

WESTERN RIDING - Level 1 - Pattern 1

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
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of 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)
- Level 1 pattern 1 and 6: 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
- Completely missing log
- 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 Level 1 Patterns 1 and 6
- 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 Level 1 patterns 2, 4, 7, and 9
- Overturn of more than 1/4 turn

MANEUVER SCORES												PENALTY TOTAL	SCORE	
WO	#		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	LOG	3RD X	4TH X	S & B		
Maneuver			1	2	3	4	5	6	7	8	9	10		
1	289	PENALTY	3	33	5	5	33	33		31	3		38	20
		MANUV.	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1		
59														
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING - Level 1 - Pattern 1

LI open

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
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of 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)
- Level 1 pattern 1 and 6; 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
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- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
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- Failure to start lope prior to end cone in Level 1 Patterns 1 and 6
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- Overturn of more than 1/4 turn

MANEUVER SCORES												PENALTY TOTAL	SCORE
W/O	#												
Each horse/ride 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	LOG	3RD X	4TH X	S & B			
Maneuver	1	2	3	4	5	6	7	8	9	10			
1 211	PENALTY												
	MANUV.	0	-1/2	-1/2	0	0	-10	2 hands				0	0
2 257	PENALTY												
	MANUV.	+1/2	+1/2	-1/2	-1/2	-1/2	0	0	-1	0	0	1	67 1/2
	PENALTY												
	MANUV.												
	PENALTY												
	MANUV.												
	PENALTY												
	MANUV.												
	PENALTY												
	MANUV.												
	PENALTY												
	MANUV.												
	PENALTY												
	MANUV.												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING - Level 1 - Pattern 1

RK Youth

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
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of 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
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- 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
- Completely missing log
- Knocking over markers
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- Major disobedience or schooling
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- Overturn of more than 1/4 turn

MANEUVER SCORES

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

W/O	#		W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B	PENALTY TOTAL	SCORE
Maneuver			1	2	3	4	5	6	7	8	9	10		
1	317	PENALTY	3			1								
		MANUV.	-1	-1/2	0	0	0	0	0	0	+1/2	-1/2	4	64 1/2
2	323	PENALTY												
		MANUV.	-1/2	0	-1/2	0	-1/2	0	-1/2	0	0	-1/2		67 1/2
3	313	PENALTY					1	1		1				
		MANUV.	0	-1/2	-1	-1	-1	-1	-1/2	-1	-1	-1	3	59
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

L1 Youth

WESTERN RIDING - Level 1 - Pattern 1

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
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- Splitting the log (log between the two front or two hind feet) at the lope
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of 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)
- Level 1 pattern 1 and 6: 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
- Completely missing log
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
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- Failure to start lope prior to end cone in Level 1 Patterns 1 and 6
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- Failure to start lope beyond 30 feet of designated area in Level 1 patterns 2, 4, 7, and 9
- Overtum of more than 1/4 turn

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	LOG	3RD X	4TH X	S & B		
Maneuver			1	2	3	4	5	6	7	8	9	10		
1	313	PENALTY			1	1		1			1		4	60
MANUV.			-1/2	-1/2	-1/2	-1	-1/2	-1	0	-1/2	-1	-1/2		
			69	67.5	65.5	65	63		62.5	60.5				
2	26	PENALTY						3					3	67
MANUV.			+1/2	+1/2	0	0	0	+1/2	-1	0	0	-1/2		
			71				71.5	67.5						
3	313	PENALTY					1						1	67 1/2
MANUV.			-1/2	0	0	0	-1	+1/2	0	0	0	-1/2		
			69.5			67.5	68							
4	317	PENALTY				1							1	69
MANUV.			0	0	0	0	0	0	0	0	0	0		
			69											
5	312	PENALTY	1/2					1	1/2	1			3	62 1/2
MANUV.			0	0	-1/2	-1/2	-1/2	-1/2	0	-1	-1/2	-1		
			64.5	69		68	66.5	66	64	63.5				
		PENALTY												
MANUV.														
		PENALTY												
MANUV.														
		PENALTY												
MANUV.														

Mike

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING - Pattern 1

SHOW: WQHA Cowboy Summer Classic

CLASS: 07/10/2026

DATE:

Youth

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
- Break of gait at the walk or jog up to two strides
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- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of the designated area
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- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
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- Break of gait at the lope

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 - Failure to start lope beyond 30 feet of designated area in patterns 2, 3, 4, 5, 7, 8, 9 and Level 1 patterns 2, 4, 7 and 9
 - Overturn of more than 1/4 turn

W/O		#	MANEUVER SCORES												PENALTY TOTAL	SCORE
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	3RD LINE	4TH LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B		
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12		
1	29	PENALTY													68	
		MANU.V.	0	0	-1/2	-1/2	-1/2	0	0	0	0	-1/2	0	0		
			69 68.5 68													
2	33	PENALTY					1		3						4 64	
		MANU.V.	-1/2	-1/2	0	0	0	0	-1/2	0	0	0	0	-1/2		
			69 68 64.5													
		PENALTY														
		MANU.V.														
		PENALTY														
		MANU.V.														
		PENALTY														
		MANU.V.														
		PENALTY														
		MANU.V.														
		PENALTY														
		MANU.V.														
		PENALTY														
		MANU.V.														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

RK AM

SHOW: WQHA Cowboy Summer Classic

CLASS: 07/10/2026

DATE:

WESTERN RIDING - Level 1 - Pattern 1

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
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

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Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful abuse
- Off course
- Completely missing log
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MANEUVER SCORES														PENALTY TOTAL	SCORE
W/O	#		W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B			
Maneuver Description			1	2	3	4	5	6	7	8	9	10			
1	277	PENALTY			13				11						
		MANUV.	0	-1/2	-1	-1/2	-1/2	0	-1	0	-1/2	-1/2	5	59 1/2	
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
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		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE

WESTERN RIDING - Level 1 - Pattern 1

LI Am

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
- Break of gait at the walk or jog up to two strides
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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													
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1	27	PENALTY													
		MANUV.	0	-1	0	-1/2	0	-1/2	0	0	-1/2	-1/2		67	
67.5														67.5	
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
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		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING - Pattern 1

SHOW: WQHA Cowboy Summer Classic

CLASS: 07/10/2026

DATE:

Select

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
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- Willful abuse
- Off course
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- Overturn of more than 1/4 turn

670
34
36

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	3RD LINE	4TH LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B			
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12			
1	339	PENALTY		5	5	1	1	33	5		3					
		MANUV.	-1/2	0	-1/2	-1/2	0	0	-1/2	-1/2	0	-1	-1/2	0	26 36	
2	58	PENALTY				1										
		MANUV.	0	0	0	+1/2	0	+1/2	+1/2	-1/2	0	+1/2	0	0	1 70 1/2	
						69.5	70	65	70		65					
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING - Pattern 1

senior

SHOW: WQHA Cowboy Summer Classic

CLASS: 07/10/2026

DATE:

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
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of 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 6: 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
- Completely missing log
- 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 patterns 1 and 6
- 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, 7, 8, 9 and Level 1 patterns 2, 4, 7 and 9
- Overturn of more than 1/4 turn

MANEUVER SCORES																	
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																	
W/O	#		Maneuver Description	W, J, LOG	TRANS	1ST LINE	2ND LINE	3RD LINE	4TH LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B	PENALTY TOTAL	SCORE
			Maneuver	1	2	3	4	5	6	7	8	9	10	11	12		
1	1	PENALTY				0										0	0
		MANUV.	0	+1/2	0												
2	58	PENALTY															
		MANUV.	0	0	0	0	+1/2	0	0	0	+1/2	+1/2	+1/2	+1/2	0		72
		PENALTY															
		MANUV.															
		PENALTY															
		MANUV.															
		PENALTY															
		MANUV.															
		PENALTY															
		MANUV.															
		PENALTY															
		MANUV.															
		PENALTY															
		MANUV.															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING - Level 1 - Pattern 1

SHOW: WQHA Cowboy Summer Classic

CLASS: 07/10/2026

DATE:

AB 4th

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
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of 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)
- Level 1 pattern 1 and 6; 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
- Completely missing log
- 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 Level 1 Patterns 1 and 6
- 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 Level 1 patterns 2, 4, 7, and 9
- Overturn of more than 1/4 turn

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	LOG	3RD X	4TH X	S & B				
Maneuver		1	2	3	4	5	6	7	8	9	10				
1	289	PENALTY	3	33	33	5	33	31		31	3				
		MANUV.	-1	-1	-1 1/2	-1 1/2	-1	-1	0	-1 1/2	-1	-1 1/2	37 27		
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING - Level 1 - Pattern 1

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
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of 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)
- Level 1 pattern 1 and 6: 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
- Completely missing log
- 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 Level 1 Patterns 1 and 6
- 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 Level 1 patterns 2, 4, 7, and 9
- Overtum of more than 1/4 turn

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	LOG	3RD X	4TH X	S & B	
Maneuver			1	2	3	4	5	6	7	8	9	10	
1	277	PENALTY						0					0
		MANUV.	0	0	-1/2	0	0						
69.5													
2	257	PENALTY											67
		MANUV.	+1/2	+1/2	-1/2	-1/2	-1	0	0	-1/2	-1/2	-1	
70 69 69.5 68													
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING - Level 1 - Pattern 1

DATE:

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
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of 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)
- Level 1 pattern 1 and 6: 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
- Completely missing log
- 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 Level 1 Patterns 1 and 6
- 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 Level 1 patterns 2, 4, 7, and 9
- Overturn of more than 1/4 turn

MANEUVER SCORES														PENALTY TOTAL	SCORE
W/O	#		W, J, LOG	TRANS	1ST LINE	2ND LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B			
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			1	2	3	4	5	6	7	8	9	10			
1	317	PENALTY	3												
		MANUV.	-1	0	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1	3		
			66			65.5	66	66.5	67	67.5	68		67		
2	323	PENALTY													
		MANUV.	-1	0	-1/2	0	-1/2	0	0	0	0	-1/2			
			69		68.5		68						67 1/2		
3	313	PENALTY				1	1								
		MANUV.	0	0	-1/2	-1	-1/2	-1	0	-1/2	-1	-1/2	2		
					68.5	67.5	66	65		64.5	63.5		63		
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING - Level 1 - Pattern 1

SHOW: WQHA Cowboy Summer Classic

CLASS: 07/10/2026

DATE:

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
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of 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)
- Level 1 pattern 1 and 6: 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
- Completely missing log
- 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 Level 1 Patterns 1 and 6
- 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 Level 1 patterns 2, 4, 7, and 9
- Overturn of more than 1/4 turn

MANEUVER SCORES														
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	LOG	3RD X	4TH X	S & B	PENALTY TOTAL	SCORE
Maneuver			1	2	3	4	5	6	7	8	9	10		
1	313	PENALTY			1	1		1					3	62 1/2
		MANUV.	0	0	-1	-1	0	-1	0	0	-1	-1/2		
					68	66		64			63	62 1/2		
2	29	PENALTY							3				3	65 1/2
		MANUV.	+1/2	0	0	0	-1/2	0	-1	0	0	-1/2		
							70	66						
3	323	PENALTY					1						1	66 1/2
		MANUV.	-1/2	0	0	0	-1	0	0	-1/2	0	-1/2		
			69.5				67.5			67				
4	317	PENALTY				1							1	69 1/2
		MANUV.	0	-1/2	0	-1/2	+1/2	+1/2	+1/2	+1/2	0	-1/2		
			69.5			68		69		70				
5	312	PENALTY	1/2					1	1/2	1			3	62
		MANUV.	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1		
			69.5	69	69.5	69	69.5	69.5	63.5	63				
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING - Pattern 1

SHOW: WQHA Cowboy Summer Classic

CLASS: 07/10/2026

DATE:

yfh

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
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of 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 6; 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-carriage. 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
- Completely missing log
- 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 and cone in patterns 1 and 6
- 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, 7, 8, 9 and Level 1 patterns 2, 4, 7 and 9
- Overturn of more than 1/4 turn

MANEUVER SCORES

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

W/O	#		Maneuver Description	W, J, LOG	TRANS	1ST LINE	2ND LINE	3RD LINE	4TH LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B	PENALTY TOTAL	SCORE
			Maneuver	1	2	3	4	5	6	7	8	9	10	11	12		
			PENALTY														
			MANUV.														
1	29			○	○	-1/2	-1/2	-1/2	○	○	-1/2	○	-1/2	○	+1/2		68
2	323			-1/2	○	○	○	-1/2	-1/2	-1	○	○	○	-1/2	-1/2	4	62 1/2
			PENALTY														
			MANUV.														
			PENALTY														
			MANUV.														
			PENALTY														
			MANUV.														
			PENALTY														
			MANUV.														
			PENALTY														
			MANUV.														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING - Level 1 - Pattern 1

R/K Amt

SHOW: WQHA Cowboy Summer Classic

CLASS: 07/10/2026

DATE:

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
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of 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)
- Level 1 pattern 1 and 6: 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
- Completely missing log
- 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 Level 1 Patterns 1 and 6
- 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 Level 1 patterns 2, 4, 7, and 9
- Overtum of more than 1/4 turn

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	LOG	3RD X	4TH X	S & B		
Maneuver			1	2	3	4	5	6	7	8	9	10		
1	277	PENALTY			31				11					
		MANUV.	○	-1/2	-1	-1/2	○	○	-1/2	○	-1/2	-1/2		
					64.5	64			61.5		61			
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
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		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

L1 Amt

SHOW: WQHA Cowboy Summer Classic

CLASS: 07/10/2026

DATE:

WESTERN RIDING - Level 1 - Pattern 1

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
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of 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)
- Level 1 pattern 1 and 6; 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
- Completely missing log
- 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 Level 1 Patterns 1 and 6
- 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 Level 1 patterns 2, 4, 7, and 9
- Overturn of more than 1/4 turn

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	LOG	3RD X	4TH X	S & B		
Maneuver			1	2	3	4	5	6	7	8	9	10		
1	277	PENALTY											68	
		MANUV.	○	-1/2	-1/2	○	○	○	○	○	-1/2	-1/2		
				69.5	69						69.5	68		
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
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		PENALTY												
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		PENALTY												
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		PENALTY												
		MANUV.												
		PENALTY												
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		PENALTY												
		MANUV.												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING - Pattern 1

SHOW: WQHA Cowboy Summer Classic

CLASS: 07/10/2026

DATE:

Am Sel

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
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of 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 6; 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
- Completely missing log
- 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 patterns 1 and 6
- 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, 7, 8, 9 and Level 1 patterns 2, 4, 7 and 9
- Overturn of more than 1/4 turn

MANEUVER SCORES

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

W/O	#		W, J, LOG	TRANS	1ST LINE	2ND LINE	3RD LINE	4TH LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B	PENALTY TOTAL	SCORE
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12		
1	339	PENALTY			5	5		1	5	35	3	3	1			
		MANUV.	-1/2	-1/2	-1 1/2	-1 1/2	-1	-1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1		31	26 1/2
					69		56	55	53.5	47	37.5	33	28.5	26.5		
2	58	PENALTY														
		MANUV.	0	0	+1/2	+1/2	0	0	0	0	-1/2	0	-1/2	0		70
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING - Pattern 1

SR

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
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of 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 6: 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

- Completely missing log

- 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 patterns 1 and 6

- 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, 7, 8, 9 and Level 1 patterns 2, 4, 7 and 9

- Overturn of more than 1/4 turn

W/O		#	MANEUVER SCORES												PENALTY TOTAL	SCORE
Maneuver Description			W, J, LOG	TRANS	1ST LINE	2ND LINE	3RD LINE	4TH LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B		
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12		
1	1	PENALTY			0											0
		MANUV.	+1/2	+1/2												
2	58	PENALTY														
		MANUV.	-1/2	0	+1/2	0	+1/2	0	0	+1/2	+1/2	+1/2	0	+1/2		72 1/2
		PENALTY														
		MANUV.														
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JUDGE'S NAME (PRINTED):

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