



VERSATILITY RANCH TRAIL

Class Name: Class #:

<p>1 Point Penalties: Over bridled (per manoeuvre); Out of frame (per manoeuvre); Each hit, bite or stepping on a log, cone, plant or any component of the obstacle; Incorrect or break of gait at walk or trot for two strides or less; Both front or hind feet in a single-stride slot or space at a walk or trot; Skipping over or failing to step into required space; Split pole in lope-over; Incorrect number of strides, if specified; One to two steps on mount/dismount or ground tie except shifting to balance.</p>	<p>3 Points: Wrong lead or out of lead; Draped reins; Break of gait at lope, except when correcting an incorrect lead; Break of gait at walk or trot for more than two strides; Three to four steps on mount/dismount on ground tie; 5 Points: Spurring in front of cinch; Blatant disobedience; Use of either hand to instill praise or fear; Knocking over/stepping out of or falling off an obstacle; Dropping an object required to be carried; 1st or 2nd cumulative refusal; Letting go of gate; Five or more steps to mount/dismount on ground tie.</p>	<p>OFF PATTERN: Exhibitor cannot place above others who complete pattern correctly. Incomplete Manoeuvre; Eliminating or adding a manoeuvre; Breaking pattern; 3rd Refusal; Repeated blatant disobedience; Failure to dally and remain dallied during the drag; Use of two hands (except junior horses shown in a snaffle bit/hackamore); More than one finger between split reins or any fingers between romal reins (except in the two-rein); Failure to open and shut gate or failure to complete gate. DISQUALIFICATION (DQ): Lameness, Abuse, Leaving working area before pattern is complete; Illegal equipment, improper western attire; Disrespect or misconduct; Fall of horse/rider.</p>
---	--	--

NB: Tie Breaker – Specific manoeuvres and or obstacles to be selected by Judge prior to start of class. The tie breakers will be known as first tie breaker, second, third etc. and written in the space provide below.

Obstacle Score: -1 ½ Extremely Poor, -1 Very Poor, -½ Poor, 0 Correct, +½ Good, +1 Very Good, +1 ½ Excellent

Entry #	Obstacle Description	1	2	3	4	5	6	7	8	9	Penalty total	Score	Placing
	Tie breaker #												
	Penalty												
	Content												
	Penalty												
	Content												
	Penalty												
	Content												
	Penalty												
	Content												
	Penalty												
	Content												
	Penalty												
	Content												

Judges Signature: # in Class: Time class finished: