



RANCH REINING PATTERN 6

Class Name: _____ Class #: _____

1/2 Point Starting a circle or exiting a rollback at a trot for up to two (2) strides Delayed change of lead by one (1) stride where the lead change is required by the pattern description Failure to remain a minimum of 6m from the wall or fence when approaching a stop and/or rollback Over-spin or under-spin up to 1/8 turn. 1 Point Over-bridled (per manoeuvre) Out of frame (per manoeuvre) Out of lead in the circles, figure of eights, or around the end of the arena (this penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead) Over or under spinning 1/8 to 1/4 turn Slipping rein. 2 Point Break of gait (Including executing a simple lead change where pattern asks for 'change of lead' Freeze up in spins or rollback Failure to stop or walk before executing a lope departure on trot-in patterns Failure to be in a lope prior to the first marker on run-in patterns Failure to completely pass the specified marker before initiating a stop position	2 Points Cont. Trotting beyond two strides, but less than 1/2 circle or 1/2 length of arena At end of pattern, failure to hesitate to demonstrate completion of pattern 5 Point Spurring in front of cinch Blatant disobedience Use of either hand to instil fear Off-Pattern (OP) Place below exhibitors who complete the pattern correctly Breaking pattern Inclusion of manoeuvre (eg: over or under spinning, backing more than two strides) Trotting in excess of 1/2 circle or 1/2 length of the arena Repeated blatant disobedience Use of two hands (except horses permitted in snaffle a bit or hackamore) More than one finger between split reins, open fingers or any fingers between romal reins (except two rein) Disqualification (DQ) Lameness Abuse Leaving working arena before pattern is complete Illegal equipment Disrespect or misconduct Improper western attire Fall of horse/rider Out of control, dangerous or excessive schooling
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Entry #		MANOEUVRE SCORES									PENALTY	OFF PATTERN	SCORE	PLACING
		Each horse/rider is scored between 0-100 points and automatically begins the run with score of 70 points -1 ½ Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 ½ Excellent Tie Breaker: Specific manoeuvres and/or obstacles will be selected by Judge prior to start of class and so noted in space below, these manoeuvres will be ranked as 1 st tie breaker, 2 nd , 3 rd etc.												
Tie Breaker		1	2	3	4	5	6	7	8	Natural Ranch Horse Appearance				
Manoeuvre Description		1CR	1CL	Stop	3½ SR	Stop	3½ SL	S&B Hesitate						
	Penalty													
	Score													
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Judges Signature _____