

## WESTERN RIDING - Pattern 6

SHOW: CLASS: DATE:

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2.	Penalties	Pum	11/2

- 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; 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 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
- 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 Rookle 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)

W/O	#		MANEUVER SCORES  Each horse/Hider 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												۲.	ш
Maneuver Description  Maneuver		W, J, LOG	TRANS	1ST LINE	2ND LINE	3RD LINE	4TH LINE	1ST X	2ND X	LOG	3RD X	4TH X	S&B	PENALTY	SCORE	
	Maneuv	er	1	2	3	4	5	6	7	8	9	10	11	12		
1	11	PENALTY			1	1			1							7,
12	210	MANUV.	0	-1/2	-1/2	-1/2,	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	13	62
4	MONDO	PENALTY								-3,5		1		-1,5	T	
2	53	MANUV.	+1/2	0	0	+112	0	+1/2	0	0	0	-1/2	t/12	0	1/	Di
2		PENALTY			Γ	1		1		+45			1	0	Ī	
3	13	MANUV.	0	0	-1/2	-1/2	-1/2	-1	-112	-1/2	-1/2	-12	-112	-1/2	3	611
	,	PENALTY			1					-3,5		Γ	Γ	-2,	1	
F	157	MANUV,	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	0	-1/2	-1/2	1	651
-		PENALTY					1	1		1		T	1	-1	1	
5	59	MANUV.	11/2	0	0	0	0	-1/2	0	1/2	0	0	0	0	3	W1
		PENALTY						1		-0,5				0	2.50	
0	1	MANUV.	0	0	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	0	0	1	Alla
T		PENALTY								+2		I		10,5		
		MANUV.														
		PENALTY														
		MANUV.														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



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1	12	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
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- 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 crosscantering. Two consecutive failures to change would result in two five point penalties.)
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MANEUVER SCORES 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 PENALTY TOTAL Maneuver Description W. J. LOG TRANS 1ST LINE 2ND LINE 3RD LINE 4TH LINE 2ND X S&B 1ST Y LOG 3RD X 4TH X Maneuver 1 4 5 6 7 9 8 10 11 12 PENALTY 1 oll MANUV \_ PENALTY 40 +11 MANUV 0 +1 PENALTY 3 MANUN 0 0 0 PENALTY \_1/ 66 MANUV -6, 0 0 0 10 0 0 0 PENALTY 65 -6 - 4 - 4 -1/, 0 0 PENALTY 73 6 11/1 0 0 PENALTY NANUV. PENALTY MANITY

JUDGE'S NAME (PRINTED):

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1/2 Point Penalties:

JUDGE'S NAME (PRINTED):

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Tick or light touch of log  1 Point Penalties: Hitting or rolling log Out of lead more than one s Splitting the log (log betwee Hind legs skipping or comin  3 Point Penalties: Not performing the specific of the designated area Simple change of leads Out of lead at or before the rafter the designated change and Additional lead changes and Pattern 1 and 3; failure to st Break of gait at walk or jog f Break of gait at the lope	n the two from g together during gait (jog or lop marker prior to erea rwhere in patt art the lope w	et or two hind it ring lead chan be) or not stop the designati ern (except within 30 feet (5	leef) at the lop ige sping when call ed change are	e led for the patt	dator after the	e marker I lead)	cantering. To a Blatant disc. Holding sat Use of eith Disqualifica Illegal equip Wilful Abus Course Knocking or Major refus Major discb. Failure to st. Four or moulasses: Failure to st. Riding Patter	beyond the new consecutive obedience included with either er hand to institution (DQ) or 6 ment see over markers al - stop and b redience or sot lart lope prior tree simple lead	i fallures to chiding kicking of hand if lear or prais if ear or prais if ear or prais if ear or prais ack more than 100 ling o end cone in changes and/d 30 feet of divexcept for Le	i two strides or Pattern 1 Or failures to ci	isult in two five king and rearing and rearing and rearing and rearing a four steps with thange leads to a in Patterns 2.	point penaltie	s.)	pokie	
W/O #			Each	horse/rider team	is scored between Poor, -1 Very Po	en 0-100 points	and automatically	begins the run v	with a score of 70	) points			>	COMMENSAGE	
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	Ь	***************************************	
1 0 PENALTY			1	11	1								,	4	1
7 ×10 MANUV.	+2	0	-1	-1	-1	0	-2	-1/2	-/2	-1/2	0	0	4	6/	2
2 53 PENALTY MANUV.	+%	0	0	0	0	-1/2	1	0	0	1-/2	0	0	2	66	1/2
3 93 PENALTY	0	-%	0	1	0	-1	-1/2	1 -1	0	-%	1	-1/2	3	61	
9 15 PENALTY	+/2	0	1 -1	-&	0	0	+2	-/2	0		-/2	0	1.	67	1/2
5 59 PENALTY MANUV.	0	0	+&	0	-½	1	+2	0	0	0	+%	0	1	19	
PENALTY MANUV.	+%	0	+/2	+1/2	+/2	0	+½	+/2	0	0		0		X3	ì
PENALTY MANUV.											-		And the second second second second		
PENALTY MANUV.	<u> </u>	1-2												The same of the sa	

5 Point Penalties:

JUDGE'S SIGNATURE:



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1/2 Point Pena	ilties:	
Tist	-0.0	

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W/O	#			Eac	h horse/rider tear -1 1/2 Extremel	m is scored between y Poor, -1 Very P		ER SCOF	RES RES tically begins the ri 2 Good, +1 Very G		f 70 points				Γ
	ver Descripti	on W. J. LOG	TRANS	1ST LINE	2ND LINE	3RD LINE	4TH LINE				3RD X	4TH X	S&B	PENALTY	1000
	Maneuver	1	2	3	4	5	6	7	8	9	10	-		18 5	8
1	PENAL	TY		(	11	1			+	1 -	10	11	12		
/1 9	210 MANU	0	-1/2	1/2	-1/2	-1/2	1/2	1/2	-1/2	0	-1/2	1/2	0	4	6
,	PENALT	Y									16	+72	0		
	53 MANUV	1/2	+1/2	6	41/2	0	0		11/						7
T	PENALTY							0	+1/2	0	0	+1/2	0		72
3 1	93 MANUV.	0	0	11	4/		1	,	1			1			
_				-1/2	-1/2	-1/2 .	-(	-1/2	-1/2	0	0	0	6	3	63
- 1	PENALTY			1			T	and the						_	
10	MANUV.	0	0	-1/2	6	0	-1/2	0	-1/2	0	0	-1/2	0	1	7
- 6	PENALTY			T	T							-1/2	0	(	ot
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1	Carried State of the Control of the	0	0 .	: 41								- T		-	
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T	PENALTY														
	MANUV.		_									T			4

JUDGE'S NAME (PRINTED):

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