

- All Classes -

RANCH TRAIL

SHOW: #1
CLASS: OPEN
DATE:

1 Point Penalties: - Over-bridled (per maneuver) - Out of frame (per maneuver) - 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 space at a walk or trot - Skipping over or failing to step into required space - Incorrect number of strides, if specified - One or two steps on mount/dismount on/or ground tie (except shifting to balance) - Split log in lope over	5 Point Penalties: - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - Knocking over, stepping out of, or falling off of an obstacle - Dropping an object required to be carried - 1st or 2nd cumulative refusal - Letting go of gate - 5 or more steps on mount/dismount or ground tie	Off-Pattern (OP): Cannot place above others who complete pattern correctly - Breaking pattern - 3rd refusal - Repeated blatant disobedience - Failure to dally and remain dalled during the drag - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins
3 Point Penalties: - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Three to four steps on mount/dismount on ground tie	10 Point Penalty: - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)	Disqualification (DQ): - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete

OBSTACLE SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker		TR				TR									
Obstacle Description		LLP	LH GATE	EX T	EX T	TP	DANG LWH	RL P	B/SP 1/2 R	WP BR					
1)	121	PENALTY													
		CONTENT	+1	+1	+1	+1	+1	+1	+1/2	0	+1/2			77	
71 72 73 74 75 76 76 1/2 77															
2)	109	PENALTY	3		1		1			1			6		
		CONTENT	-1	-1	-1	0	0	+1/2	+1/2	0	0			62	
66 65 63 62 62 1/2 63 62															
3)	306	PENALTY		11				3					5		
		CONTENT	0	-1/2	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2			67	
67 1/2 68 1/2 67 69 1/2 66 66 1/2 67															
4)	912	PENALTY			1		1				1		3		
		CONTENT	+1/2	+1/2	-1/2	+1/2	0	+1	+1	+1/2	-1/2			70	
70 1/2 71 69 1/2 70 69 70 71 71 1/2 70															
5)	319	PENALTY				1					1		2		
		CONTENT	+1	+1	+1	+1	+1	+1	+1	+1	+1/2			76 1/2	
71 72 73 74 75 76 77 76 1/2															
6)	301	PENALTY	11		3				311				10		
		CONTENT	-1/2	0	-1	0	0	+1/2	-1	0	0			58	
67 1/2 63 1/2 64 58															
7)	315	PENALTY		50P			1		11		11			55	OP
		CONTENT	+1/2	-1/2	-1/2	-1	-1/2	-1/2	-1	-1/2	-1/2				
70 1/2 69 63 1/2 62 1/2 61 60 1/2 57 1/2 57 55															
8)	168	PENALTY							11				2		
		CONTENT	+1	+1	+1	+1	+1	+1	0	+1	+1			76	
71 72 73 74 75 76 74 75 76 N/S P															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: NSR

- All Classes -

RANCH TRAIL

SHOW: #1
CLASS: OPEN
DATE:

1 Point Penalties: - Over-bridled (per maneuver) - Out of frame (per maneuver) - 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 space at a walk or trot - Skipping over or failing to step into required space - Incorrect number of strides, if specified - One or two steps on mount/dismount on/or ground tie (except shifting to balance) - Split log in lope over	5 Point Penalties: - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - Knocking over, stepping out of, or falling off of an obstacle - Dropping an object required to be carried - 1st or 2nd cumulative refusal - Letting go of gate - 5 or more steps on mount/dismount or ground tie	Off-Pattern (OP): Cannot place above others who complete pattern correctly - Breaking pattern - 3rd refusal - Repeated blatant disobedience - Failure to dally and remain dalled during the drag - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins
3 Point Penalties: - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Three to four steps on mount/dismount on ground tie	10 Point Penalty: - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)	Disqualification (DQ): - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete

W/O	#		OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker																
Obstacle Description			LLP	LH GATE	EX T	EX T	TP	DANG LW/T	RL P	B/SP V.R	WP BR					
9)	146	PENALTY													77 1/2	
		CONTENT	+1	+1	+1/2	+1/2	+1	+1	+1/2	+1	+1					
			71	72	72 1/2	73	74	75	75 1/2	76 1/2	77 1/2					
10)	308	PENALTY	31											4	68 1/2	
		CONTENT	-1 1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					
			64 1/2	65		66	66 1/2	67	67 1/2	68	68 1/2					
11)	108	PENALTY	1			3					1			5	68	
		CONTENT	0	+1/2	0	-1	+1/2	+1	+1	+1	0					
			69	69 1/2		69 1/2	66	67	68	69	68					
12)	177	PENALTY				11					1			3	73	
		CONTENT	+1/2	+1	0	0	+1/2	+1	+1	+1	+1					
			70 1/2	71 1/2		69 1/2	70	71	72	73						
13)	133	PENALTY	11								1				72	
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2					
			68	68 1/2	69	69 1/2	70	70 1/2	71 1/2	72 1/2	72					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: N/SK

RANCH TRAIL

- All Classes -

SHOW: #1
CLASS: Ranch.
DATE: 12/2

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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 space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:

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

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#		OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker																
Obstacle Description			LLP	LH GATE	EX T	EX T	TP	DANG LWH	RL P	B/S R	WP BR					
1)	307	PENALTY	33				1	OP	15					52	OP	
		CONTENT	-1	-1/2	0	0	-1/2	-1/2	-1/2	0	0					
			63	62 1/2			61	58 1/2	52							
2)	108	PENALTY												79		
		CONTENT	+1	+1	+1	+1	+1	+1	+1	+1	+1					
			71	72	73	74	75	76	77	78	79					
3)	110	PENALTY							1		1			2	66 1/2	
		CONTENT	-1/2	-1/2	0	0	0	0	-1/2	0	0					
			69 1/2	69				67 1/2		66 1/2						
4)	200	PENALTY					1		1		1			3	71 1/2	
		CONTENT	+1/2	0	+1	+1/2	+1/2	+1	0	+1/2	+1/2					
			70 1/2		71 1/2	72	71 1/2	72 1/2	71 1/2	72	71 1/2					
5)	137	PENALTY				3	1		3					7	67 1/2	
		CONTENT	+1/2	+1/2	0	-1/2	0	+1/2	-1	-1/2	0					
			70 1/2	71		67 1/2	66 1/2	67	63	62 1/2						
6)	133	PENALTY												78 1/2		
		CONTENT	+1	+1/2	+1	+1	+1	+1	+1	+1	+1					
			71	71 1/2	72 1/2	73 1/2	74 1/2	75 1/2	76 1/2		78 1/2					
7)	912	PENALTY	11						11					4	68	
		CONTENT	-1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0					
			67 1/2		68	68 1/2	69	69 1/2	67 1/2	68						
8)	306	PENALTY	3					OP	1		1			5	65	OP
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	-1/2	-1/2	0	0					
			67	67 1/2	68		69	67 1/2	66		65 1/2					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

N. S. R.

- All Classes -

RANCH TRAIL

SHOW: #1
CLASS: Amateur
DATE: 12/2

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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 space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Spill log in lope over

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:

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

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#		OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker																
Obstacle Description			CLP	LH GATE	EX T	EX T	TP	DANG LWH	RL P	B/SP R	WR BR					
9)	125	PENALTY														
		CONTENT	+1/2	-1	+1/2	+1/2	+1/2	-1/2	0	0	+1/2				71	
			70 1/2	69 1/2	70	70 1/2	71	70 1/2			71					
10)	146	PENALTY						3								
		CONTENT	+1	+1	+1/2	+1/2	+1	+1	0	0	0				72	
			71	72	71	73	74	75	72							
11)	126	PENALTY					1		3					5		
		CONTENT	0	0	+1/2	+1/2	0	+1/2	-1	0	0				65 1/2	
					71	70	70 1/2	65 1/2								
12)	177	PENALTY	3				1		1					5		
		CONTENT	-1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	+1				70	
			66 1/2	67		68	67 1/2	68 1/2	68		70					
13)	124	PENALTY					1		3					4		
		CONTENT	0	+1	+1/2	+1/2	0	+1/2	-1	0	0				67 1/2	
			71		72	71	71 1/2	67 1/2								
14)	134	PENALTY														
		CONTENT	+1	+1/2	+1	+1	+1	+1/2	+1/2	+1	+1/2				77	
			71	71 1/2	72 1/2	73 1/2	74 1/2	75	75 1/2	76 1/2	77					
15)	122	PENALTY	3													
		CONTENT	0	+1	+1	+1	+1	+1	+1	+1	+1				75	
			67	68	69	70	71	72	73	74	75					
16)	301	PENALTY			3			0	3					10		
		CONTENT	-1	-1/2	-1	0	0	-1/2	-1	0	0				55	OP

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *ABR*

- All Classes -

RANCH TRAIL

SHOW: #1

CLASS: Amst

DATE:

1 Point Penalties:

- Over-bidled (per maneuver)
- Out of frame (per maneuver)
- 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 space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:

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

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#		OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker																
Obstacle Description			CL P	LH GATE	EX T	EX T	TP	DANG L W/T	RL P	B/SP R	WP BR					
17)	322	PENALTY				3								3		70 1/2
		CONTENT	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	0	0					
			71 72 69 69 1/2 70 70 1/2													
18)	114	PENALTY							1		1			2		71 1/2
		CONTENT	-1	0	+1/2	+1/2	+1/2	+1	0	+1	+1					
			69 70 70 1/2 71 1/2 70 1/2 71 1/2													
19)	308	PENALTY						OP 3			1			4		65 OP
		CONTENT	0	+1/2	+1/2	+1	+1/2	-1 1/2	-1	-1/2	-1/2					
			70 1/2 71 72 72 1/2 71 67 65													
20)	109	PENALTY	3											3		69
		CONTENT	-1/2	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2					
			66 66 1/2 67 67 1/2 68 68 1/2 69													
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *ABK*

RANCH TRAIL

- Youth -

SHOW: #1

CLASS: Youth

DATE: 12/2

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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 space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:

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

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

OBSTACLE SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points
-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Tie-Breaker																
Obstacle Description			LL-P	LH-Gate	EX-T	EX-T	T-P	PL-PCH	B-SP-R	W-P-BR						
1)	121	PENALTY					1							1		
		CONTENT	+1	+1	+1	+1	+1	+1	+1	+1					77	
			71	72	73	74		75	76	77						
2)	118	PENALTY				1								1		
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1	+1	+1	+1					76	
			70 1/2	71	71 1/2	72	73	74		76						
3)	399	PENALTY				OP (24 1/2)										
		CONTENT	0	0	0	-1 1/2	0	0	0	0					110 68 1/2 P	
						68 1/2										
4)	119	PENALTY				5	1							6		
		CONTENT	0	0	0	-1	0	+1/2	+1/2	+1					65	
						64	63	63 1/2	64	65						
5)	168	PENALTY						33						6		
		CONTENT	+1/2	+1/2	+1	+1/2	+1	-1/2	0	+1					68	
			70 1/2	71	72	72 1/2	73 1/2	67		68						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: NSP