## Event Maneuver Scores

<table>
<thead>
<tr>
<th>W/O</th>
<th>Entry No.</th>
<th>Obstacle Description</th>
<th>1</th>
<th>2</th>
<th>3</th>
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<th>5</th>
<th>6</th>
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<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>Penalty Total</th>
<th>Final Score</th>
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<tbody>
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### Penalties
- **ERROR/PENALTY ½**
  - Tick of log, pole, cone, plant or obstacle
  - Step out or jump off with one foot
  - Knockdown
  - Out of lead or break of gait at lope

- **ERROR/PENALTY 1**
  - Hit or step on
  - Incorrect or break of gait at walk or jog 2 strides or less
  - Both feet in space
  - Skip space
  - Split pole
  - Failure to meet correct strides

- **ERROR/PENALTY 3**
  - Incorrect or break of gait at walk or jog

- **ERROR/PENALTY 5**
  - Step Out or jump off with two or more feet
  - Drop Object
  - 1st refusal or evade
  - Dropping Gate
  - Blatant disobedience
  - 2nd refusal or evade
  - Instill fear or praise
  - Holding with less than ¾ turn
  - No attempt to perform obstacle
  - Performing obstacles out of order
  - In-hand: Horse gets loose or leading on the wrong side

### Disqualification
- **ERROR/PENALTY 0**
  - Work obstacle wrong
  - Wrong line of travel
  - Working outside course boundary
  - 3rd refusal or evade
  - Dropping the rope gate and not picking it up
  - Fail to complete obstacle
  - Excessively or repeatedly touching horse
  - Overturns of more than ¾ turn
  - No attempt to perform obstacle
  - Performing obstacles out of order
  - In-hand: Horse gets loose or leading on the wrong side