

SHOW: EM

CLASS: JUNIOR

DATE: 08/11/24

**WESTERN RIDING - Pattern 7**

**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-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  
- 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)  
- Quantum of more than 3/4 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 Contact, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#		W, J, LOG	TRANS	1ST X	2ND X	3RD X	O & 1ST LINE	2ND LINE	3RD LINE	4TH LINE & O	LOG	S & B	PENALTY TOTAL	SCORE
Maneuver Description			1	2	3	4	5	6	7	8	9	10	11		
1	250	PENALTY				5/1		1		1		3			
		MANUV.	+1/2	+1/2	0	-1	+1/2	0	0	0	-1/2	-1	0	11	58
2	114	PENALTY													
		MANUV.	0	0	0	+1/2	+1/2	+1/2	0	0	+1/2	-1/2	0		72 1/2
3	216	PENALTY						1				1			
		MANUV.	0	+1/2	+1/2	-1/2	+1/2	0	0	+1/2	0	0	0	2	69 1/2
4	177	PENALTY													
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0		73 1/2
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													

D. DENNISON  
JUDGE'S NAME (PRINTED):

[Signature]  
JUDGE'S SIGNATURE:

## WESTERN RIDING - Pattern 7

### 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-centering. Two consecutive failures to change would result in two five point penalties)
- Balance disobedience including kicking out, bring, 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)
- Quantum of more than 3/8 turn

MANEUVER SCORES														PENALTY TOTAL	SCORE
W/O	#	Each horse/ridor 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 X	2ND X	3RD X	0 & 1ST LINE	2ND LINE	3RD LINE	4TH LINE & 0	LOG	S & B			
Maneuver		1	2	3	4	5	6	7	8	9	10	11			
1	36	PENALTY			1	5		1		1	3				
		MANUV.	+1/2	0	0	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2	12	53 1/2
2	114	PENALTY	1												
		MANUV.	0	0	+1	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	0	1	74
3	246	PENALTY					1	1			1/2				
		MANUV.	+1/2	0	+1/2	0	+1/2	0	0	+1/2	0	0	0	2 1/2	69 1/2
4	177	PENALTY													
		MANUV.	+1/2	0	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	0	0		74 1/2
		PENALTY													
		MANUV.													
		PENALTY													
		MANUV.													

JUDGE'S NAME (PRINTED):

J. Dublin

JUDGE'S SIGNATURE:

*J. Dublin*

## WESTERN RIDING - Pattern 7

SHOW: EC

CLASS: JUNIOR OPEN

DATE: 11/8/24

**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-centering. Two consecutive failures to change would result in two five point penalties.)  
- Bizarre 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)  
- Overturn of more than 3/4 turn

MANEUVER SCORES													PENALTY TOTAL	SCORE
W/O	#	W, J, LOG	TRANS	1ST X	2ND X	3RD X	O or 1ST LINE	2ND LINE	3RD LINE	4TH LINE & O	LOG	S & B		
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		1	2	3	4	5	6	7	8	9	10	11		
1	30	PENALTY			1	5,1					1	3		
		MANUV.	0	0	+1/2	-1	+1/2	0	0	-1/2	-1/2	-1	0	11 5/8
2	114	PENALTY	1/2											1/2 7 1/2
		MANUV.	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	1/2 7 1/2
3	246	PENALTY					1				1/2			1 1/2 10 1/2
		MANUV.	+1/2	+1/2	+1/2	-1/2	+1/2	0	0	+1/2	0	0	0	1 1/2 10 1/2
4	177	PENALTY												7/2
		MANUV.	0	-1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	0	0	7/2
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												

JUDGE'S NAME (PRINTED): LINDA LONG

JUDGE'S SIGNATURE: Linda Long