Ranch Trail

Class: _____ Judge: _____

1 Point Penalties:
--Over-Bridled; out of frame
-Hit, bite, step on log, rail, cone, plant, obstacle
-Incorrect or break of gait at walk or trot for two strides or less
-Both front feet or hind feet in a single stride slot or space at walk or trot
-Skipping over or failing to step into a required space
-Split pole in lope over
-Incorrect number of strides if specified
-1 or 2 steps on mount, dismount or ground tie'

3 Point Penalties:
-Wrong lead or out of lead
-Draped rein
-Break of gait at lope; except when correcting an incorrect lead
-Break of gait at walk or trot for more than 2 strides
-3-4 steps on mount, dismount, or ground tie

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

10 Point Penalties:
-Unnatural ranch horse appearance (horse's tail is obviously & consistently carried in an unnatural manner, such as tail blocking)
-Off Pattern (skipping obstacle, wrong direction, working obstacles out of order, etc).

Zero (0) Score: Total Pattern Score is 0
-Repeated blatant disobedience

Off Pattern (OP): OP entries cannot place above entries who completed the pattern correctly. Continue scoring all maneuvers, but entry receives an OP designation for each OP infraction.
-Breaking pattern (wrong direction, skip obstacle, add or delete obstacle)
-Third Refusal
-Failure to Dally and reain dallied on drag
-Use of 2 hands, except for junior horse in snaffle or hackamore
-More than 1 finger between split reins, or any fingers between romal reins
-Failure to open & shut gate, or failure to complete gate

Disqualification (DQ): A DQ entry cannot be placed in the class.
-Lameness; abuse; leaving the working area before pattern is complete
-Prohibited equipment, disrespect or misconduct, improper attire
-Fall of horse or exhibitor

MANEUVER SCORES: - 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															
		MANEUVER	1	2	3	4	5	6	7	8	9	10	11	12	13	PENALTY TOTAL	SCORE
DRAW	EXHB #	PENALTY															
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SCORE

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JUDGES SIGNATURE _____ **Date** _____