

SHOW:

CLASS: EU SEPLES

DATE:

1/2	Point	Pena	Ities:
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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) - Off Course 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; fallure 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 crosscantering. 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
- Knocking over markers
- Major refusal stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Fallure 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
- 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)

MANEUVER SCORES W/O # Each norse 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 PENALTY TOTAL TRANS 1ST LINE SCORE 2ND LINE 3RD LINE 4TH LINE 1ST X 2ND X LOG 3RD X 4TH X Maneuver 1 2 1 5 6 7 9 10 11 12 PENALTY MANITY PENALTY PENALTY PENALTY MANUV PENALTY MANUV PENALTY MANUV PENALTY MANIN OBBINS

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

For more information on how exhibitors are scored visit www.aqhuniversity.com



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W/O) #			Each	horse/rider team	s sroad hater	MANEUVE	- Overturn o	t more than 1	4 (except for L /4 tuen	designated area evel 1 classes)			ТТ	
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- Break of ga	It at the lope							- Overture	of more than		designated ar Level 1 classes	ea in Patterns : s)	2, 3, 4, 5 and	Level 1 We	estern
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W/O	#				Eacl	h horse/rider tear -1 1/2 Extremel	m is scored betw y Poor, -1 Very i	MANEUV veen 0-100 point Poor, -1/2 Poor,		of more than S ally begins the n	un with a score of lood, +1 1/2 Exce	70 points				T
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