



Maneuver Scores:	+1 ½ Excellent	+1 Very Good	+ ½ Good	0 Correct	- ½ Very Poor	-1 Very Poor	-1 ½ Extremely Poor
Penalty ½:	Each tick or light touch of log						
Penalty 1:	Break of gait at walk/trot up to 2 strides; hit or step on a log or obstacle						
Penalty 3:	Break of gait at a walk or trot for more than 2 strides; break of gait at a lope; wrong lead or out of lead						
Penalty 5:	Failure to demonstrate correct gait as designated; kicking out						
Penalty Score 0:	Fall to ground of horse or rider; failure to complete pattern maneuvers as written in specified order; blatant disobedience (bucking, rearing, etc.)						

Entry No.	Obstacle Description		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Total Penalty	FINAL SCORE
	Penalty	Obstacle Score	Avg Score = 70																

Judges Signature: _____ Date: _____