

Ranch Riding (Pattern 3)

Rider:	Back Number:	Horse:
Judges Score: +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
NOTE: Judge may blow whistle at any time to end work & -7 will be given for any maneuvers remaining		
NOTE: Fall to ground of rider or horse - Team will be scored until the fall		
<small>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.</small>		

1 POINT PENALTY

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

3 POINT PENALTY

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

5 POINT PENALTY

D. Blatant Disobedience
F. Instill fear or praise

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



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 from Start to Cone A							
2. Transition to Jog, Jog - Cone A to B							
3. Transition to extended jog, extended jog - Cone B to C							
4. Collect back to regular jog, jog - Cone C to D							
5. Transition to lope (right lead), lope - Cone D to B							
6. Transition to extended lope, extended lope - Cone B to D							
7. Collect back to regular lope, lope - Cone D to A							
8. Transition to jog, jog - Cone A to B							
9. Stop, settle and wait at Cone B							
10. Turn and jog - Cone B to A							
11. Transition to lope (left lead), lope - Cone A to F							
12. Transition to walk, walk - Cone F to G							
13. Stop and back - Cone G							
14. Stop, settle and wait at Cone G							

MANEUVER TOTAL:

PENALTY TOTAL:

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

Comments:

Judge's Signature: _____