

Gately

Ranch Horse - Trail

Ranch Trail WIT



American Paint Horse Association
 P.O. Box 961023 • Fort Worth, Texas 76161-0023
 (817) 834-APHA (2742) • Fax: (817) 222
 apha.com/association/judges/scoresheets/

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Event ISHSA Date 4-2-2021 Class 10

- 1 Point Penalties:**
- Each hit, bile, or stepping on a log, cone, plant or any component of the obstacle
 - Incorrect or break of gait at walk or trot for two strides or less
 - Both front or hind leg in a single-stride space at a walk or trot
 - Skipping over or failing to step into required space
 - Incorrect number of strides, if specified
 - One to two steps on dismount or ground tie except shifting to balance
 - Split pole at lope
 - Over-brided (per maneuver)
- 3 Point Penalties:**
- Wrong lead or out of lead
 - Draped reins
 - Break of gait at Lope
 - Break of gait at Walk or trot for more than two (2) strides
 - 3-4 steps on dismount or ground tie
- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
 - Knocking over, stepping out of, or falling off of an obstacle
 - Dropping an object required to be carried
 - 1st or 2nd cumulative refusal
 - Letting go of gate
 - 5 or more steps on dismount or ground tie
- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- Breaking pattern
 - Leaving arena before pattern is complete
 - Repeated blatant disobedience
 - Use of two hands (except in snaffle bit or hackamore)
 - More than one finger between split reins or any fingers between romal reins (except two rein)
- OQ:**
- Lameness
 - Abuse
 - Illegal equipment
 - Disrespect or misconduct
 - Improper western attire
 - Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		Each horse/rider team is scored between 1-100 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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
		Exit	Chute	Back	Walk	Stairs	Mailbox	Bridge	Trot	Poles	Jump	Trot	Exit		
	45												1	70 1/2	
	317												2	71	
	606												2	64 1/2	
	609												2	OP	X
	616												4	65	
	618												4	65 1/2	
	619												1	67 1/2	
	623												1	72	

JUDGE'S NAME (PRINTED): K Gately

JUDGE'S SIGNATURE: K Gately

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Event ISPSA Date 4-2-2021 Class 10

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One to two steps on dismount or ground tie except shifting to balance
- Spilt pole at lope
- Over-bridled (per maneuver)

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 3-4 steps on dismount or ground tie

5 Point Penalties:

- Spuming in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gale
- 5 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

WID	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
		Each horse/rider team is scored between 1-100 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													
		Tie-Breaker	1	2	3	4	5	6	7	8	9	10			
		Obstacle Description	Exit	Crater	Back	Walk	Shadows	Mane/Box	Bridge	Trot	Jump	Trot			
	643	PENALTY			-	1	5						7	56	
		CONTENT	-1/2	0	-1	-1/2	-1/2		-1		0	-1/2			
	627	PENALTY		31							1		5	59 1/2	
		CONTENT	-1/2	-1/2	-1/2	0	-1/2		-1/2		-1/2	+1/2			
	628	PENALTY					1					1	2	68 1/2	
		CONTENT	-1/2	+1/2	0	+1/2	0		0		+1	-1			
	650	PENALTY							55				10	57	
		CONTENT	0	0	-1/2	0	-1/2		-1/2		0	-1/2			
	888	PENALTY			1		11						3	65 1/2	
		CONTENT	0	+1	0	0	-1		+1/2		0	+1			
	631	PENALTY												66 1/2	
		CONTENT	-1/2	0	-1/2	-1	0		0		0	-1/2			
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Kim Gateley

JUDGE'S SIGNATURE: [Signature]

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Event ISNSA

Date 4-2-2021

Class Green

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One to two steps on dismount or ground tie except shifting to balance
- Spill pole at lope
- Over-bridled (per maneuver)

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 3-4 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to insult/tear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 5 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins (except two rein)

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/riders team is scored between -1-100 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												
Tile-Breaker		1	2	3	4	5	6	7	8	9	10	WALK TROT	SCORE	OP
Obstacle Description		EXTRA STEPS	CHUTE	BACK	WALK STOPS	MANEUVER UP	BRIDLE	ROL POLE	TURN LOP	ROL POLE	LOPE DROPTAIL			
	623								3			4	66	
		PENALTY												
		CONTENT	0	+1/2	+1/2	0	0	0	-1/2		+1/2			
	618												72	
		PENALTY												
		CONTENT	+1	+1	0	-1/2	-1/2	0		+1	0			
	631											1	64	
		PENALTY				1								
		CONTENT	-1	0	0	-1	-1	0		-1	-1			
	619											2	69	
		PENALTY		1		1								
		CONTENT	+1/2	-1/2	+1/2	+1/2	-1	0		+1	0			
	652			13		1	5							X
		PENALTY												
		CONTENT	0	-1/2	0	0	-1	0		OP	0			
	653											1	68 1/2	
		PENALTY								1				
		CONTENT	0	0	0	0	0	0		0	-1/2			
	613											13	54	
		PENALTY	3	1	1			5		3				
		CONTENT	0	0	0	+1/2	-1/2	-1/2		-1	-1/2			
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

K. J. Kelly

JUDGE'S SIGNATURE:

K. J. Kelly

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Event FSNSA

Date 4-2-2021 Class Green II

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One to two steps on dismount or ground tie except shifting to balance
- Split pole at lope
- Over-bridled (per maneuver)

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 3-4 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gale
- 5 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
		Each horse/rider team is scored between -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													
		Tie-Breaker													
		Obstacle Description													
		5' Straps	Circle	Back	Walk	5' Straps	Embrace	Roll	Turn	Roll	Turn				
	19	PENALTY											3	70 1/2	
		CONTENT	+1	+1	0	+1	+1	0		+1/2		-1			
	100	PENALTY												71 1/2	
		CONTENT	+1	0	0	0	-1/2	0		+1		0			
	601	PENALTY	3		1								4	68	
		CONTENT	0	+1	-1/2	0	-1/2	0		+1		+1			
	607	PENALTY			1					3			4	62 1/2	
		CONTENT	-1/2	0	0	0	-1/2	0		-1		-1/2			
	617	PENALTY		1		1							2	67	
		CONTENT	0	-1/2	0	0	-1/2	0		+1/2		-1/2			
	628	PENALTY								3			3	66 1/2	
		CONTENT	+1/2	+1/2	0	0	-1/2	0		-1 1/2		-1/2			
	646	PENALTY	3		1						3		7	64	
		CONTENT	-1	0	+1/2	+1/2	+1/2	+1/2		+1/2		-1/2			
	620	PENALTY			1	1					3		5	62	
		CONTENT	0	+1/2	-1/2	-1	-1/2	-1/2		-1		0			

JUDGE'S NAME (PRINTED): Kim Gately

JUDGE'S SIGNATURE: [Signature]

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Event ISASA Date 4-2-2021 Class 12

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One to two steps on dismount or ground tie except shifting to balance
- Spill pole at lope
- Over-bridled (per maneuver)

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 3-4 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 5 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP				
		1	2	3	4	5	6	7	8	9	10							
		Each horse/rider team is scored between -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																
		Tie-Breaker	Ext Trot	Chute	Back	Back	Back	Back	Back	Back	Back	Back	Back	Back	Back	Back		
		Obstacle Description	Ext Trot	Chute	Back	Back	Back	Back	Back	Back	Back	Back	Back	Back	Back	Back		
	45	PENALTY			3												68 1/2	
		CONTENT	0	+1/2	-1/2	+1/2	0	0				+1/2		+1/2				
	72	PENALTY															72 1/2	
		CONTENT	+1	+1/2	+1/2	0	+1/2	0			0			0				
	602	PENALTY	1	1	3	1										6	61 1/2	
		CONTENT	-1/2	0	-1	-1/2	-1	0			+1/2			0				
	604	PENALTY										3				3	67 1/2	
		CONTENT	+1/2	+1	+1/2	+1/2	0	0				-1/2		-1/2				
	611	PENALTY										3				6	64 1/2	
		CONTENT	0	+1/2	+1/2	0	+1/2	0				-1		0				
	616	PENALTY															73 1/2	
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0				+1		+1/2				
	629	PENALTY				1						3				4	68 1/2	
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0				+1/2		0				
	630	PENALTY															70	
		CONTENT	-1/2	0	0	0	0	0				+1		-1/2				

JUDGE'S NAME (PRINTED): Kim Cately

JUDGE'S SIGNATURE: _____

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Pg 2 of 2

Event ISNSA Date 4-2-2021 Class 1A

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind fee in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One to two steps on dismount or ground tie except shifting to balance
- Split pole at lope
- Over-bridled (per maneuver)

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 3-4 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gale
- 5 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
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- More than one finger between split reins or any fingers between romal reins (except two rein)

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP
		1	2	3	4	5	6	7	8	9	10			
Tie-Breaker		1	2	3	4	5	6	7	8	9	10			
Obstacle Description		ENTRANCE	CHUTE	BACK	WALK	STOP	OR BRIDGE	RIDE	JUMP	RIDE	LOPE	WALK	REAR	
	658p													
		PENALTY												
		CONTENT	+1	+1/2	+1/2	+1/2								
	100													
		PENALTY		1									1	
		CONTENT	+1/2	0	0	0	+1/2	0		+1/2	0			70 1/2
	635													
		PENALTY				1							1	
		CONTENT	-1	0	-1/2	0	-1/2	0		+1/2				66 1/2
	606													
		PENALTY								3			3	
		CONTENT	+1/2	+1	0	+1/2	0	+1/2		-1 1/2		0		68
	609													
		PENALTY		11		1				3			6	
		CONTENT	+1/2	+1/2	+1/2	0	0	0		-1		+1/2		65
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): Kim Gately

JUDGE'S SIGNATURE: _____

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APHA All Ages

Event ISNSA Date 4-2-2021 Class 14

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One to two steps on dismount or ground tie except shifting to balance
- Spit pole at lope
- Over-bidled (per maneuver)

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 3-4 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gait
- 5 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

5

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
		Each horse/rider team is scored between 1-100 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													
		Tie-Breaker	1	2	3	4	5	6	7	8	9	10			
		Obstacle Description	Ext Trail	Circle	Back	Walk	Stop	Arise	Roll	Turn	Roll	Lope	Walk		
	72	PENALTY													
		CONTENT	+1	+1/2	+1/2	+1/2	+1/2	+1/2		0		+1/2			74
	604	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0		+1		0			72 1/2
	606	PENALTY									33				
		CONTENT	0	-1/2	0	0	+1/2	0			-1		+1/2		61 1/2
	626	PENALTY													
		CONTENT	0	0	+1/2	0	+1/2	0		+1		0			72
	635	PENALTY									3				
		CONTENT	0	-1	-1/2	0	-1	0			-1/2		0	5	62
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Kim Gately

JUDGE'S SIGNATURE: _____

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Open youth

Event 73NSA Date 4-2-2021 class 15

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One to two steps on dismount or ground tie except shifting to balance
- Split pole at lope
- Over-bridled (per maneuver)

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 3-4 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 5 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

(7)

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP			
		1	2	3	4	5A	6	7	8	9	10						
		Each horse/rider team is scored between -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															
		Tie-Breaker															
		Obstacle Description	W/Trot	Circle	Back	Head	Stops	Brake	Roll	Roll	Roll	Roll	Roll	Roll	Roll	Roll	Roll
	636	PENALTY										3					
		CONTENT	0	+1/2	0	0	0	0	0	0		-1/2	0				65
	637	PENALTY										3					
		CONTENT	0	+1	+1	0	0	0	0			+1/2	0				69 1/2
	770	PENALTY															
		CONTENT	+1	0	+1	+1/2	+1/2	0				+1/2	+1/2				74
	639	PENALTY															
		CONTENT	0	+1/2	+1/2	0	+1/2	0				+1/2	+1/2				72 1/2
	645	PENALTY		1								3 3 3				10	
		CONTENT	0	-1/2	0	0	0	0	0	0		-1/2	0				58
	654	PENALTY		3 1								5				9	
		CONTENT	-1/2	-1 1/2	0	-1/2	-1/2	0				+1/2	-1/2				56
	643	PENALTY		1 1								3 3				9	
		CONTENT	-1/2	0	-1	-1	-1	0				-1	-1				55 1/2
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Kim Gately

JUDGE'S SIGNATURE: _____

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Event ISNSA Date 4-2-2021 Class H

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One to two steps on dismount or ground tie except shifting to balance
- Split pole at lope
- Over-bidied (per maneuver)

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 3-4 steps on dismount or ground tie

5 Point Penalties:

- Spuming in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 5 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 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												
Tie-Breaker		1	2	3	4	5	6	7	8	9	10	PENALTY TOTAL	SCORE	OP
Obstacle Description		Enter	Chalk	Back	Walk	Stop	Enter	Roll	Turn	Roll	Walk			
	770	+1	0	+1/2	0	0	0		0		0	7	67 1/2	

JUDGE'S NAME (PRINTED): Kim Gately

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APNAAM

Event ISNSA Date 4-2-2021 Class 18

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind fee in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One to two steps on dismount or ground tie except shifting to balance
- Split pole at lope
- Over-bridled (per maneuver)

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 3-4 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gale
- 5 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team is scored between 1-100 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														
		Tie-Breaker	Ext Trot	Circle	Back	Walk	Mane	Brinc.	Roll	Roll	Jump	Roll	Line			
		Obstacle Description	Ext Trot	Circle	Back	Walk	Mane	Brinc.	Roll	Roll	Jump	Roll	Line	Walk		
	604	PENALTY		-1	3											
		CONTENT	+1/2	-1	0	0	+1/2	0			+1		0		67	3
	626	PENALTY														
		CONTENT	+1	+1	+1	+1/2	+1/2	+1/2			+1		+1/2		76	1
	653	PENALTY		1							11			3		
		CONTENT	0	0	0	0	0	0			0		0		67	2
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____

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Pg 2 of 2

Ammy

Event ISNSA Date 4-2-2021 Class 17

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind fee in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One to two steps on dismount or ground tie except shifting to balance
- Spill pole at lope
- Over-binded (per maneuver)

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 3-4 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 5 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins (except two rein)

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
		Each horse/rider team is scored between 1-100 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													
		Tie-Breaker	1	2	3	4	5	6	7	8	9	10			
		Obstacle Description	Ext. Trot	Chuk	Back	Walk	Maneuver	Back	Roll	Turn	Roll	Lope	Walk		
	629	PENALTY	1	1									6	64 1/2	
		CONTENT	0	+1/2	+1/2	0	-1/2	0		-1/2		+1/2			
	642	PENALTY		1	11			55					13		99
		CONTENT	+1/2	-1/2	-1/2	0	0								
	647	PENALTY		11									2	67	
		CONTENT	-1/2	-1/2	+1/2	+1/2	+1/2	0	0			-1/2			
	100	PENALTY		11									2	68 1/2	
		CONTENT	-1/2	0	0	0	0	0		0		0			
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Kim Gately

JUDGE'S SIGNATURE: _____

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Pg 1 of 2

Event ISNSA Date 4-2-2021 Class 1A

Ammy

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One to two steps on dismount or ground tie except shifting to balance
- Spill pole at lope
- Over-bridled (per maneuver)

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 3-4 steps on dismount or ground tie

5 Point Penalties:

- Spuming in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 5 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		Ext. Trot	Circle	Back	Walk	Stop	Brick	Roll	Turn	Roll	Line					
	602	PENALTY														
		CONTENT	-1	0	0	-1/2	-1/2	-1/2		0		0				65 1/2
	604	PENALTY								1						74
		CONTENT	+1/2	+1	+1/2	+1/2	+1/2	+1/2		+1		+1/2				
	607	PENALTY		1						3 1/2					9	59 1/2
		CONTENT	0	-1/2	0	0	0	0	+1/2	-1/2		0				
	608	PENALTY	3		1						1				5	64 1/2
		CONTENT	0	+1/2	-1/2	0	-1/2	0		0		0				
	609	PENALTY		1						3 1/2					5	65 1/2
		CONTENT	+1/2	0	0	0	0	0	0	0		0				
	612	PENALTY								3					3	64
		CONTENT	-1/2	0	0	-1/2	-1	-1/2		0		-1/2				
	620	PENALTY				1				3 1/2					7	61 1/2
		CONTENT	0	0	0	-1/2	0	-1/2		-1 1/2		0				
	622	PENALTY				1									1	OP
		CONTENT	+1/2	0	+1/2	0	OP	0		+1/2		0				OP

JUDGE'S NAME (PRINTED): Kim Gately

JUDGE'S SIGNATURE: _____

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Event ISHN Date 4-2-2021 Class 1A

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind leg in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One to two steps on dismount or ground tie except shifting to balance
- Spill pole at lope
- Over-bridled (per maneuver)

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 3-4 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gale
- 5 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- DQ:**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/riders

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		Each horse/riders team is scored between 1-100 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													
Obstacle Description		1	2	3	4	5	6	7	8	9	10				
		Tis-Breaker	Ex Tick	Chalk	Back	Head Step Pass	Max Back	Balance	Roll Pine	Down Log	Roll Pine	Walk			
		Obstacle Description													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

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Event F5N5M Date 4-2-2021 Class 19

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One to two steps on dismount or ground tie except shifting to balance
- Split pole at lope
- Over-bridled (per maneuver)

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 3-4 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gale
- 5 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between spill reins or any fingers between romal reins (except two rein)

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team is scored between -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														
		Tie-Breaker	1/2 Tick	Chalk	Back	Walk	Stop	Enraged	ALL Poles	Turn Log	ALL Poles	Lane Obstacle	Walk	Back		
	634	PENALTY											1/2	63 1/2		
		CONTENT	-1/2	0	-1/2	0	0	0	0	-1		-1/2				
	600	PENALTY		1									1	69		
		CONTENT	0	0	-1	0	-1	1/2		+1		1/2				
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: