



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 PATTERN D	W	T	Ex. T	LL	S & 1 ½ R 5	Ex. RL	CL	#	LL	W	W↑ logs	T	Ex. T	T	S&B	Total Penalty	FINAL SCORE
	Penalty																	
	Obstacle Score																	
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	Obstacle Score																	

Judges Signature: _____ Date: _____