



MWHS TRAIL SCORE SHEET

SHOW: Seaford DATE: Sept 13

JUDGE: _____

SIGNATURE: _____

PENALTY 1/2:

Each tick or contact of a log, pole, cone, plant or any component of an obstacle.

PENALTY 1:

Each hit, bite or stepping on a log, cone, plant or any component of the obstacle
Incorrect or break of gait at the walk or jog for two (2) strides or less

Both front feet or hind feet in a single strided or space at the walk or jog
Skipping over or failing to step into required space
Split pole in lope over

Incorrect number of strides, if specified

PENALTY 3:

Incorrect or break of gait at walk or jog for more than two (2) strides
Out of lead or break of gait at lope (excepting when correcting an (incorrect lead)

Knocking down an elevated pole, con, plant, barrel, obstacle, or severely disturbing and obstacle
Falling or jumping of or out of an bridge or a water box with one foot once the horse has gotten onto or onto that obstacle

Stepping outside or the confines of an obstacle with designated boundaries (i.e. back through, 360° box, side pass) with one foot once the horse has entered the obstacle

Missing or evading a pole that is part of an obstacle with one (1) foot

PENALTY 5:

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 gate or dropping rope gate

Use of either hand in instilling fear or praise
Falling or jumping off or out of a bridge or a water box with more than one foot once the horse has gotten onto or into the obstacle

Stepping outside the confines of an obstacle with designated boundaries (i.e. back through, 360° box, side pass) with more than one foot once the horse has entered the obstacle

Missing or evading a pole that is part of a series of an obstacle with more than one foot

Blatant disobedience (including kicking out, bucking, rearing and/or striking)

Holding the saddle with either hand

DISQUALIFIED 0:

Use of two (2) hands or changing reins: except for junior horses shown with a hackamore or snaffle bit, only one hand maybe used on the reins, except it is permissible to change hands to work and obstacle or straightened reins when stopped

Use of romal reins other than as outlined

Performing the obstacle incorrectly or other than specified order

No attempt to perform an obstacle

DISQUALIFIED 0 SCORE:

Equipment failure that delays completion of pattern
Excessively or repeatedly touching the horse on the neck to lower the head

Entering or exiting an obstacle in the incorrect side or direction

Working obstacle in the incorrect direction: including over-turns of more than 1/4 turn

Riding outside designated boundary marker of the arena or course area

Third cumulative refusal balk or evading an obstacle by shying or backing

Failure to ever demonstrate correct lead and/or gait as designated

Failure to follow the correct line of travel between obstacles

Excessive schooling, pulling, turning, stepping or backing anywhere on the course

Failure to open and shut gate or failure to complete gate

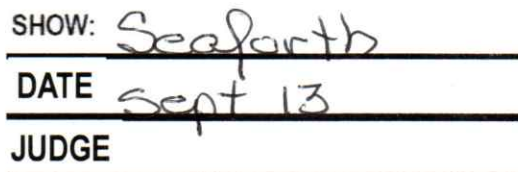
Faults scored according to severity which occur on the line of travel between obstacles include:

Head carried too high Opening mouth excessively
Head carried too low and/or clearly behind the vertical excessively and consistently while horse is in motion, or otherwise showing the appearance of intimidation

Faults which will be cause for disqualification that occur on the line of travel between obstacles, which shall be faults scored according to severity, includes

1. Head carried too low (tip of ear below the withers consistently)
2. Over-flexing or straining neck in head carriage so the nose is carried behind the vertical consistently

Entry #		OBSTACLE SCORES												PENALTY TOTAL	SCORE
Obstacle Description		-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Obstacle		1	2	3	4	5	6	7	8	9	10	11	12		
143	PENALTY														0
	OBS SCORE														0
224	PENALTY														4
	OBS SCORE	+1/2	-1-1-1	0	-1/2	-1	+1/2	+1/2	+1					67	
29	PENALTY	-5	-1-1	5											0
	OBS SCORE	-1	-1-1			-5									0
300	PENALTY	-5				5	2								48
	OBS SCORE	0	-1-1-1	-1	0	-1	-1	0	0						
076	PENALTY														5
	OBS SCORE	+1/2	-1-1	-1/2	+1/2	-1	-1	+1/2	+1/2					64 1/2	





MWHS RANCH RIDING SCORE SHEET

SHOW: Seaford DATE: Sept 13
JUDGE: _____

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1 POINT PENALTY:

Over bridled (per maneuver)
Out of frame (per maneuver)
Too slow (per gait)
Break of gait at walk or trot for two (2) strides or less

3 POINT PENALTY:

Wrong lead or out of lead
Draped reins (per maneuver)
Break of gait at lope
Break of gait at walk or trot for more than two (2) strides

3 POINT PENALTY (CONT'D)

Out of lead or cross-cantering more than two (2) strides when changing leads
Trotting more than three (3) strides when making a simple lead change
Severe or disturbance of any obstacle

5 POINT PENALTY:

Blatant disobedience (kick, bite, buck, rear, etc)

10 POINT PENALTY:

Unnatural Ranch Horse Appearance
(Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

OFF-PATTERN (OP):

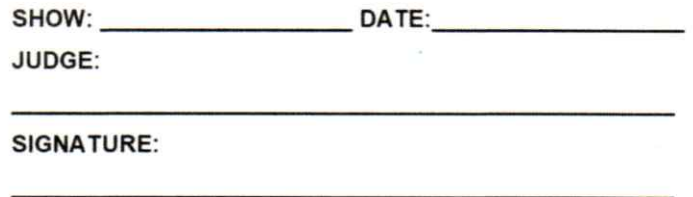
Cannot place above others who complete pattern correctly:

Eliminates maneuver
Incomplete maneuver
Use of two hands (except junior horses or horses shown in a snaffle bit or hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

DISQUALIFICATION (DQ):

Major disobedience or schooling
Willful abuse
Lameness

W/O	#	MANEUVER SCORES															Natural Ranch Horse Appearance	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/ride team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor -1 Very Poor -1/2 Poor 0 Correct +1/2 Good +1 Very Good +1 1/2 Excellent																		
MANEUVER DESCRIPTION		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15				
poles																				
76																				
	PENALTY																			
	MANEUVER SCORE	+1	+1/2	0	+1/2	+1/2	0	0	0	0	0								69 1/2	
10 25																				
	PENALTY																			
	MANEUVER SCORE	+1	+1/2	+1	0	0	+1/2	+1/2	0	0	+1/2								75	
50																				
	PENALTY																			
	MANEUVER SCORE	+1/2	+1	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0	+1								76	
30 1																				
	PENALTY																			
	MANEUVER SCORE	+1	+1	+1	0	+1	+1/2	+1	+1/2	+1/2	+1/2								77	
3 67																				
	PENALTY																			
	MANEUVER SCORE	0	0	+1/2	0	-1/2	+1/2	0	-3										D.O.	
224																				
	PENALTY																			
	MANEUVER SCORE	+1/2	+1/2	+1	0	+1/2	-3												D.O.	
75 75																				
	PENALTY																			
	MANEUVER SCORE	+1/2	+1	+1	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1								77	
3 0																				
	PENALTY																			
	MANEUVER SCORE	+1/2	0	0	0	0	+1/2	0	0	+1/2	0								71 1/2	



Eliminates maneuver
Incomplete maneuver
Use of two hands (except junior horses or horses shown in a snaffle bit or hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)
DISQUALIFICATION (DQ):
Major disobedience or schooling
Willful abuse
Lameness

W/O		#	MANEUVER SCORES														Natural Ranch Horse Appearance	PENALTY TOTAL	SCORE	OFF PATTERN			
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. -1 1/2 Extremely Poor -1 Very Poor -1/2 Poor 0 Correct +1/2 Good +1 Very Good +1 1/2 Excellent																							
MANEUVER DESCRIPTION		wait RL Ext foot + turn walk Ext LL 5-3 5-1/2																					
MANEUVER		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15							
605		PENALTY																					
		MANEUVER SCORE	+1/2	-3	0	-1/2	0	0	0	0	-1/2	-1						2	hands	D			
29		PENALTY																					
		MANEUVER SCORE	+1/2	0	0	0	-1/2	-1/2	0	0	0	-1								68 1/2			
133		PENALTY																					
		MANEUVER SCORE	+1/2	+1/2	+1	+1/2	+1	+1/2	+1	0	+1	+1								77			
135		PENALTY																					
		MANEUVER SCORE	+1	+1/2	+1	0	+1	0	+1	0	+1/2	+1/2								75 1/2			
		PENALTY																					
		MANEUVER SCORE																					
		PENALTY																					
		MANEUVER SCORE																					
		PENALTY																					
		MANEUVER SCORE																					
		PENALTY																					
		MANEUVER SCORE																					



MWHS REINING

SHOW: _____ DATE: _____

JUDGE: _____

SIGNATURE: _____

The following will result in a No score:

Abuse of an animal in the show arena and/or evidence that an act to abuse has occurred prior to or during the exhibition of a horse in competition
Use of illegal equipment, including wire on bits, bosals, or curb chains
Use of illegal bits, bosals or curb chains when using a snaffle bit, optional curb strap is acceptable; however, curb chains are not acceptable
Use of tack collars, tie downs or nosebands
Use of whips or bats
Use of any attachment which alters the movement of, or circulation to the tail
Failure to provide horse and equipment to judge for inspection when requested
Disrespect or misconduct by the exhibitor
Closed reins are not allowed except as standard romal reins

Excess rein may be straightened anytime during the pattern, provided the rider's free hand remains behind the rein hand. Any attempt to alter tension or length of the reins from the bridle to the rein hand is to be considered use of two hands and a penalty score of 0 (zero) will be applied. In being used to instill fear or praise, a penalty 5 (five) will be applied, and a reduction in the maneuver score.

The following will result in a 0 score:

Use of more than index or first finger between reins
Use of two hands (except for a junior horse wearing a snaffle bit or bosal) or changing hands
Improper use of romal reins
Failure to complete pattern as written
Performing the maneuvers other than in specified order
The inclusion of maneuvers not specified, including but not limited to backing more than 2 (two) strides or turning more than 90 degrees

The following will result in a 0 score (cont'd)

Equipment failure that delays completion of pattern, including dropping a rein that contacts the ground while horse is in motion
Balking or refusal of command where performance is delayed
Running away or failing to guide where it becomes impossible to discern whether the entry is on pattern
Over spins of more than 3/4 turn
Fall to the ground by horse or rider
When going to and coming out of a rollback in a pattern requiring a run-around, a rollback that crosses the center line
Jogging in excess of 1/2 circle or 1/4 length of the arena
Neither a no score or a 0 score are eligible to place

The following will result in a penalty of 1/2:

Starting a circle at a jog or exiting rollbacks at a jog up to two (2) strides
Over or under spinning up to 1/8 of a turn
Failure to remain a minimum of 20 feet (6 m) from the wall or fence when approaching a stop and/or rollback
Delayed change of lead by one stride where the lead change is required by the pattern description
Failure to remain a minimum of 10 feet (3 m) from either side of the center of the arena. For small arena's it will be at the judge's discretion

The following will result in a penalty of 1

Over or under spinning from 1/8 to 1/4 turn
In patterns requiring a run around, failure to be on the correct lead when rounding the end of the arena for 1/2 turn or less
Each time a horse is out of lead, a judge is required to deduct 1 (one) point. The penalty for being out of lead is accumulative and the judge will deduct one penalty point for each quarter of the circumference of a circle or any part thereof that a horse is out of lead

The following will result in a penalty of 2:

Break of gait
Freeze up in spins or rollbacks
On walk in patterns, failure to stop or walk before executing canter departure
On run in patterns, failure to be in a canter prior to first marker
If a horse does not completely pass the specified marker before initiating a stop position
Jogging beyond two (2) strides, but less than 1/2 circle or 1/2 the length of the arena

The following will result in a penalty of 5

Spurring in front of the cinch
Use of either hand to install fear of praise
Holding the saddle with either hand
Blatant disobedience including kicking, biting, rearing, bucking and striking

Faults against the horse to be scored accordingly, but not to cause disqualification include:

Opening mouth excessively when wearing bit
Excessive jawing, opening mouth or head raising on stops
Lack of smooth, straight stops on haunches, bouncing or sideways stops
Refusing to change leads
Anticipating signals
Stumbling
Backing sideways
Knocking over markers

Faults against the rider are to be scored accordingly, but not to cause disqualifications include:

Losing stirrup
Failure to run circles or figure eights within the markers is not considered a fault depending on arena conditions and size however failure to go beyond markers on rollbacks and stops is considered a fault

W/O	#	MANEUVER SCORES								PENALTY TOTAL	SCORE
-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											
Maneuver Description		left circle	stop spin	right circle	left stop spin	left stop	roll back	rollback stop	back		
Maneuver		1	2	3	4	5	6	7	8	9	
13 5	PENALTY										
	MANUV.	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2		
60 5	PENALTY					-3	NO	left	spins		
	MANUV.	0	0	-1	-1	-3					
19 6	PENALTY				5						
	MANUV.	0	0	0	spins	0	0	0	0		
29 9	PENALTY										
	MANUV.	0	-1	0	-1	-1/2	0	-1/2	0		
13 3	PENALTY										
	MANUV.	+1	+1/2	+1/2	+1/2	0	0	+1/2	+1/2		