RANCH RIDING PATTERN 5



Class Name:	. Class #:	# in Class:
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Over bridled (per manoeuvre); Out of frame (per manoeuvre); Too slow; Break of gait at walk or trot for two strides or less **3 POINTS:**

Wrong lead or out of lead Draped reins (per manoeuvre) Break of gait at lope except when correcting an incorrect lead

3 POINTS continued:

Break of gait at walk or trot for more than two strides; Out of lead or cross cantering more than two strides when changing leads

Trotting more than three strides when making a simple lead change

Severe disturbance of any obstacle **5 POINTS:**

Blatant disobedience (kick, bite, buck, rear etc) for each occurrence

10 POINTS: Unnatural Ranch Horse appearance (Horses tail is obviously carried in an unnatural manner in every manoeuvre)

OFF PATTERN: Placed below horses performing all manoeuvres.

Eliminates manoeuvre or adds manoeuvres; Incomplete manoeuvre; Use of 2 hands (except junior horse shown in snafflebit /hackamore); More than 1 finger between split reins, or any fingers between romal reins

ZERO SCORE will not be placed

Illegal equipment – including hoof black, tail extension, braided/banded manes

Wilful abuse;

Lameness;

Major disobedience or schooling; Leaving arena before completing pattern.

						MANOE	UVRE SCC	RES												
Entry #	Tie B				and or obs		be selecte	d by Judge	prior to st		½ Excellent s and so no		,			Penalty	Penalty Total	RE	tern	
Des	scription	w	W, LOG	т	RL	Ext T	T	LL	Change leads		Collect RL	Fyt		w	S&B	360 Each way	10 Point Penalty	Penalt	SCORE	Off Pattern
Ma	noeuver	1	2	3	4	5	6	7	8	9	10	11	12	13	14					
Tie	Breakers																			
	PENALTY																			
	MANOEUVER																			
	PENALTY																			
	MANOEUVER																			
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	MANOEUVER																			
	PENALTY																			
	MANOEUVER																			

Judges Signature:	Data:	Time Finished.
	Date	

RANCH RIDING PATTERN 5 SECOND SHEET

Class Name:	Class #:	# in Class:	Page #

						MANOE	UVRE SC	ORES											
Entry #	Tie B	-1 ½ Extremely Poor; -1 Very Poor; - ½ Poor; 0 Correct; + ½ Good; +1 Very Good; +1 ½ Excellent Tie Breakers: Specific manoeuvres and or obstacles will be selected by Judge prior to start of class and so noted below														enalty	Total		£
		and will be ranked as 1st, 2nd, 3rd etc.														T Pe	_ <u>₹</u>	SCORE	atte
Description		w	W, LOG	Т	RL	Ext T	Т	LL	Change leads	RL, Ext	Collect RL	т	w	S&B	360 Each way	10 Point Penalty	Penalty Total	SC	Off Pattern
Manoeuver		1	2	3	4	5	6	7	8	9	10	11	12	13	14				
Tie	Breakers																		
	PENALTY																		
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