

TRAIL PENALTIES

0 SCORE

- Use of more than one finger between reins
- Use of two hands (except in snaffle bit or hackamore classes designated for two hands) or changing hands on reins; except for junior horses shown with hackamore or snaffle bit, only one hand may be used on the reins, except that it is permissible to change hands to work an obstacle.
- Use of romal other than as outlined in 443(e)
- Performing the obstacles other than in specified order
- No attempt to perform an obstacle
- Equipment failure that delays completion of pattern
- Excessively or repeatedly touching the horse on the neck to lower the head
- Fall to the ground by horse or rider
- Failure to enter, exit or work obstacle from correct side or direction, including overturns of more than 1/4 turn
- Failure to follow the correct line of travel within or between obstacles
- Failure to work an obstacle in any manner other than how it's described by the course
- Riding outside designated boundary marker of the course
- Third refusal – to apply throughout the course, not at each obstacle.
- Failure to demonstrate correct lead or gait, if designated

1/2 POINT

- Each tick of log, pole, cone or obstacle

1 POINT

- Each hit of or stepping on a log, pole, cone or obstacle
- Break of gait at walk or jog for two strides or less
- Both front or hind feet in a single-strided slot or space
- Skipping over or failing to step into required space
- Split pole in lope-over
- Failure to meet the correct strides on trot over and lope over log obstacles

3 POINT

- Break of gait at walk or jog for more than 2 strides
- Out of lead or break of gait at lope (except when correcting an incorrect lead)
- Knocking down an elevated pole, cone, barrel, plant obstacle, or severely disturbing an obstacle
- Stepping outside the confines of, falling or jumping off or out of an obstacle with one foot

5 POINT

- Dropping slicker or object required to be carried on course
- First refusal, baulk, or attempting to evade an obstacle by shying or backing more than 2 strides away
- Second refusal, baulk, or attempting to evade an obstacle by shying or backing more than two strides away
- Letting go of gate or dropping rope gate
- Use of either hand to instil fear or praise
- Stepping outside the confines of, falling or jumping off or out of an obstacle with more than one foot
- Blatant disobedience (kicking out, bucking, rearing, striking)
- Failure to complete obstacle