

WESTERN RIDING - Level 1 - Pattern 2

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:

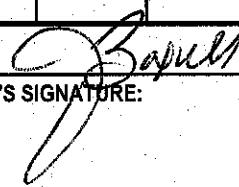
- Out of lead beyond the next designated change area (note: failures to change, including cross-centering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of 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)

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 X	2ND X	3RD X	O & 1st LINE	2nd LINE & O	LOG	S & B				
Maneuver	1	2	3	4	5	6	7	8	9				
1	888	PENALTY: 1										1	
		MANUV. -1/2	0	0	0	0	-1/2	0	-1/2	0			67 1/2
			68 1/2				68		67 1/2				
2	840	PENALTY: 1										1	
		MANUV. 0	0	-1	-1/2	+1/2	0	0	0	0			68
				68	67 1/2	68							
		PENALTY:											
		MANUV.:											
		PENALTY:											
		MANUV.:											
		PENALTY:											
		MANUV.:											
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

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Maneuver		1	2	3	4	5	6	7	8	9			
1.	888	PENALTY 1						1					
		MANUV. 0	0	0	+1/2	0	0	-1/2	0	0	2	68	
			69			69 1/2		68					
2.	890	PENALTY		1									
		MANUV. -1/2	-1/2	-1	0	-1/2	0	0	0	-1/2	1	64	
			69	67		66 1/2							
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											

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- Overturn of more than 1/4 turn

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Maneuver		1	2	3	4	5	6	7	8	9	10	11			
		PENALTY													
		MANUV.													
1	888	PENALTY						13					4		
		MANUV.	0	0	0	0	0	-1	-1/2	-1/2	0	0		64	
								65		64					
		PENALTY													
		MANUV.													
		PENALTY													
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W/O	#		W, J, LOG	TRANS	1ST X	2ND X	3RD X	O, 1ST LINE	2ND LINE	3RD LINE	4TH LINE, O	LOG	S & B	PENALTY TOTAL	SCORE
Maneuver Description			1	2	3	4	5	6	7	8	9	10	11		
1.	888	PENALTY								133					
		MANUV.	0	0	-1/2	-1/2	0	-1/2	-1	-1/2	-1	0	0	7	58
			69 68 1/2 67 1/2 58												
		PENALTY													
		MANUV.													
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