

## Ranch Riding (Patterns 1 & 2)

Rider:	Back Number:	Horse:
NVRHA Scoring Scale: Zero = Correct, .5=Average, +1=Above Average, +1.5=Good, +2=Very Good, +2.5 Almost Excellent, +3=Excellent, -.5=Needs Slight Improvement, -1=Needs Minor Improvement, -1.5=Needs Moderate Improvement, -2=Poor, -2.5=Very Poor, -3=Extremely Poor, -7 Does Not Attempt		
<b>NOTE:</b> Judge may blow whistle at any time to end work & -7 will be given for any maneuvers remaining		
<b>NOTE:</b> Fall to ground of rider or horse - Team will be scored until the fall		
Credit: Free flowing stride appropriate for conformation to cover ground with little effort. Ideally, he should have a balanced, flowing motion, while exhibiting correct gaits that are of the proper cadence. Quality of movement, head and neck relaxed in a natural position, bright eyes, ears alert, responsive and smooth.		

### 1 POINT PENALTY

G. Incorrect or break of gait for two strides or less

### 3 POINT PENALTY

L. Out of lead  
G. Incorrect or break of gait for MORE than two strides

### 5 POINT PENALTY

D. Blatant Disobedience  
F. Instill fear or praise  
J. Use of spurs forward of the cinch

### 10 POINT PENALTY

A. Missed pattern  
H. Use of 2 hands on the reins in a bridle or two rein  
C. Fingers between the reins in a bridle class  
\*\*except the two rein & one finger(index) allowed in split rein\*\*  
I. Illegal or failed equipment  
Q. Riding outside of course area  
K. Fall to the ground of rider or horse  
M. Misuse of Romel  
P. Touching horse with free hand.



**Instructions: Enter the letter corresponding to the penalty in the appropriate PT box, one time for EACH occurrence of penalty.**

MANEUVER	JUDGE'S SCORE	PENALTIES				TOTAL
		1 PT	3 PT	5 PT	10 PT	
1. Walk						
2. Transition to trot, trot						
3. Transition to extended trot, extended trot						
4. Transition to regular trot and reverse						
5. Stop, settle and wait						
6. Lope departure and lope						
7. Transition to extended lope, extended lope						
8. Transition to regular lope, lope						
9. Transition to walk, walk						
10. Stop, settle and wait						
11. Trot, Reverse						
12. Transition to lope, lope						
13. Transition to trot, trot						
14. Stop, back						
MANEUVER TOTAL:		PENALTY TOTAL:				

100 Points +/- Maneuver Total: \_\_\_\_\_ x .70 = \_\_\_\_\_ - Less Penalty Total: \_\_\_\_\_ = Total Score: \_\_\_\_\_

**Comments:**

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Judge's Signature: \_\_\_\_\_

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