Ranch Riding (Pattern 3)

NOTE: Fall to ground of nider or horse - Team will be scored until the fall Conference in the penginger confermation to core ground will this feel, between the reins in a bridle carbothing carrect gots that are grouper catherose. Quality of movement, head and neck intended in a natural position, bright eyes, care alort, response and smooth. 1 POINT PENALTY G. Incorrect or break of gait for two strides or Less 3 POINT PENALTY L. Out of lead G. Incorrect or break of gait for MORE than two strides 5 POINT PENALTY L. Out of lead G. Incorrect or break of gait for MORE than two strides 5 POINT PENALTY O. Holding subside of course area M. Misuse of Romel O. Holding saddle except when working cow or at the extended trot Institutions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER MANEUVER 1. Walk from Start to Cone A 2. Transition to log, Jog - Cone A to B 3. Transition to loge, Jog - Cone A to B 4. Collect back to regular Jog, Jog - Cone C to D 5. Transition to loge, Jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Turn and Jog - Cone B to A 11. Transition to loge (left lead), Jope - Cone A to F 12. Transition to loge (left lead), Jope - Cone A to F 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G 15. Collect back to regular Jog - Cone A to F 16. Collect back to regular Jog - Cone Cone D to A 17. Transition to waik, walk - Cone F to G 18. Stop and back - Cone G 19. Stop, settle and wait at Cone G 19. Stop, settle and	Rider:	Back Number:			Horse:			
Credit: Free flowing stricke appropriates for conformation to cover ground with little effort. Isseling, he should have a balanced, flowing morement, beautify of movement, beautify of pour two reins on the reins in a bridle or two rein c. Fingers between the reins in a bridle or two rein c. Fingers between the reins in a bridle or two rein c. Fingers between the reins in a bridle or two rein c. Fingers between the reins in a bridle or two rein c. Fingers between the reins in a bridle or two rein c. Fingers between the reins in a bridle or two rein c. Fingers between the reins in a bridle or two rein c. Fingers between the reins in a bridle or two rein c. Fingers between the reins in a bridle or two rein c. Fingers between the reins in a bridle or two rein c. Fingers between the reins in a bridle or two rein c. Fingers between the reins in a bridle or two rein c. Fingers between the reins in a bridle or two rein c. Fingers between the reins in a bridle or	Judges Score: +3 Excellent, +2 Very Good, +1 Good	, 0 Correct	, -1 Needs Improver	nent, -2 Poo	or, -3 Very Poor, -7 d	oes not attempt m	naneuver	
A. Missed pattern Strides or Less between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle class "except the two rein & one finger(index) allowed in split rein* I. Use of 2 hands on the reins in a bridle class **except the two rein & one finger(index) allowed in split rein* I. Use of 2 hands on the reins in a bridle class **except the two rein & one finger(index) allowed in split rein* I. Use of 2 hands or finder or horse M. Neutended op the split rein* I. Use of 2 hands or time or not finder or horse M. Neutended for the center of horse M. Neutended frot To Holding saddle except when working cover or at the extended frot To Holding saddle except when working cover or at the extended frot To Holding saddle except when working cover or at the extended	NOTE: Judge may blow whistle at any time to end v	vork & -7 \	vill be given for any	manuevers	remaining			
Department, bear and mote the section in a natural position, bright resp. care alor, responsive and smooth. 1 POINT PENALTY G. Incorrect or break of gait for two strides or Less 3 POINT PENALTY L. Out of lead G. Incorrect or break of gait for MORE C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle class **except the two rein & one finger(index) allowed in split rein** I. Illegal or failed equipment G. Riding outside of course area K. Fall to the ground of rider or horse M. Misuse of Romel D. Holding saddle except when working cow or at the extended trot P. Touching horse with free hand. J. Use of spurs forward of the clinch Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER JUDGETS **PENALTIES* **CORE** 1 PT*** 3 PT*** 5 PT*** 10 PT** 10 PT** 1. Walk from Start to Cone A D. Transition to extended jog, extended jog - Cone B to D A. Collect back to regular jog, jog - Cone C to D D. Transition to lope (right lead), lope - Cone D to A B. Transition to extended lope, extended lope - Cone B to D T. Collect back to regular jog, jog - Cone A to B D. Turn and jog - Cone A to B D. Turn and jog - Cone B to A D. Turn and jog -								
A. Missed pattern strides or Less strides or Less A. Dount PENALTY A. Missed pattern C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle class "*except the two rein & one finger(index) allowed in split rein** L. Out of lead G. Incorrect or break of gait for MORE than two strides C. Fingers between the reins in a bridle class "*except the two rein & one finger(index) allowed in split rein** L. Die lead G. Incorrect or break of gait for MORE than two strides C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle or two rein C. Fingers between the reins in a bridle class "except the two rein & one finger(index) allowed in split rein** I. Use of 2 hands on the reins in a bridle class "except the two rein & one finger(index) allowed in split rein** I. Use of 2 hands on the reins in a bridle class "except the two rein & one finger(index) allowed in split rein** I. Use of 2 hands on the reins in a bridle class "except the two rein & one finger(index) allowed in split rein** I. Use of 2 hands or fine or horse M. Neutrended lequipment To Pounting horse with free hand. I. Use of 2 hands or fiver or horse M. Neutrended rot To Pouching horse with free hand. I. Use of 2 hands or fiver or horse M. K. Ell to the gould except when working cover or at the extended frot To Pouching horse with free hand. I. Use			•			hibiting correct gaits tha	t are of the	
Strides or Less 3 POINT PENALTY L. Out of lead G. Incorrect or break of gait for MORE than two strides 5 POINT PENALTY D. Blatant Disobedience F. Instill fear or praise J. Use of spurs forward of the cinch Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER 1. Walk from Start to Cone A 2. Transition to Jog, Jog - Cone A to B 3. Transition to lope (right lead), Jope - Cone D to B 6. Transition to extended Jope, extended Jope - Cone B to D 7. Collect back to regular Jope, Jope - Cone D to A 8. Transition to Jog, Jog - Cone A to B 9. Stop, settle and wait at Cone G 11. Transition to lope (left lead), Jope - Cone A to F 12. Transition to lope (left lead), Jope - Cone A to F 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G 14. Stop, settle and wait at Cone G 14. Stop, settle and wait at Cone G 15. Out of Jope - Cone G 16. Stop - Cone G 16. Stop - Cone G 17. Annequer Total: PENALTY TOTAL: PENALTY TOTAL: PENALTY TOTAL: PENALTY TOTAL: PENALTY TOTAL: 1. Use of 2 hands on the reins in a bridle class 1. User sex except the verex reex except when working long in pridle of specific part of recepting time of recepting the pround of rider or horse M. Misuse of Romel O. Riding outside of course area I. Illegal or failed equipment Q. Riding outside of course area I. Illegal or failed equipment Q. Riding outside of course area I. Illegal or failed equipment Q. Riding outside of course area I. Illegal or failed equipment Q. Riding outside of course area I. Illegal or failed equipment Q. Riding outside of course area I. Illegal or failed equipment Q. Riding outside of course area I. Illegal or failed equipment Q. Riding outside of course area I. Illegal or failed equipment Q. Riding outside of course area I. Illegal or failed equipment Q. Riding outside of course area I. Illegal or failed equipment Q. Riding outside of course area I. Illegal or failed equipment Q. Riding outside of course area I. Illegal o								
A POINT PENALTY L. Out of lead G. Incorrect or break of gait for MORE than two strides K. Fall to the ground of rider or horse M. Misuse of Romel O. Holding saddle except when working cow or at the extended trot P. Touching horse with free hand. J. Use of spurs forward of the cinch Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER JUGETS MANEUVER JUGETS SCORE 1 PT 3 PT 5 PT 10	G. Incorrect or break of gait for two	A. Missed pattern						
3 POINT PENALTY L. Out of lead G. Incorrect or break of gait for MORE than two strides S POINT PENALTY D. Blatant Disobedience Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER S CORE 1. Walk from Start to Cone A B to C 4. Collect back to regular jog, jog - Cone C to D 5. Transition to lope (right lead), lope - Cone D to A B. Transition to extended lope, extended lope - Cone B to D 7. Collect back to regular lope, lope - Cone D to A B. Transition to lope (left lead), lope - Cone A to B 1. Transition to lope (left lead), lope - Cone A to F 1. Transition to walk, walk - Cone G 1. Stop, settle and walt at Cone G 1. Stop and back - Cone G 1. Stop settle and walt at Co	strides or Less	·						
L. Out of lead G. Incorrect or break of gait for MORE than two strides K. Fall to the ground of rider or horse M. Misuse of Romel O. Holding saddle except when working cow or at the extended trot the extended trot the penalty in the appropriate PT box, one time for EACH occurance of penalty. D. Blatant Disobedience F. Instill fear or praise J. Use of spurs forward of the cinch instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER MANEUVER T. Walk from Start to Cone A S. Transition to Jog, Jog - Cone A to B B to C 4. Collect back to regular jog, jog - Cone C to D S. Transition to lope (right lead), lope - Cone D to A B. Transition to extended lope, extended lope-Cone B to D T. Collect back to regular lope, lope - Cone D to A S. Transition to jog, jog - Cone A to B S. Stop, settle and wait at Cone B D. Turn and jog - Cone B to A D. Turn and jog - Cone B to A MANEUVER TOTAL: DEPARATIFY TOTAL: PENALTY TOTAL: PENALTY TOTAL: PENALTY TOTAL: PENALTY TOTAL: Total Score: Total Score: Total Score: Total Score: Total Score: T. Walk frag or praise N. Misuse of Romel O. Holding saddle except when working cow or at the extended trot The		C. Fingers between the reins in a bridle class						
G. Incorrect or break of gait for MORE than two strides S POINT PENALTY D. Blatant Disobedience F. Instill fear or praise J. Use of spurs forward of the cinch Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER MANEUVER J. Use of spurs forward to Cone A 2. Transition to Jog, Jog - Cone A to B 3. Transition to lope (right lead), lope - Cone D to A 8. Transition to extended lope, extended lope-Cone B to D 7. Collect back to regular lope, lope - Cone D to A 8. Transition to jog, jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to lope (left lead), lope - Cone A to F 13. Stop and back - Cone G MANEUVER TOTAL: D. Riding outside of course area K. Fall to the ground of rider or horse M. Misuse of Romel O. Holding saddle except when working cow or at the extended trot P. Touching horse with free hand. 1. He extended trot P. Touching horse with free hand. 1. Transition to Jog, Jog - Cone A to B 1 PT 3 PT 5 PT 10 PT 1 OPT 1 OPT 1 OPT 1 OPT 1 OPT 4 Collect back to regular jog, jog - Cone C to D 5 Transition to extended lope - Cone D to A 8 Transition to extended lope, extended lope - Cone B to D 7 Collect back to regular lope, lope - Cone D to A 8 Transition to jog, jog - Cone A to B 9 Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F MANEUVER TOTAL: PENALTY TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: 2 Total Score: 100 Points +/- Maneuver Total: 100 Points +/- Maneuver Total: 2 Total Score: 100 Points -/- Maneuver Total: 100 Poi	3 POINT PENALTY		**except the two rein & one finger(index) allowed in split rein**					
than two strides S POINT PENALTY D. Blatant Disobedience F. Instill fear or praise J. Use of spurs forward of the cinch Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER MANEUVER JUGGES SCORE 1. Walk from Start to Cone A 2. Transition to Jog, Jog - Cone A to B 3. Transition to lope (right lead), lope - Cone D to A 8. Transition to lope (right lead), lope - Cone D to A 8. Transition to jog, Jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Transition to lope (left lead), lope - Cone A to F 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to lope (left lead), lope - Cone A to F 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: 100 Points +/- Maneuver Total: x. 70 = Less Penalty Total: = Total Score:	L. Out of lead		I. Illegal or failed equipment					
M. Missuse of Romel O. Holding saddle except when working cow or at the extended trot F. Instill fear or praise J. Use of spurs forward of the cinch Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER	G. Incorrect or break of gait for MORE		Q. Riding outside of course area					
D. Blatant Disobedience F. Instill fear or praise P. Touching horse with free hand. J. Use of spurs forward of the cinch Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER	than two strides K. Fall to the ground of rider or horse							
D. Blatant Disobedience F. Instill fear or praise J. Use of spurs forward of the cinch Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER			M. Misuse of Romel					
F. Instill fear or praise J. Use of spurs forward of the cinch Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER	5 POINT PENALTY		O. Holding saddle except when working cow or at					
J. Use of spurs forward of the cinch Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER JUDGE'S SCORE 1 PT 3 PT 5 PT 10 PT 1. Walk from Start to Cone A 2. Transition to Jog, Jog - Cone A to B 3. Transition to extended jog, extended jog - Cone B to C 4. Collect back to regular jog, jog - Cone C to D 5. Transition to lope (right lead), lope - Cone D to B 6. Transition to extended lope, extended lope - Cone B to D 7. Collect back to regular lope, lope - Cone D to A 8. Transition to jog, jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G 14. Stop, settle and wait at Cone G 15. MANEUVER TOTAL: PENALTY TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: Less Penalty Total: = Total Score:	D. Blatant Disobedience		the extended trot **Ride the Legend"					
Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurance of penalty. MANEUVER JUDGE'S SCORE 1 PT 3 PT 5 PT 10 PT 1. Walk from Start to Cone A 2. Transition to Jog, Jog - Cone A to B 3. Transition to extended jog, extended jog - Cone B to C 4. Collect back to regular jog, jog - Cone C to D 5. Transition to lope (right lead), lope - Cone D to B 6. Transition to extended lope, extended lope - Cone B to D 7. Collect back to regular Jope, lope - Cone D to A 8. Transition to jog, jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: 100 Points +/- Maneuver Total: Less Penalty Total: = Total Score:	F. Instill fear or praise		P. Touching hors	e with free	e hand.		<i>7. 8</i>	
MANEUVER MANEUVER JUGGE'S SCORE 1 PT 3 PT 5 PT 10 PT 1. Walk from Start to Cone A 2. Transition to Jog, Jog - Cone A to B 3. Transition to extended jog, extended jog - Cone B to C 4. Collect back to regular jog, jog - Cone C to D 5. Transition to lope (right lead), lope - Cone D to B 6. Transition to extended lope, extended lope - Cone B to D 7. Collect back to regular lope, lope - Cone D to A 8. Transition to jog, jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: 100 Points +/- Maneuver Total: Less Penalty Total: = Total Score:	J. Use of spurs forward of the cinch							
ANAEUVER SCORE 1 PT 3 PT 5 PT 10 PT 1. Walk from Start to Cone A 2. Transition to Jog, Jog - Cone A to B 3. Transition to extended jog, extended jog - Cone B to C 4. Collect back to regular jog, jog - Cone C to D 5. Transition to lope (right lead), lope - Cone D to B B 6. Transition to extended lope, extended lope - Cone B to D 7. Collect back to regular lope, lope - Cone D to A 8. Transition to jog, jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: 100 Points +/- Maneuver Total: x .70 = Less Penalty Total: = Total Score:								
1. Walk from Start to Cone A 2. Transition to Jog, Jog - Cone A to B 3. Transition to extended jog, extended jog - Cone B to C 4. Collect back to regular jog, jog - Cone C to D 5. Transition to lope (right lead), lope - Cone D to B 6. Transition to extended lope, extended lope - Cone B to D 7. Collect back to regular lope, lope - Cone D to A 8. Transition to jog, jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: 100 Points +/- Maneuver Total: x . 70 = Less Penalty Total: = Total Score:	MANEUVER		1 DT	2.07		10 DT	TOTAL	
3. Transition to extended jog, extended jog - Cone B to C 4. Collect back to regular jog, jog - Cone C to D 5. Transition to lope (right lead), lope - Cone D to B 6. Transition to extended lope, extended lope - Cone B to D 7. Collect back to regular lope, lope - Cone D to A 8. Transition to jog, jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: x . 70 = Less Penalty Total: = Total Score:	Walk from Start to Cone A	SCORE	171	3 71	571	10 P1	TOTAL	
B to C 4. Collect back to regular jog, jog - Cone C to D 5. Transition to lope (right lead), lope - Cone D to B 6. Transition to extended lope, extended lope - Cone B to D 7. Collect back to regular lope, lope - Cone D to A 8. Transition to jog, jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: Less Penalty Total: = Total Score:	2. Transition to Jog, Jog - Cone A to B							
4. Collect back to regular jog, jog - Cone C to D 5. Transition to lope (right lead), lope - Cone D to B 6. Transition to extended lope, extended lope - Cone B to D 7. Collect back to regular lope, lope - Cone D to A 8. Transition to jog, jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: Less Penalty Total: = Total Score:	3. Transition to extended jog, extended jog - Cone							
5. Transition to lope (right lead), lope - Cone D to B 6. Transition to extended lope, extended lope - Cone B to D 7. Collect back to regular lope, lope - Cone D to A 8. Transition to jog, jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: x .70 = Less Penalty Total: = Total Score:								
B 6. Transition to extended lope, extended lope - Cone B to D 7. Collect back to regular lope, lope - Cone D to A 8. Transition to jog, jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: x .70 = Less Penalty Total: = Total Score:	4. Collect back to regular jog, jog - Cone C to D							
Cone B to D 7. Collect back to regular lope, lope - Cone D to A 8. Transition to jog, jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: x .70 = Less Penalty Total: = Total Score:								
8. Transition to jog, jog - Cone A to B 9. Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: x .70 = Less Penalty Total: = Total Score:								
9. Stop, settle and wait at Cone B 10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: x .70 = Less Penalty Total: = Total Score:	7. Collect back to regular lope, lope - Cone D to A							
10. Turn and jog - Cone B to A 11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: 100 Points +/- Maneuver Total: x .70 = Less Penalty Total: = Total Score:								
11. Transition to lope (left lead), lope - Cone A to F 12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: x .70 = Less Penalty Total: = Total Score:	9. Stop, settle and wait at Cone B							
12. Transition to walk, walk - Cone F to G 13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: x .70 = Less Penalty Total: = Total Score:	10. Turn and jog - Cone B to A							
13. Stop and back - Cone G 14. Stop, settle and wait at Cone G MANEUVER TOTAL: 100 Points +/- Maneuver Total: x .70 = Less Penalty Total: = Total Score:	11. Transition to lope (left lead), lope - Cone A to F							
14. Stop, settle and wait at Cone G MANEUVER TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: x .70 = Less Penalty Total: = Total Score:	12. Transition to walk, walk - Cone F to G							
MANEUVER TOTAL: PENALTY TOTAL: 100 Points +/- Maneuver Total: x .70 = Less Penalty Total: = Total Score:	13. Stop and back - Cone G							
100 Points +/- Maneuver Total: x .70 = Less Penalty Total: = Total Score:	14. Stop, settle and wait at Cone G							
	MANEUVER TOTAL:				PE	NALTY TOTAL:		
Comments:	100 Points +/- Maneuver Total:	x .70 =	Less I	Penalty Tot	al:= Tot	tal Score:		
	Comments:							

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Judge's Signature:_____