## Maneuver SCORE: +1 1/2 TO -1 1/2

PENALTIES
1/2 POINT: Trotting out of a rollback or a circle up to three strides ( 6 steps); over/under spinning by 1/8; delayed change of lead by one stride where lead change is required by pattern, failure to remain min. of 20 ft . away from wall or fence for stop or rollback, failure to remain 10-ft. from either side of the center of the arena for run around.
ONE POINT: Scotching or anticipating stop; slipping a rein; simple lead change beyond three strides, but up to $1 / 2$ circle; out of lead for each $1 / 4$ of circle; over/under spinning up from $1 / 8$ up to $1 / 4$
TWO POINT: break of gait; freeze up; trotting out of rollback beyond 3 strides ( 6 steps); failure to stop before executing a lope departure in trot in patterns; failure to be in a lope prior to reaching first marker for run in pattern; horse does not completely pass specified marker before initiating stop position.
THREE POINT: Trotting beyond half a circle to change leads; backing beyond two strides (4 steps) where not required; incorrect pattern in regards to spins only
5 POINT: spurring in front of cinch; blatant disobedience; use of two hands per maneuver (switching from one to two handed) with exceptions (snaffle and hackamore)
0 SCORE FOR COURSE (DQ): incorrect pattern (if spins are only thing incorrect see 3 point penalty); inclusion of maneuvers not specified; illegal equipment; delay of pattern; excessive schooling; equipment failure that delays completion of pattern; fall of horse or rider; use of more than index or first finger between reins; incorrect use of romal; failure to complete pattern as written; exceeds greater than one quarter of the circle out of order; Judge has the authority to excuse and/or disqualify any horse deemed unsafe or out of Control

| GO | BACK\# | OBSTACLE |  |  |  |  |  |  |  |  |  | SUB <br> TOTAL | FINAL SCORE | PLACE |
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