

RANCH TRAIL

Class Name: _____ Class #: _____

1 POINT PENALTY 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 2 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 Incorrect number of strides (if specified) 3 POINT PENALTY Wrong lead or out of lead for more than two strides Draped reins (per manoeuvre) Break of gait at lope except when correcting an incorrect lead Break of gait at walk or trot for more than 2 strides 3 or 4 steps on mount/dismount on ground tie	3 POINTS continued: Trotting for more than 3 strides in lope departures or exiting a rollback into a lope from a stop or walk Knocking down or over, or severely disturbing an obstacle Stepping out of or falling off an obstacle with (one) 1 foot Missing or evading part of a log/obstacle with one (1) foot 5 POINT PENALTY Spurring in front of cinch Blatant disobedience Use of either hand to instil fear Stepping out of or falling off an obstacle with more than one (1) foot Missing or evading part of a log/obstacle with more than one (1) foot Dropping an object required to be carried Letting go of gate Five or more steps on mount/dismount or ground tie	Off Pattern (OP) – Exhibitors cannot place above others who complete pattern correctly. Incomplete manoeuvre Eliminates or adds manoeuvre 3 rd Refusal Repeated blatant disobedience Use of two hands (except 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 Disrespect or misconduct Improper Western attire Fall of horse/rider
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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											Natural Ranch Horse Appearance	Penalty	Score	Off Pattern	Placing
Entry #	Tie Breaker #														
	Obstacle description														
	Manoeuvre	1	2	3	4	5	6	7	8	9					
	Penalty														
	Content														
	Penalty														
	Content														
	Penalty														
	Content														
	Penalty														
	Content														
	Penalty														
	Content														
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	Content														

Judges Signature: _____ # in Class: _____