## Penalties

**NO SCORE**
- Abuse
- Lameness

**NE** - Failure of an Exhibitor to attempt to work the pattern.

**½ Point Penalties**
- Not changing leads simultaneously
- Jogging first two strides
- Over or under spin 1/8 turn

**1 Point Penalties**
- Out of lead
- Slipping reins in the bridle
- Over or under spin ¼ turn
- Out of lead each ½ circle
- Scorching or anticipating stop
- Excessive whipping or spurring

**2 Point Penalties**
- Lead missed around end of arena past second corner
- Not changing leads in patterns where there is only ½ circle
- Failure to run by marker before stop is initiated
- Freezing up in turn • Breaking gait
- Jogging beyond two strides
- On trot in patterns, failure to stop before executing a lope departure
- A stop in the first ½ of the circle, after a lope departure, is a break of gait

**5 Point Penalties**
- Spurring or hitting in front of cinch at anytime
- Blatant disobedience including kicking, biting, bucking, rearing, and striking or obviously insubordinate

**0 Score**
- Failure to complete the pattern as given (i.e. over or under spin more than ¼)
- Two hands on the reins in a bridle or two-rein class
- Fingers between the reins in a bridle class, except the two-rein class
- Horse handing
- Bloody mouth (inside)
- Illegal Equipment
- Leaping working area before pattern is complete
- Fall of horse or rider
- Backing more than 2 strides when no back up is called for in the pattern
- Jogging in excess of one-half circle or one-half the length of the arena
- Improper Western attire

Note: Judge may blow his/her whistle at anytime to terminate the work. A score of zero will be given if the work is not complete at that time.

### MANEUVER DESCRIPTION

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<tr>
<th>W/O</th>
<th>Entry No.</th>
<th>Description</th>
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<th>7</th>
<th>Penalty Total</th>
<th>FINAL SCORE</th>
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**MANEUVER SCORES:** -1½ Extremely Poor, -1 Very Poor, -½ Poor, 0 Correct, +½ Good, +1 Very Good, +1½ Excellent

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**Judge’s Signature:** __________________________