VERSATILITY RANCH REINING PATTERN 5

				Cla	ss Nam	ne:	•••••		•••••	•••••	•••••	С	lass	#:	••••••
Delayed chadescription; approaching 1 Point: Over-bridled circles, figur and will be dunder spinn 2 Point: Break of gailope departin patterns;	rcle or exiting a rollbange of lead by one standard to remain a regard a stop and/or rollband (per manoeuvre); Core of eights, or around deducted for each quing 1/8 to 1/4 turn; Source on trot-in pattern Failure to completely otting beyond two standard processors.	tride where minimum of ack; Over-spi Out of frame d the end of larter of a ci Slipping rein. or rollbacks; Failure to y pass the sp	the lead cl 6m from t n or under (per mano the arena rcle the ho Failure to be in a lo pecified ma	nange is requested to the wall or fewer spin up to the control of the wall of	of lead in a y is cumula lead); Ove to before ex the first ma initiating a	the itive r or ecuting a rker on rur	fear/praist 10 Point: It consistent Off-Patter pattern co Inclusion of than two s Use of two More than (except two Disqualific Abuse; Lai Fall of hor	e. Unnatural F Ily carried in In (OP): Exionrectly; Bre of manoeuverides); Re o hands (exione finger orein); Tro cation (DQ) meness; Dis se/rider; In	nch; Blatan Ranch Horse n an unnatu hibitors can eaking patte tre (eg: over peated blat cept in snaff between sp btting in exc : srespect or n proper wes pattern is c	Appearance ral manner not place about place about or under spant disobed file bit or hardlit reins or ess of 1/2 conscended; tern attire;	e (Horse's ta in every ma loove others binning, bac ience ckamore); any fingers rcle or 1/2 l	ail is ob noeuvi who co king m betwee ength	ovious a re) ompleto ore en rom of the a	and e the al reins	
Entry #	MANOEUVRE SCORES Each horse/rider team is scored between 0-100 points and automatically begins the run with score of 70 -1 ½ Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 ½ Exceller Tie Breaker: Specific manoeuvres and/or obstacles will be selected by Judge prior to start of class and so space below, these manoeuvres will be ranked as 1st tie breaker, 2nd, 3rd etc.							t	Total Penalties	Pattern	Total Score	Placings			
- :-	D	1	2	3	4	5	6	7	8		10	tal P	Off F	otal	룝
Tie Breaker # Manoeuvre Description		S & B	4SR	4 ¼ SL	2CL	2CR	RRB	LRB	STOP		Point Penalty	Ţ			
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Judges Signature: #in Class: Time finished: