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 disgualify any horse deemed unsafe or out of Control

GO	BACK#	OBSTACLE					SUB TOTAL	FINAL SCORE	PLACE
		PENTALTY							
		SCORE							
		PENALTY						-	
		SCORE							
		PENALTY						-	
		SCORE							
		PENALTY						-	
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		PENALTY						-	
		SCORE							
		PENALTY						-	
		SCORE							