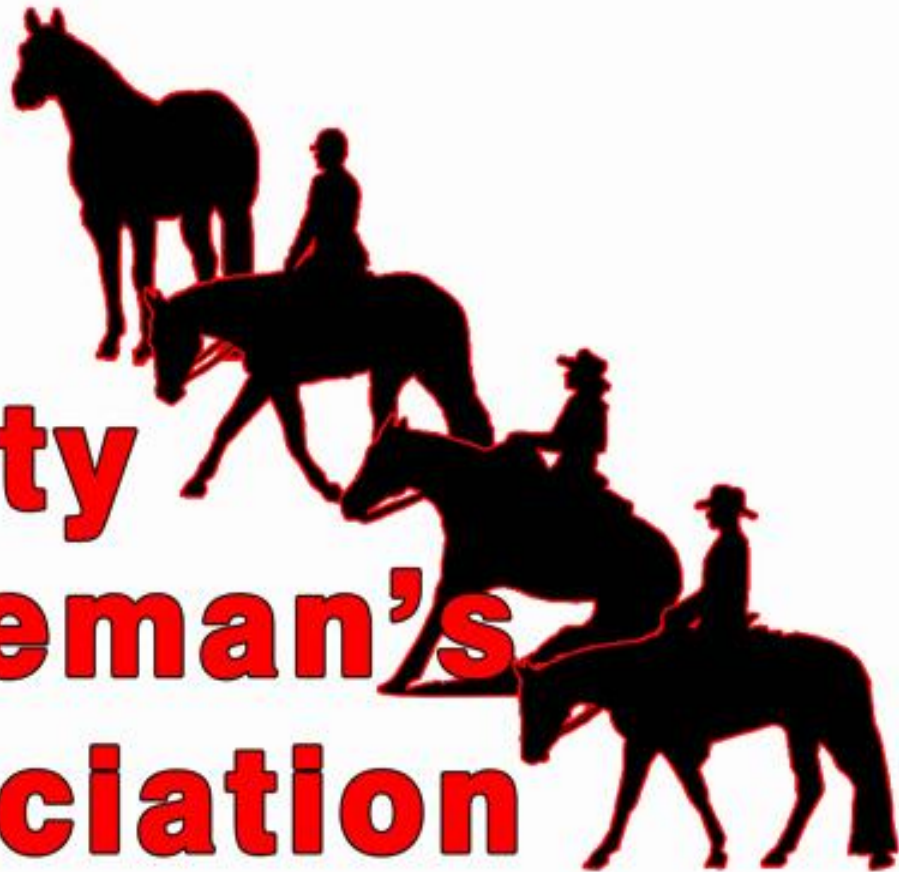


Judge:
Kenny Hall
Western Riding
Score Sheets

Hunt
County
Horseman's
Association



WESTERN RIDING - Pattern 2

0.5 Point Penalties:

- Tick or lip/touch of leg

1 Point Penalties:

- Flipping or rolling leg
- Out of lead more than one stride either side of the center point and/between markers
- Colling the leg (up/between the two feet) or faceted lead) at the legs
- Havings slipping or coming together during lead change

2 Point Penalties:

- Not performing the specific gait (gog or lops) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Circle 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 coming on extra change or incorrect lead)
- Pattern 1 and 2; failure to start the legs within 30 feet (9 meters) after crossing the leg at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lops

3 Point Penalties:

- Out of lead beyond the next designated change area (note: failure to change, including miscounting. Two consecutive failures to change would result in two five point penalties.)
- Distort disobedience including hitting out, hitting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to hold lead or probe

Disqualification (DQ) and Dues:

- Illegal equipment
- Winded horse
- Off Course
- Feeding water markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or acting out
- Failure to start legs prior to end cone in Pattern 1
- Four or more simple lead changes and/or failure to change leads (except for Level 1 and Rodeo classes)
- Failure to start legs beyond 30 feet of designated area in Patterns 2, 3, 4, 8 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)

*9/10
Am*

MANUEVER SCORES

Each feasible lead is scored between 0 (0 points) and substantially begins for an with a score of 10 points
+10 Extremely Poor, +9 Very Poor, +8 Poor, +7 Good, +6 Good, +5 Very Good, +4 Excellent

MNO	#	PENALTY	MANUEVER SCORES											PENALTY TOTAL	SCORE
			W, J, LOP	TRANS	1ST 2	2ND 2	3RD 2	Q, 1ST LINE	2ND LINE	3RD LINE	4TH LINE, 8	LOG	9 & 8		
Manuever			1	2	3	4	5	6	7	8	9	10	11		
	1	0	0	1/2	0	0	1/2	1/2	1	0					0

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WESTERN RIDING - Pattern 2

1 Point Penalty:

- Tie or tight lead on leg

1 Point Penalty:

- Riding or riding leg

- Out of lead more than one stride either side of the center point and between markers

- Splitting the leg (leg between the two feet or less than two) at the top

- Hind legs slipping or coming together during lead change

1 Point Penalty:

- Not performing the specific gait (gait or top) 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 2; failure to start the legs within 5 (five) meters after crossing the leg at the jog

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

- Break of gait of the top

1 Point Penalty:

- Out of lead beyond the next designated change area (note: failure to change, including over-correcting. Two consecutive failures to change would result in two five point penalties.)

- Excess disobedience including kicking out, lifting, backing and rearing

- Holding saddle with either hand

- Use of either hand to hold leg or posture

Disqualification (DQ) or 0 Score:

- Illegal equipment

- RMB Abuse

- DFC Cause

- Crossing over markers

- Major refusal - stop and back more than two strides or four steps with front legs

- Major disobedience or schooling

- Failure to start legs prior to and cross in Pattern 1

- Four or more simple lead changes within failure to change leads (except for Level 1 and Florida classes)

- Failure to start legs beyond 20 feet of designated areas in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)

- Duration of more than 200 sec

97
0 pen

MANEUVRE SCORES

Each manoeuvre item is scored between 0-100 points and automatically begins the overall maximum of 70 points
 -1 100 (Everyday Fun), -4 100 (Fun), -100 (Fun), -100 (Fun), -100 (Fun), -100 (Fun), -100 (Fun), -100 (Fun), -100 (Fun)

WD	#	MANEUVRE SCORES											PENALTY TOTAL	SCORE	
		SE, L, LOG	TRANS	1ST X	2ND X	3RD X	0, 1ST LINE	2ND LINE	3RD LINE	4TH LINE, 0	LOG	S & B			
Manoeuvre Description		1	2	3	4	5	6	7	8	9	10	11			
	1	REPLY	100												
	1	WALK	100	100	100	100	100								0
		REPLY													
		WALK													
		REPLY													
		WALK													
		REPLY													
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