

## Trail (SC-250) Penalty Reference Sheet

- **Scoring:** On a basis of 0-Infinity, 70 denoting an average run
- **Maneuver Scores:** +1 ½ Excellent, +1 Very Good, +½ Good, 0 Correct, -½ Poor, -1 Very Poor, -1 ½ Extremely Poor.

### ½ POINT PENALTIES

- Each tick of log, pole, cone, plant or obstacle.

### 1 POINT PENALTIES

- Each hit, bite or stepping on a log, pole, cone plant or any component of the obstacle
- Incorrect or break of gait at walk or jog for 2 strides or less
- Both front or hind feet in a single-stride slot or space at a walk or jog
- Skipping over or failing to step into required space
- Split pole in lope-over
- Failure to meet the correct strides on trot over and lope over log obstacles

### 3 POINT PENALTIES

- Incorrect or break of gait at walk or jog for more than 2 strides
- Out of lead or break of gait at lope (except when correcting an incorrect lead)
- Knocking down an elevated pole, cone, barrel, plant, obstacle, or severely disturbing an obstacle
- Stepping outside the confines of, falling or jumping off or out of an obstacle with designated boundaries with one foot once the foot has entered obstacle; including missing one element of an obstacle on a line of travel with one foot

### 5 POINT PENALTIES

- Dropping slicker or object required to be carried on course
- First or second cumulative refusal, balk, or evading an obstacle by shying or backing
- Letting go of or dropping gate
- Use of either hand to instill fear or praise
- Stepping outside the confines of, falling or jumping off or out of an obstacle with designated boundaries with more than one foot once the foot has entered obstacle; including

missing one element of an obstacle on a line of travel with more than one foot

- Blatant disobedience (including kicking out, bucking, rearing, striking)
- Holding the saddle horn

### DISQUALIFICATIONS (0 Score)

- Use of two hands (except in Snaffle Bit or Hackamore classes designated for two hands) or changing hands on reins; except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle, or to straighten reins when stopped. Any hold on the reins is legal while working an obstacle that requires changing hands as long as not more than one finger is between the reins.
- Use of romal other than as outlined in SC-240.C.
- Performing the obstacles other than in specified order
- No attempt to perform an obstacle
- Equipment failure that delays completion of pattern
- Excessively or repeatedly touching the horse on the neck to lower the head
- Failure to enter, exit or work obstacle in any manner other than how it's described, including overturns of more than ¼ turn
- Failure to follow the correct line of travel between obstacles
- Riding outside designated boundary marker of the arena or course area
- Third cumulative refusal, balk or evading an obstacle by shying or backing over entire course
- Failure to ever demonstrate correct lead and/or gait as designated
- Failure to complete obstacle, i.e. dropping rope gate and not picking it up
- Fall of horse or exhibitor
- Excessive schooling, pulling, turning, or backing anywhere on course