

## Western Riding Score Sheet

MA .	Charre	Dete
	Snow	Date
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Class #\_\_\_\_Class Name\_\_\_\_

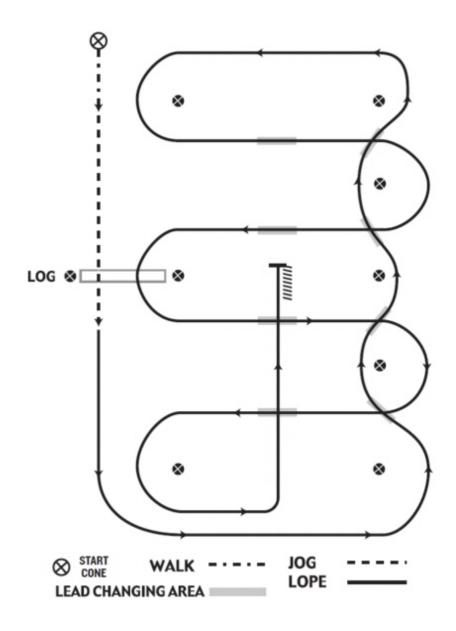
Maneuve	r Scores	Error Pe	enalty	Error Pe	enalty	Disqualifications	0 score	
Scoring will	be on the basis	Tick or light touch of log	1/2	Break of gait at the lope	3	Illegal equipment		
of 0-100 with 70 demoting		Hind legs skipping or coming together	1/2	Simple change of lead	3	Willful abuse		
	performance.	Non-simultaneous lead change	1/2	Out of lead at or before or after market	r 3	Off Course		
Points will be added or subtracted as follows		Break of gait @ walk or jog up to 2 stride	s 1	Additional lead change	3	Knocking over markers		
		Hit or rolling of log	1	In pattern 1 & 3 failure to start lope wit	Completely miss the log			
		Out of lead more than 1 stride	1	30 ft after crossing the log at the jog	3	Major refusal – stop and back	more than 2	
+1 ½	Excellent	Splitting the log at the lope	1	Break of gait at walk or jog 2 strides	3	strides or 4 steps with front leg	gs.	
+ 1	Very Good					Major disobedience - rearing,	schooling.	
0	Average	Not performing the gait (jog or lope) or		Out of lead beyond next designated ar	rea 5	Failure to start lope prior to en	nd cone in	
- 1/2	Poor	stopping when called for within 10 ft of		Blatant disobedience		pattern 1 & 3		
- 1	Very Poor	designated area	3	(Kicking, biting bucking	5	4 or more simple lead change	s or failure to	
- 1 ½	Extremely Poor			, , ,		change lead		

Maneuver escription		Transition to LL	1 <sup>st</sup> line change	2 <sup>nd</sup> line change	3 <sup>rd</sup> line change	4th line change lope around end of arena	1st crossing change	2 <sup>nd</sup> crossing change	Lope over	3 <sup>rd</sup> crossing change	4 <sup>th</sup> crossing change	Lope up center, stop, back		
Manevr	1	2	3	4	5	6	7	8	9	10	11	12	Penalty Total	Final Score
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<i>Judge's Signature:</i>	PAGE #

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## **PATTERN 1**



- 1. Walk and jog over log
- 2. Transition to left lead and lope
- 3. First line change
- 4 Second line change
- 5 Third line change
- 6 Fourth line change, lope around end of arena
- 7. First crossing change
- 8. Second crossing change
- 9. Lope over log
- 10. Third crossing change
- 11. Fourth crossing change
- 12. Lope up the center, stop and back