

**Penalties:** A contestant will be penalised each time the following occurs:  
 ½ **point** Tick or light touch of log; Hind legs skipping or coming together during lead change; Non-simultaneous lead change (front to hind or hind to front).  
 1 **point** Break of gait at walk or jog up to two strides; Hitting or rolling log; Out of lead for more than one stride either side of the centre point and between the markers; Splitting the log (log between the two front or two hind feet) at the lope.  
 3 **points** Not performing the specific gait (jog or lope) or not stopping when called for in the pattern, within 3 metres of the designated area; Break of gait at the lope; Simple change of leads; Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area;

**3 Points continued:** Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead). In patterns one and three, failure to start the lope within 9 metres after crossing the log at the jog; Break of gait at walk or jog for two or more strides.  
**5 points** - Out of lead beyond the next designated change area (note: failures to change, including cross-cantering, at two consecutive change areas would result in 10 penalty points); blatant disobedience including kicking out, biting, and bucking, rearing and excessive schooling.  
**Disqualified - 0 score:** Illegal equipment; Wilful abuse; Off course; Knocking over markers; Completely missing log; Major refusal - stop and back more than two strides or four steps with front legs; Failure to start lope prior to end cone in patterns one and three; Four or more simple lead changes and/or failures to change leads; Overturn of more than 1/4 turn.

**Scoring is 0 to 100 with 70 denoting average performance**

**Manoeuvre Scores: -1 ½ Extremely Poor, -1 Very Poor, - ½ Poor, 0 Correct, + ½ Good, +1 Very Good, +1 ½ Excellent**

**Tie Breaker: In the case of ties, penalties will be used to break the tie.**

Entry #	Manoeuvre Description													Penalty Total	Score	Placing
	Manoeuvre	1	2	3	4	5	6	7	8	9	10	11	12			
	Penalty															
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