

## Ranch Riding (Pattern 3)

Rider:	Back Number:	Horse:
<b>Judges Score:</b> +3 Excellent, +2 Very Good, +1 Good, 0 Correct, -1 Needs Improvement, -2 Poor, -3 Very Poor, -7 does not attempt maneuver		
<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  
O. Holding saddle except when working cow or at the extended trot  
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 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:**

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