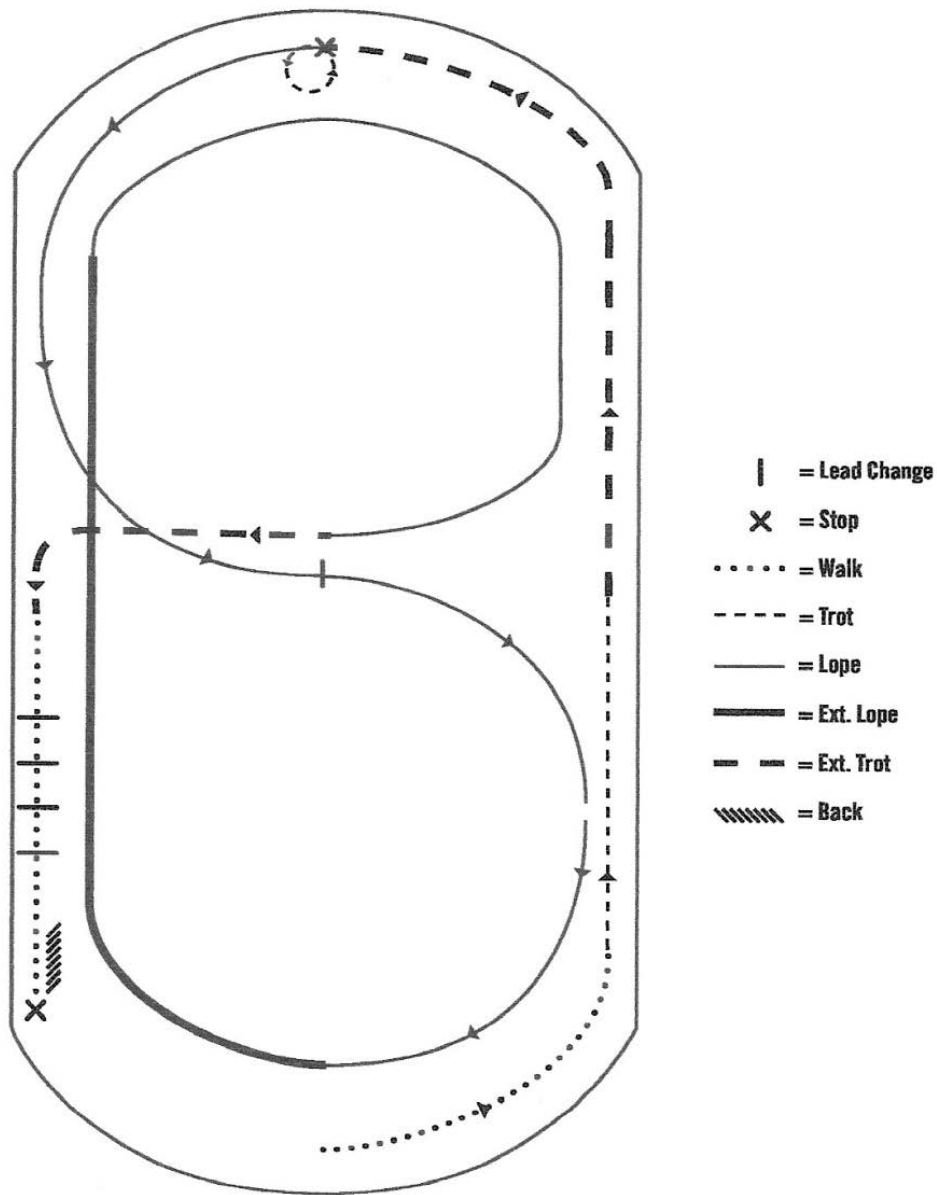


RANCH RIDING PATTERN #1



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn to the left
5. Left lead one-half circle, lope to the center
6. Change leads (simple or flying)
7. Right lead one-half circle
8. Extend lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to the center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

RANCH RIDING PATTERN 1

Class: _____

Judge: _____



1 Point Penalties:

- Too slow per gait
- Over-Bridled
- Out of Frame
- Break of gait at walk or trot for 2 strides or less
- Splitting rail at lope

3 Point Penalties:

- Break of gait at walk or trot for more than 2 strides
- Break of gait at lope; wrong lead or out of lead
- Excessive draped reins
- Severe disturbance of any obstacle
- Out of lead for more than 2 strides when changing leads
- Trotting more than 3 strides when making a simple lead change.

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern:

- 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.
- Eliminates or adds maneuver
- Incomplete maneuver
- Use of two hands on reins (except junior horse in snaffle bit or hackamore)
- More than 1 finger between split reins, or any fingers between romal reins.

Disqualification (DQ):

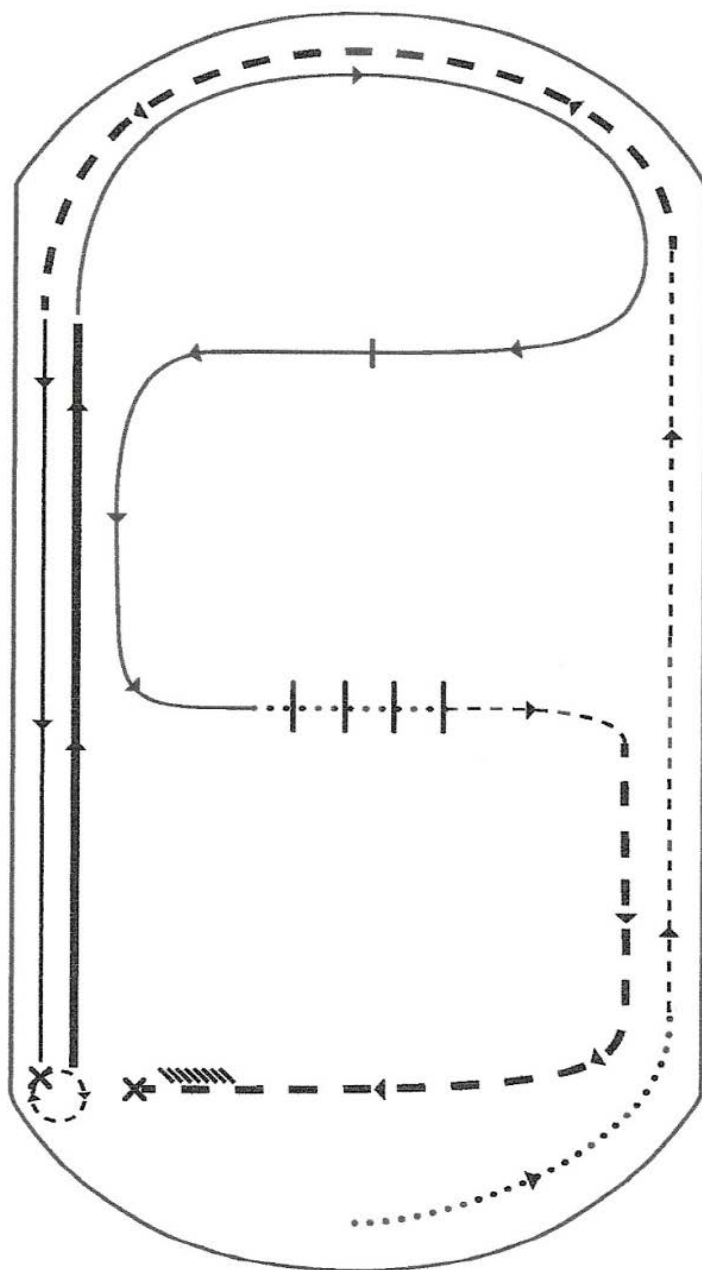
- A DQ entry cannot be placed in the class.
- Illegal equipment, braiding or banding of mane, tail extension
- Willful abuse
- Major disobedience or schooling
- Lameness

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	W	T	ET, S	360L	LL	CL	RL	EL RL	Collect RL	ET	WOP	S & B		PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8	9	10	11	12			
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		SCORE															
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DRAW	EXHB #	PENALTY														→	
		SCORE															
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SCORE																	

JUDGES SIGNATURE _____ Date _____

RANCH RIDING PATTERN #2



- | = Lead Change
- X = Stop
- = Walk
- - - - = Trot
- = Lope
- = Ext. Lope
- - - = Ext. Trot
- //// = Back

1. Walk
2. Trot
3. Extended Trot
4. Left lead lope
5. Stop, one and one-half turn to the right
6. Extended lope
7. Collect to working lope on the right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended Trot
13. Stop and back

RANCH RIDING PATTERN 2

Class: _____

Judge: _____



1 Point Penalties:

- Too slow per gait
- Over-Bridled
- Out of Frame
- Break of gait at walk or trot for 2 strides or less
- Splitting rail at lope

3 Point Penalties:

- Break of gait at walk or trot for more than 2 strides
- Break of gait at lope; wrong lead or out of lead
- Excessive draped reins
- Severe disturbance of any obstacle
- Out of lead for more than 2 leads when changing leads
- Trotting more than 3 strides when making a simple lead change.

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern: 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.

- Eliminates or adds maneuver
- Incomplete maneuver
- Use of two hands on reins (except junior horse in snaffle bit or hackamore)
- More than 1 finger between split reins, or any fingers between romal reins.

Disqualification (DQ): ADQ entry cannot be placed in the class.

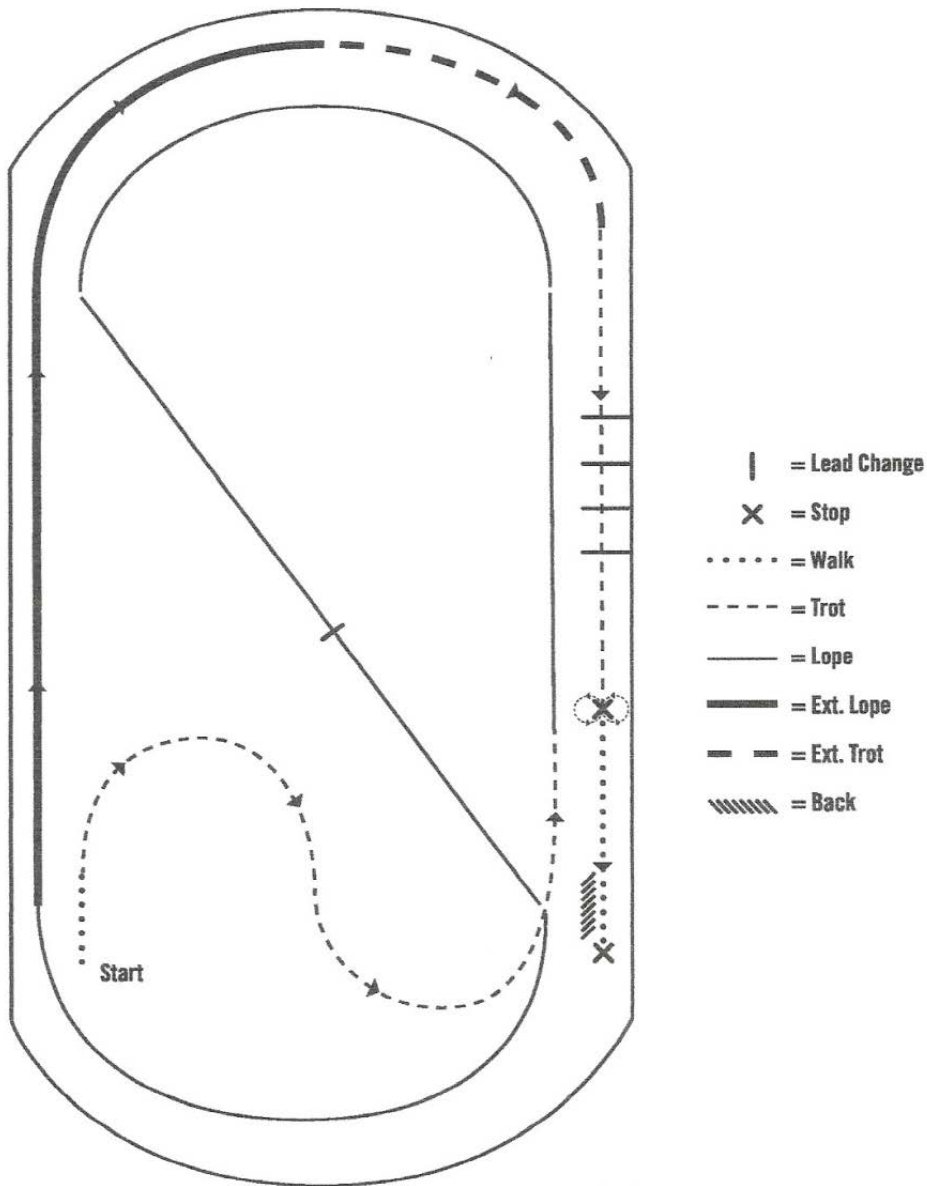
- Illegal equipment, braiding or banding of mane, tail extension
- Willful abuse
- Major disobedience or schooling
- Lameness

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	W	T	ET	LL	S, 1 1/2 R	Ext. RL	Collect RL	CL	W	WOP	T	ET	S&B	PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8	9	10	11	12	13		
DRAW	EXHB #	PENALTY														→	
		SCORE															
DRAW	EXHB #	PENALTY														→	
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DRAW	EXHB #	PENALTY														→	
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		SCORE															
DRAW	EXHB #	PENALTY														→	
		SCORE															

JUDGES SIGNATURE _____ Date _____

RANCH RIDING PATTERN #3



1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena, then diagonally across the arena
4. Change leads (simple or flying)
5. Lope on the right lead around the end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do a 360° turn each direction (either direction first, L-R or R-L)
11. Walk, stop and back

RANCH RIDING PATTERN 3

Class: _____

Judge: _____



- 1 Point Penalties:**
- Too slow per gait
 - Over-Bridled
 - Out of Frame
 - Break of gait at walk or trot for 2 strides or less
 - Splitting rail at lope
- 3 Point Penalties:**
- Break of gait at walk or trot for more than 2 strides
 - Break of gait at lope; wrong lead or out of lead
 - Excessive draped reins
 - Severe disturbance of any obstacle
 - Out of lead for more than 2 leads when changing leads
 - Trotting more than 3 strides when making a simple lead change.

- 5 Point Penalties:**
- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- Off Pattern:** 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.
- Eliminates or adds maneuver
 - Incomplete maneuver
 - Use of two hands on reins (except junior horse in snaffle bit or hackamore)
 - More than 1 finger between split reins, or any fingers between romal reins.

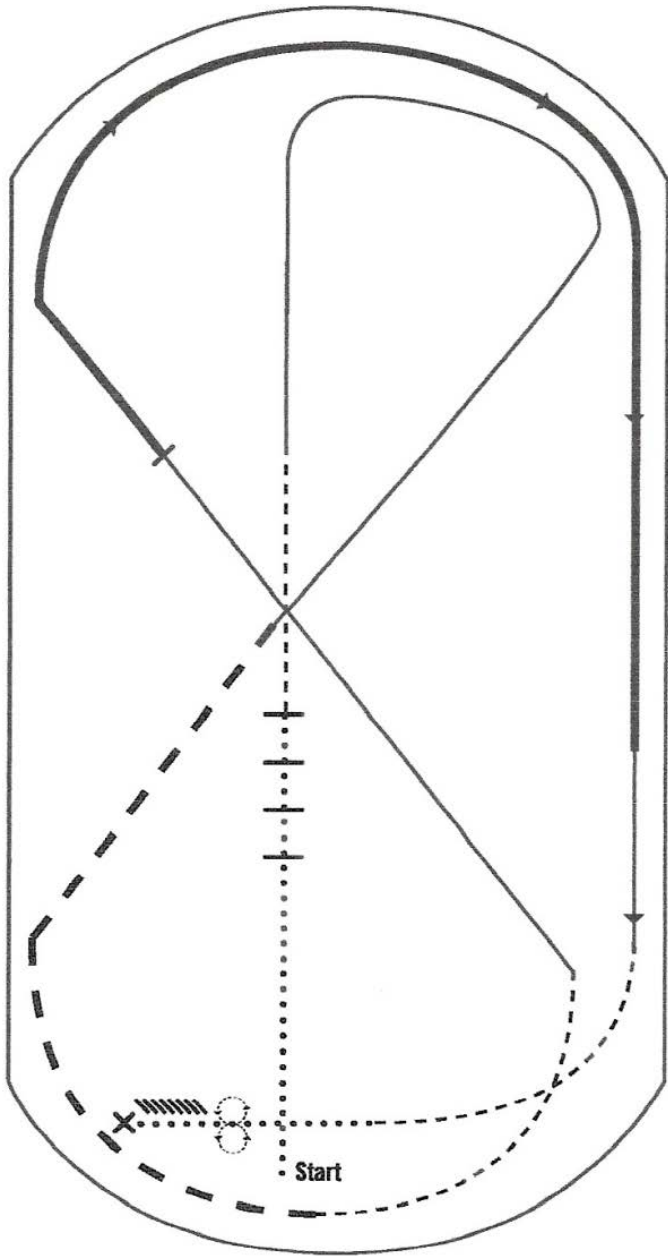
- Disqualification (DQ):** ADQ entry cannot be placed in the class.
- Illegal equipment, braiding or banding of mane, tail extension
 - Willful abuse
 - Major disobedience or schooling
 - Lameness

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	W	T	LL	CL	RL	EL RL	ET	Collect T	TOP	S, 360 each way	W, S&B			PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8	9	10	11				
DRAW	EXHB #	PENALTY														→	
		SCORE															
SCORE																	
DRAW	EXHB #	PENALTY														→	
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DRAW	EXHB #	PENALTY														→	
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SCORE																	
DRAW	EXHB #	PENALTY														→	
		SCORE															
SCORE																	

JUDGES SIGNATURE _____ Date _____

RANCH RIDING PATTERN #4



- | = Lead Change
- × = Stop
- = Walk
- = Trot
- = Lope
- = Ext. Lope
- — = Ext. Trot
- //// = Back

1. Walk
2. Walk over logs
3. Trot
4. Lope on the right lead
5. Extended trot
6. Trot
7. Lope on the left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect lope
11. Trot
12. Walk
13. Stop & back
14. 360-degree turn each direction (either direction first, L-R or R-L)

RANCH RIDING PATTERN 4

Class: _____

Judge: _____



1 Point Penalties:

- Too slow per gait
- Over-Bridled
- Out of Frame
- Break of gait at walk or trot for 2 strides or less
- Splitting rail at lope

3 Point Penalties:

- Break of gait at walk or trot for more than 2 strides
- Break of gait at lope; wrong lead or out of lead
- Excessive draped reins
- Severe disturbance of any obstacle
- Out of lead for more than 2 leads when changing leads
- Trotting more than 3 strides when making a simple lead change.

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern: 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.

- Eliminates or adds maneuver
- Incomplete maneuver
- Use of two hands on reins (except junior horse in snaffle bit or hackamore)
- More than 1 finger between split reins, or any fingers between romal reins.

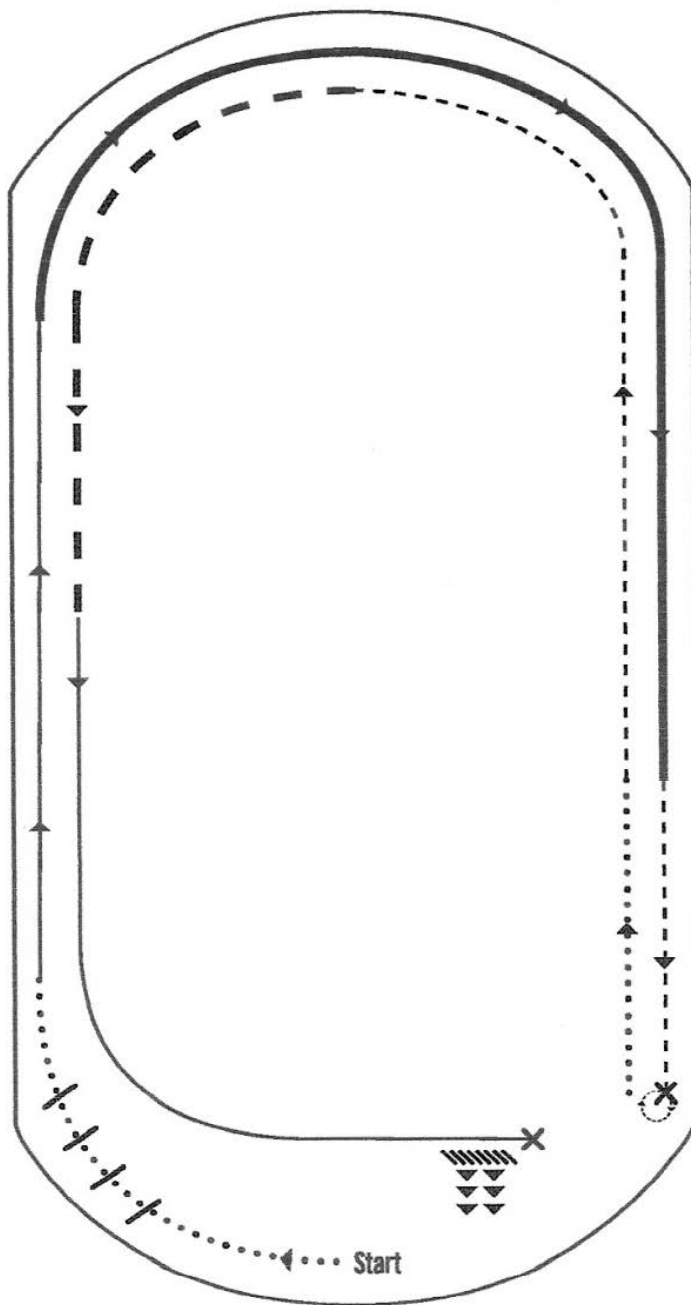
Disqualification (DQ): A DQ entry cannot be placed in the class.
 -Illegal equipment, braiding or banding of mane, tail extension
 -Willful abuse
 -Major disobedience or schooling
 -Lameness

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	W	WOP	T	RL	ET	T	LL	CL	EL RL	Collect RL	T	W	S & B	360 each direction	PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
DRAW	EXHB #	PENALTY															→	
		SCORE																
DRAW	EXHB #	PENALTY															→	
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DRAW	EXHB #	PENALTY															→	
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DRAW	EXHB #	PENALTY															→	
		SCORE																

JUDGES SIGNATURE _____ Date _____

RANCH RIDING PATTERN #5



- | = Lead Change
- X = Stop
- = Walk
- - - - = Trot
- = Lope
- = Ext. Lope
- - - - = Ext. Trot
- //// = Back

1. Walk
2. Walk over logs
3. Lope on right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope on left lead
11. Stop and back
12. Side pass right

RANCH RIDING PATTERN 5

Class: _____

Judge: _____



1 Point Penalties:

- Too slow per gait
- Over-Bridled
- Out of Frame
- Break of gait at walk or trot for 2 strides or less
- Splitting rail at lope

3 Point Penalties:

- Break of gait at walk or trot for more than 2 strides
- Break of gait at lope; wrong lead or out of lead
- Excessive draped reins
- Severe disturbance of any obstacle
- Out of lead for more than 2 leads when changing leads
- Trotting more than 3 strides when making a simple lead change.

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern: 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.

- Eliminates or adds maneuver
- Incomplete maneuver
- Use of two hands on reins (except junior horse in snaffle bit or hackamore)
- More than 1 finger between split reins, or any fingers between romal reins.

Disqualification (DQ): A DQ entry cannot be placed in the class.

- Illegal equipment, braiding or banding of mane, tail extension
- Willful abuse
- Major disobedience or schooling
- Lameness

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	W	WOP	RL	EL RL	T	S, 1 1/2 R	W	T	ET	LL	S & B	SPR		PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8	9	10	11	12			
DRAW	EXHB #	PENALTY														↩	
		SCORE															
																	SCORE
DRAW	EXHB #	PENALTY														↩	
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JUDGES SIGNATURE _____ Date _____