0	0	0			
3	320	PENALTY													0	74½
		MANUV.	+½	0	+½	+½	0	+½	+½	+½	+½	+½	+½			
4	351	PENALTY													0	75
		MANUV.	+½	0	+½	+½	+½	+½	+½	+½	+½	+½	+½			
5	592	PENALTY													0	77
		MANUV.	+½	+½	+1	+1	+1	+1	+1	+1	+½	-½	0			
6	377	PENALTY										3			3	66
		MANUV.	0	0	-½	-½	+½	+½	0	0	0	-1	0			
7	352	PENALTY					DQ								0	DQ
		MANUV.	0	0	-½											
		PENALTY														
		MANUV.														

Kapushion; Suzanne
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Maneuver Description		W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	3RD X	LOG	S & B					
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
1	611	PENALTY			1									1	71
		MANUV.	+1/2	+1/2	-1/2	0	+1/2	0	0	+1/2	+1/2				
2	267	PENALTY			1	1				3				5	61
		MANUV.	0	0	-1/2	-1/2	-1/2	-1/2	0	-1	-1				
3	561	PENALTY				1								1	66
		MANUV.	0	-1/2	0	0	0	0	-1	-1/2	-1				
4	545	PENALTY						1						1	65 1/2
		MANUV.	0	-1/2	-1/2	-1/2	0	-1	0	-1/2	-1/2				
5	766	PENALTY												0	73
		MANUV.	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	0				
6	453	PENALTY				1				1,1,1				4	63 1/2
		MANUV.	-1/2	-1/2	0	-1/2	0	0	+1/2	-1	-1/2				
7	481	PENALTY				1,1				3				5	61 1/2
		MANUV.	0	0	-1/2	-1	0	-1/2	0	-1	-1/2				
8	606	PENALTY			1									1	68
		MANUV.	0	0	-1/2	-1/2	0	-1/2	0	0	+1/2				

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MANEUVER SCORES														PENALTY TOTAL	SCORE	
W/O	#		W, J, LOG	TRANS	1ST LINE	2ND 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		
9	639	PENALTY							1	3					4	64
		MANUV.	+1/2	0	0	0	0	-1/2	-1/2	-1	-1/2					
10	293	PENALTY								3					3	64
		MANUV.	0	0	-1/2	-1/2	0	0	-1/2	-1	-1/2					
11	393	PENALTY							DQ						0	DQ
		MANUV.	+1/2	+1/2	+1/2	+1	+1									
12	252	PENALTY													0	74
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	+1	+1/2					
13	583	PENALTY					1								1	71 1/2
		MANUV.	0	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2					
14	299	PENALTY			1		1								2	66 1/2
		MANUV.	0	0	-1/2	0	-1/2	-1/2	0	0	0					
15	765	PENALTY					1								1	70 1/2
		MANUV.	+1/2	+1/2	+1/2	+1/2	-1/2	-1/2	+1/2	0	0					
16	652	PENALTY							1						1	67 1/2
		MANUV.	0	0	0	0	-1/2	0	-1	0	0					

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17	627	PENALTY														
		MANUV.	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2	+1	+1/2					
0 76																
18	348	PENALTY														
		MANUV.	+1/2	0	+1/2	+1/2	+1	+1/2	+1	+1/2	0					
0 74 1/2																
19	554	PENALTY						1								
		MANUV.	+1/2	0	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2					
1 72																
20	778	PENALTY				DQ										
		MANUV.	0	0												
0 DQ																
21	564	PENALTY							1							
		MANUV.	+1/2	0	0	+1/2	0	+1/2	-1/2	0	0					
1 70																
22	280	PENALTY							1							
		MANUV.	0	0	0	+1/2	0	0	-1/2	0	0					
1 69																
23	222	PENALTY				1			1							
		MANUV.	+1/2	+1/2	-1/2	-1/2	+1/2	0	-1/2	0	+1/2					
2 68 1/2																
24	480	PENALTY					1			1						
		MANUV.	0	0	0	-1/2	-1	0	0	-1/2	0					
2 66																

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1/2 Point Penalties:

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- 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	3RD X	LOG	S & B					
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
25	380	PENALTY			1									1	71 1/2
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0	0				
26	808	PENALTY				3								3	69 1/2
		MANUV.	0	0	+1/2	-1/2	+1	+1/2	+1	0	0				
27	581	PENALTY					3		DQ					0	DQ
		MANUV.	0	0	-1/2	-1/2	-1	-1/2							
28	542	PENALTY	1						3					4	63 1/2
		MANUV.	-1/2	0	-1/2	0	0	0	0	-1	-1/2				
29	332	PENALTY								3				3	65
		MANUV.	0	0	0	0	-1/2	0	0	-1/2	-1				
30	756	PENALTY												0	69 1/2
		MANUV.	0	0	0	-1/2	0	0	0	0	0				
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													

Kapushion; Suzanne
 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	3RD X	LOG	S & B					
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
1	611	PENALTY			1										
		MANUV.	+1/2	0	-1	0	+1/2	0	0	-1/2	0				
2	267	PENALTY				1				3					
		MANUV.	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2				
3	561	PENALTY				1									
		MANUV.	0	0	0	-1/2	0	-1/2	-1/2	-1	-1				
4	545	PENALTY				1		1							
		MANUV.	0	-1/2	-1/2	-1/2	-1	-1/2	0	0	0				
5	766	PENALTY													
		MANUV.	+1/2	0	0	0	+1/2	0	+1/2	0	0				
6	453	PENALTY				1				1,1,1					
		MANUV.	0	0	0	-1	-1/2	0	0	-1	0				
7	481	PENALTY				1				3,3					
		MANUV.	0	0	0	-1	-1/2	-1/2	-1/2	-1	0				
8	606	PENALTY			1										
		MANUV.	0	0	-1	-1/2	-1/2	-1/2	0	0	0				

Kapushion; Marvin
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	3RD X	LOG	S & B				PENALTY TOTAL	SCORE
Maneuver Description			1	2	3	4	5	6	7	8	9	10	11	12		
9	639	PENALTY							1	3,3					7	61
		MANUV.	+1/2	0	0	0	0	-1/2	-1	-1	0					
10	293	PENALTY								3					3	64 1/2
		MANUV.	-1/2	-1/2	-1/2	-1/2	0	+1/2	0	-1	0					
11	393	PENALTY							DQ						0	DQ
		MANUV.	+1/2	+1	+1/2	+1	+1									
12	252	PENALTY													0	73 1/2
		MANUV.	+1/2	0	+1/2	+1/2	+1	+1/2	0	+1/2	0					
13	583	PENALTY				1									1	70
		MANUV.	0	0	0	-1	+1/2	+1/2	0	+1/2	+1/2					
14	299	PENALTY			1										1	67 1/2
		MANUV.	0	0	-1	0	0	-1/2	0	0	0					
15	765	PENALTY					1								1	70 1/2
		MANUV.	+1/2	+1/2	+1/2	+1/2	-1/2	-1/2	+1/2	0	0					
16	652	PENALTY							1						1	69
		MANUV.	0	+1/2	0	0	-1/2	0	-1/2	+1/2	0					

Kapushion; Marvin

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	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 Description			1	2	3	4	5	6	7	8	9	10	11	12		
17	627	PENALTY													0	78
		MANUV.	+1	+1/2	+1	+1	+1	+1	+1/2	+1	+1					
18	348	PENALTY													0	74 1/2
		MANUV.	+1/2	0	+1/2	0	+1/2	+1	+1	+1	0					
19	554	PENALTY					1								1	72
		MANUV.	+1/2	0	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2					
20	778	PENALTY			3,DQ										0	DQ
		MANUV.	0	0												
21	564	PENALTY							1						1	70
		MANUV.	+1/2	0	0	+1/2	0	+1/2	-1/2	0	0					
22	280	PENALTY							1						1	68
		MANUV.	0	0	0	-1/2	0	0	-1/2	+1/2	-1/2					
23	222	PENALTY			1										1	67 1/2
		MANUV.	+1/2	+1/2	-1	-1/2	-1/2	+1/2	0	-1/2	-1/2					
24	480	PENALTY				1				1					2	66 1/2
		MANUV.	0	0	0	-1/2	-1/2	0	0	-1/2	0					

Kapushion; Marvin

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	3RD X	LOG	S & B					
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
25	380	PENALTY			1	1									
		MANUV.	+1/2	+1/2	0	0	+1	+1/2	+1/2	+1/2	0				2
26	808	PENALTY				3									
		MANUV.	0	+1/2	+1/2	-1	+1/2	+1	+1	0	0				3
27	581	PENALTY					3,1		DQ						
		MANUV.	-1/2	-1/2	-1/2	-1/2	-1	-1/2							0
28	542	PENALTY	1						3						
		MANUV.	-1	0	-1/2	-1/2	0	0	-1	+1/2	0				4
29	332	PENALTY							3						
		MANUV.	0	0	0	0	0	+1/2	+1/2	-1	-1				3
30	756	PENALTY													
		MANUV.	0	0	-1/2	0	0	0	0	0	0				0
31	250	PENALTY													
		MANUV.													0
32	250	PENALTY													
		MANUV.													0

Kapushion; Marvin
JUDGE'S NAME (PRINTED):


JUDGE'S SIGNATURE:

SHOW: _____

CLASS: _____

DATE: _____

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

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			1	2	3	4	5	6	7	8	9	10	11	12		
Maneuver																
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

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	3RD X	LOG	S & B		
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12	
1	604	PENALTY			3										
		MANUV.	0	0	-1	0	+1/2	+1/2	+1/2	0	0	0	-1/2		
2	652	PENALTY					1								
		MANUV.	0	0	0	-1/2	-1/2	0	0	-1/2	+1/2	0	+1/2		
3	754	PENALTY													
		MANUV.	+1/2	0	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2		
4	329	PENALTY													
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0		
5	585	PENALTY									1				
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	-1	+1/2	0	0	-1	0		
6	289	PENALTY													
		MANUV.	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	0		
7	380	PENALTY													
		MANUV.	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1	+1	+1/2	0	+1/2		
8	740	PENALTY													
		MANUV.	-1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1	+1	+1/2	+1/2		

Kapushion; Marvin

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
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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															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		
9	775	PENALTY													0	77½
		MANUV.	+½	0	+1	+1	+1	+½	+1	+½	+1	+½	+½			
10	676	PENALTY													0	71½
		MANUV.	0	+½	0	+½	0	0	+½	0	0	0	0			
11	336	PENALTY			1										1	68½
		MANUV.	0	0	-½	0	0	-½	0	+½	+½	-½	0			
12	308	PENALTY													0	80
		MANUV.	+1	+½	+1	+1	+1	+1	+1	+1	+1	+½	+1			
13	629	PENALTY			3,DQ										0	DQ
		MANUV.	+½	0												
14	348	PENALTY				1									1	69½
		MANUV.	0	0	+½	-1	0	0	+½	0	0	+½	0			
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

Kapushion; Marvin

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	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	604	PENALTY			3										3	66
		MANUV.	0	0	-1	0	0	0	+1/2	0	0	0	-1/2			
2	652	PENALTY													0	69 1/2
		MANUV.	0	0	-1/2	0	0	0	0	-1/2	+1/2	0	0			
3	754	PENALTY													0	74 1/2
		MANUV.	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			
4	329	PENALTY													0	74
		MANUV.	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1	+1/2	+1/2	0	-1/2			
5	585	PENALTY									1				1	70 1/2
		MANUV.	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	+1	0	-1	-1/2	0			
6	289	PENALTY						1							1	72 1/2
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	-1/2			
7	380	PENALTY													0	73 1/2
		MANUV.	+1/2	+1/2	+1/2	-1	+1/2	+1/2	+1/2	+1	+1/2	0	0			
8	740	PENALTY													0	76
		MANUV.	0	0	+1	+1/2	+1/2	+1/2	+1/2	+1	+1	+1	0			

Kapushion; Suzanne

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
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- 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		
9	775	PENALTY													0	76 1/2
		MANUV.	+1/2	0	+1/2	+1/2	+1	+1/2	+1	+1/2	+1	+1/2	+1/2			
10	676	PENALTY													0	72
		MANUV.	0	0	0	+1/2	0	+1/2	+1/2	0	+1/2	0	0			
11	336	PENALTY			1										1	69
		MANUV.	0	0	-1/2	0	0	+1/2	0	+1/2	+1/2	-1/2	-1/2			
12	308	PENALTY													0	79
		MANUV.	+1/2	+1/2	+1	+1	+1	+1	+1	+1	+1	+1/2	+1/2			
13	629	PENALTY			DQ										0	DQ
		MANUV.	+1/2	0												
14	348	PENALTY				1									1	71 1/2
		MANUV.	0	0	+1	-1	+1/2	+1/2	+1/2	0	+1/2	0	+1/2			
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

Kapushion; Suzanne
 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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- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
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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	3RD X	LOG	S & B					
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
1	751	PENALTY							1						
		MANUV.	0	0	-1/2	-1/2	0	0	0	0	0				1
2	639	PENALTY				3		DQ							
		MANUV.	0	0	0	-1	0								0
3	211	PENALTY						1							
		MANUV.	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	0				1
4	709	PENALTY				1,DQ									
		MANUV.	+1/2	+1/2	+1/2										0
5	430	PENALTY			1	1		1	5						
		MANUV.	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2				8
6	318	PENALTY			1			DQ							
		MANUV.	0	0	-1/2	0									0
7	581	PENALTY													
		MANUV.	0	0	0	0	0	-1/2	0	-1/2	0				0
8	577	PENALTY							DQ						
		MANUV.	+1/2	+1/2	+1/2	+1	+1	0							0

Kapushion; Suzanne

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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- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

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- 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	1ST X	2ND X	3RD X	LOG	S & B					
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12		
9	632	PENALTY													0	76
		MANUV.	+1/2	+1/2	+1/2	+1	+1	+1/2	+1	+1/2	+1/2					
10	774	PENALTY	1												1	68 1/2
		MANUV.	0	+1/2	0	-1/2	0	0	0	0	0	-1/2				
11	755	PENALTY													0	67 1/2
		MANUV.	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	0					
12	634	PENALTY							DQ						0	DQ
		MANUV.	0	+1/2	+1/2	0	+1/2									
13	453	PENALTY								DQ					0	DQ
		MANUV.	0	0	+1/2	-1/2	+1/2	0								
14	762	PENALTY							3						3	63 1/2
		MANUV.	0	0	0	-1/2	-1/2	-1	-1/2	-1	0					
15	601	PENALTY													0	72
		MANUV.	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	-1	+1/2					
16	283	PENALTY				DQ									0	DQ
		MANUV.	0	+1/2												

Kapushion; Suzanne
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
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- Break of gait at walk or jog for more than two strides
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MANEUVER SCORES														PENALTY TOTAL	SCORE	
W/O	#		W, J, LOG	TRANS	1ST LINE	2ND 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 Description			1	2	3	4	5	6	7	8	9	10	11	12		
17	381	PENALTY													0	69½
		MANUV.	-½	0	+½	0	0	-½	-½	0	+½					
18	393	PENALTY													0	72½
		MANUV.	0	0	+½	+½	+½	+½	+½	0	0					
19	456	PENALTY													0	71½
		MANUV.	0	+½	0	+½	0	0	+½	+½	-½					
20	713	PENALTY													0	70½
		MANUV.	0	0	-½	0	+½	0	+½	0	0					
21	248	PENALTY													0	73
		MANUV.	0	+½	0	+½	+½	+½	+½	+½	0					
22	739	PENALTY													0	74½
		MANUV.	+½	0	+½	+½	+1	+1	+1	0	0					
23	252	PENALTY													0	68½
		MANUV.	0	0	0	-½	0	-½	0	-½	0					
24	423	PENALTY					1								1	71
		MANUV.	+½	0	+½	0	0	+½	+½	0	0					

Kapushion; Suzanne

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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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	1ST X	2ND X	3RD X	LOG	S & B					
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12		
25	331	PENALTY					DQ									
		MANUV.	+1/2	0	0	+1/2										
26	756	PENALTY														
		MANUV.	+1/2	0	+1/2	+1/2	+1	+1	+1	+1/2	+1/2					
27	752	PENALTY					1									
		MANUV.	+1/2	+1/2	+1/2	+1/2	-1/2	0	0	+1/2	+1/2					
28	377	PENALTY			DQ											
		MANUV.	+1/2	0												
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

Kapushion; Suzanne

 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
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Disqualification (DQ) or 0 Score:

- Illegal equipment
 - Willful Abuse
 - Off Course
 - Knocking over markers
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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	3RD X	LOG	S & B					
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
1	751	PENALTY							1						
		MANUV.	0	0	-1/2	-1/2	0	-1/2	0	-1	0				1
2	639	PENALTY				3		DQ							
		MANUV.	0	0	+1/2	-1	+1/2								0
3	211	PENALTY				1									
		MANUV.	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0				1
4	709	PENALTY				DQ									
		MANUV.	+1/2	+1/2	+1/2										0
5	430	PENALTY			1	1		1	5						
		MANUV.	-1/2	-1/2	-1/2	-1	-1/2	-1	-1	-1/2	0				8
6	318	PENALTY					DQ								
		MANUV.	0	0	-1/2	0									0
7	581	PENALTY													
		MANUV.	0	0	0	0	0	-1/2	0	-1/2	-1/2				0
8	577	PENALTY							DQ						
		MANUV.	-1/2	+1/2	+1/2	+1	+1	0							0

Kapushion; Marvin
 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	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		
9	632	PENALTY													0	78
		MANUV.	+1	+1	+1	+1	+1	+1	+1/2	+1	+1/2					
10	774	PENALTY													0	69 1/2
		MANUV.	0	0	0	-1/2	0	0	0	0	0					
11	755	PENALTY													0	67 1/2
		MANUV.	0	0	-1/2	-1/2	-1/2	0	-1/2	0	-1/2					
12	634	PENALTY							DQ						0	DQ
		MANUV.	0	+1/2	+1/2	0	0									
13	453	PENALTY								DQ					0	DQ
		MANUV.	0	0	-1/2	0	0	0								
14	762	PENALTY						3							3	64
		MANUV.	0	0	0	0	-1/2	-1	-1/2	-1/2	-1/2					
15	601	PENALTY													0	71
		MANUV.	+1/2	+1/2	0	+1/2	0	+1/2	0	-1	0					
16	283	PENALTY				DQ									0	DQ
		MANUV.	+1/2	+1/2												

Kapushion; Marvin

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	3RD X	LOG	S & B					
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
17	381	PENALTY													
		MANUV.	-1/2	0	0	+1/2	-1/2	-1/2	0	0	0				0
18	393	PENALTY													
		MANUV.	-1/2	0	0	+1/2	+1/2	+1/2	+1/2	0	0				0
19	456	PENALTY													
		MANUV.	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	0				0
20	713	PENALTY													
		MANUV.	0	0	-1/2	0	+1/2	0	+1/2	0	0				0
21	248	PENALTY													
		MANUV.	0	0	0	+1/2	+1/2	+1/2	+1/2	0	0				0
22	739	PENALTY													
		MANUV.	+1/2	0	+1	+1	+1	+1	+1	0	0				0
23	252	PENALTY													
		MANUV.	0	0	0	-1/2	-1/2	0	0	0	0				0
24	423	PENALTY													
		MANUV.	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2				1

Kapushion; Marvin
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.)
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- 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 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	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 Description			1	2	3	4	5	6	7	8	9	10	11	12		
25	331	PENALTY					DQ								0	DQ
		MANUV.	+1/2	0	0	+1/2										
26	756	PENALTY													0	74 1/2
		MANUV.	+1/2	0	+1	+1/2	+1	+1/2	+1/2	+1/2	0					
27	752	PENALTY					1								1	73 1/2
		MANUV.	+1	+1/2	+1	+1/2	-1/2	+1/2	0	+1	+1/2					
28	377	PENALTY			DQ										0	DQ
		MANUV.	0	0												
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

Kapushion; Marvin
 JUDGE'S NAME (PRINTED):


 JUDGE'S SIGNATURE:

SHOW: _____

CLASS: _____

DATE: _____

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

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			1	2	3	4	5	6	7	8	9	10	11	12		
Maneuver																
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

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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- 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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- Major refusal - stop and back more than two strides or four steps with front legs
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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	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 Description		1	2	3	4	5	6	7	8	9	10	11	12			
1	577	PENALTY													0	71
		MANUV.	+1/2	+1/2	+1/2	0	-1/2	0	+1/2	-1/2	0	0	0			
2	713	PENALTY													0	73
		MANUV.	+1/2	0	+1/2	0	0	0	+1/2	+1/2	+1/2	+1/2	0			
3	601	PENALTY													0	74 1/2
		MANUV.	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			
4	752	PENALTY				DQ									0	DQ
		MANUV.	0	0	0											
5	739	PENALTY										3			3	69 1/2
		MANUV.	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1	0			
6	248	PENALTY													0	70
		MANUV.	0	0	+1/2	0	0	0	0	0	0	0	-1/2			
7	393	PENALTY													0	75
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0			
8	360	PENALTY													0	77 1/2
		MANUV.	+1	+1/2	+1	+1/2	+1/2	+1	+1/2	+1	+1/2	+1	0			

Kapushion; Marvin

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 walk or jog for more than two strides
- Break of gait at the lope

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- Holding saddle with either hand
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- Knocking over markers
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- Overture 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		
<small>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</small>															
Maneuver Description		1	2	3	4	5	6	7	8	9	10	11	12		
9	283	PENALTY	DQ											0	DQ
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													

Kapushion; Marvin
 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

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 - Failure to start lope prior to end cone in Pattern 1
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 - 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	577	PENALTY													0	72
		MANUV.	+1/2	+1/2	0	0	+1/2	+1/2	0	-1/2	0	+1/2	0			
2	713	PENALTY													0	73
		MANUV.	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	0	0			
3	601	PENALTY													0	75 1/2
		MANUV.	+1/2	+1/2	+1/2	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2			
4	752	PENALTY					DQ								0	DQ
		MANUV.	0	0	0											
5	739	PENALTY										3			3	70
		MANUV.	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2	-1	-1			
6	248	PENALTY													0	70 1/2
		MANUV.	+1/2	0	0	0	0	0	0	0	+1/2	0	-1/2			
7	393	PENALTY													0	75
		MANUV.	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0			
8	360	PENALTY													0	77
		MANUV.	+1/2	+1/2	+1	+1/2	+1/2	+1	+1/2	+1	+1	+1/2	0			

Kapushion; Suzanne
 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
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- 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 Description			1	2	3	4	5	6	7	8	9	10	11	12		
9	283	PENALTY	DQ												0	DQ
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

Kapushion; Suzanne
 JUDGE'S NAME (PRINTED):


 JUDGE'S SIGNATURE:

SHOW: _____

CLASS: _____

DATE: _____

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

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			1	2	3	4	5	6	7	8	9	10	11	12		
Maneuver																
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

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)
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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:

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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	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 Description		1	2	3	4	5	6	7	8	9	10	11	12		
1	601	PENALTY						1							
		MANUV.	+1/2	+1/2	+1/2	+1/2	0	-1/2	+1/2	+1/2	+1/2	0	+1/2		
														1	72 1/2
2	344	PENALTY													
		MANUV.	0	0	0	0	0	0	0	0	+1/2	-1/2	+1/2		
														0	70 1/2
3	310	PENALTY								1		DQ			
		MANUV.	+1/2	0	+1	+1	+1/2	+1	+1	-1/2	+1				
														0	DQ
4	627	PENALTY							1						
		MANUV.	+1/2	+1/2	+1	+1	+1	-1/2	-1/2	+1	+1	+1/2	+1/2		
														1	75
5	298	PENALTY	1								1				
		MANUV.	-1/2	0	+1/2	+1/2	-1/2	-1/2	+1/2	+1/2	0	0	+1/2		
														4	67
6	393	PENALTY			DQ										
		MANUV.	+1/2	+1/2											
														0	DQ
7	495	PENALTY													
		MANUV.	+1/2	0	-1/2	-1/2	0	-1/2	+1/2	+1/2	+1/2	+1/2	-1		
														0	70
8	358	PENALTY													
		MANUV.	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	+1/2		
														0	74

Kapushion; Suzanne

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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- Holding saddle with either hand
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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 prior to end cone in Pattern 1
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- 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	3RD X	LOG	S & B		
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12	
9	599	PENALTY													
		MANUV.	+1/2	0	+1	+1/2	+1/2	+1	+1	+1/2	+1/2	+1/2	0		
10	254	PENALTY													
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	+1	+1	+1/2	+1/2	+1/2	0		
11	646	PENALTY													
		MANUV.	0	0	+1/2	+1/2	+1/2	+1	+1	+1/2	+1/2	0	0		
12	742	PENALTY													
		MANUV.	+1/2	+1/2	+1	+1	+1	+1	+1	+1	+1/2	+1/2	+1/2		
13	697	PENALTY	1												
		MANUV.	0	0	+1/2										
14	357	PENALTY						1							
		MANUV.	0	-1/2	+1	+1	+1	-1	+1	+1	+1/2	+1/2	0		
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													

Kapushion; Suzanne
 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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- 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	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	601	PENALTY					1	1							2	70½
		MANUV.	+½	0	+½	0	0	0	+½	+½	0	+½	0			
2	344	PENALTY													0	70½
		MANUV.	0	0	0	0	0	0	0	0	0	0	+½			
3	310	PENALTY								1		3,DQ			0	DQ
		MANUV.	+½	0	+½	+1	+½	+1	+1	-1	+½					
4	627	PENALTY							1						1	74
		MANUV.	+1	+½	+1	+1	+½	-½	-½	+½	+½	+½	+½			
5	298	PENALTY	1				1	1			1				4	65½
		MANUV.	-1	0	+½	+½	-½	-½	+½	+½	-½	0	0			
6	393	PENALTY		DQ											0	DQ
		MANUV.	+½													
7	495	PENALTY													0	70
		MANUV.	+½	+½	-½	-½	0	-½	0	+½	+½	+½	-1			
8	358	PENALTY													0	75
		MANUV.	+½	0	+½	+½	+½	+½	+½	+½	+½	+½	+½			

Kapushion; Marvin

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
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- Break of gait at walk or jog for more than two strides
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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			
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Maneuver Description			1	2	3	4	5	6	7	8	9	10	11	12		
9	599	PENALTY													0	77 1/2
		MANUV.	+1/2	+1/2	+1	+1/2	+1	+1/2	+1	+1/2	+1	+1/2	+1/2			
10	254	PENALTY													0	76
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2	+1/2			
11	646	PENALTY													0	74 1/2
		MANUV.	0	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	0	+1/2			
12	742	PENALTY													0	77
		MANUV.	+1/2	+1	+1	+1/2	+1/2	+1/2	+1	+1	+1/2	+1/2	0			
13	697	PENALTY	1				DQ								0	DQ
		MANUV.	-1	0	0											
14	357	PENALTY						1							1	72 1/2
		MANUV.	+1/2	0	+1/2	+1/2	+1	-1	+1/2	+1	+1/2	+1/2	-1/2			
		PENALTY														
		MANUV.														

Kapushion; Marvin
 JUDGE'S NAME (PRINTED):


 JUDGE'S SIGNATURE: