

L1 open

## WESTERN RIDING - Level 1 - Pattern 4

SHOW:

CLASS: 59

DATE: *[Signature]*

**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-cantering. 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 LINE	2ND LINE	1ST X	2ND X	3RD X	LOG	S & B			
Maneuver		1	2	3	4	5	6	7	8	9			
	906	PENALTY				1							
	906	MANUV.	0	0	0	0	-1/2	+1/2	-1/2	0	0	1	68 1/2
			70		68 1/2		69		68 1/2				
	129	PENALTY			11	3							
	129	MANUV.	0	0	-1	-1	-1/2	-1/2	0	0	0	5	62
			67		63		62 1/2		62				
	128	PENALTY			1	1	0						
	128	MANUV.	0	0	-1	-1						0	DQ
			68										
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

open

SHOW:

CLASS: 60

**WESTERN RIDING - Pattern 4**

DATE:

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- Overturn of more than 1/4 turn

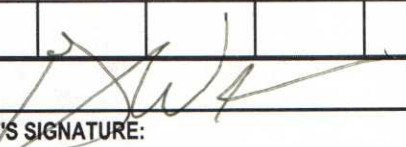
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		Maneuver	1	2	3	4	5	6	7	8	9	10	11		
923		PENALTY													
		MANUV.	0	0	0	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2		72 1/2
								71			72				
906		PENALTY													
		MANUV.	0	0	-1/2	-1	-1/2	-1/2	-1/2	-1	-1/2	0	0	1	63 1/2
								67 1/2	67		66	64			
1416		PENALTY													
		MANUV.	-1/2	0	0	0	-1/2	0	-1/2	-1	-1/2	0	0		64
								69 1/2	69		66 1/2	66			
		PENALTY													
		MANUV.													
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		MANUV.													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



*youth*

**WESTERN RIDING - Pattern 4**

SHOW.

CLASS: *61*

DATE:

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	<i>923</i>	PENALTY													
		MANUV.	0	0	0	0	-1/2	0	-1/2	0	-1/2	0	-1/2		<i>68</i>
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*