

WESTERN RIDING - Level 1 - Pattern 1

SHOW: Circle G Show #1

CLASS: #10 Level 1

DATE: 4-28-03

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)
- 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 Description			1	2	3	4	5	6	7	8	9	10		
1. 339		PENALTY					1			1				
		MANUV.	+1/2	0	+1/2	+1/2	-1/2	0	+1/2	-1/2	0	0	2	69
2. 322		PENALTY			35				30					
		MANUV.	+1/2	0	-1 1/2	-1/2	0	0	-1 1/2					69
3. 276		PENALTY			1	1	1				13			
		MANUV.	0	0	-1	-1	-1	-1/2	0	-1	-1	0	7	5 1/2
		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
- 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
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- 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 1/4 turn

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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	339	PENALTY					1			1				
		MANUV.	0	0	+1/2	+1/2	-1/2	+1/2	+1/2	-1/2	+1/2	0	2	69 1/2
2	322	PENALTY			53					0				
		MANUV.	0	0	-1	-1/2	-1/2	-1/2	-1					0
3	276	PENALTY			1	1				3				
		MANUV.	+1/2	0	-1	-1	0	-1/2	0	-1	-1/2	0	5	61 1/2
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												
		PENALTY												
		MANUV.												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Stephen Stephens



WESTERN RIDING - Pattern 1

SHOW: Circle G Show #1

CLASS: All Age - Open

DATE:

#13.

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.)
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- 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 1/4 turn

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Maneuver			1	2	3	4	5	6	7	8	9	10	11	12		
1.	339	PENALTY										1				
		MANUV.	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	-1	0	0	1	72
2	322	PENALTY	1/2					1	φ							φ
		MANUV.	0	0	0	0	0	0	φ							φ
3.	337	PENALTY							φ							φ
		MANUV.	+1/2	0	+1/2	0	+1/2	+1/2	φ							φ
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING - Pattern 1

SHOW: Circle G Show #1

CLASS: Open

DATE: 4/28/23

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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3 Point Penalties:

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- 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)
- Quarter 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										1				
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	0	1	73
2	322	PENALTY	1				1	1	0							
		MANUV.	-1	0	0	-1/2	0	0								0
3	337	PENALTY							0							
		MANUV.	+1/2	0	+1/2	0	+1/2	+1/2								0
		PENALTY														
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Stephen Stephens

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