RANCH RIDING PATTERN 3

Class Name: # in Class: # in Class:

1 POINT PENALTY 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 continued: Trotting more than three strides when making a simple lead change Severe disturbance of any obstacle						OFF PATTERN – Continued Use of 2 hands (except junior horse shown in snafflebit /hackamore) More than 1 finger between split reins, or any fingers between romal reins, except two-rein							
3 POINT PENALTY Wrong lead or out of lead Draped reins (per manoeuvre) Break of gait at lope except when correcting an incorrect lead 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					5 POINT PENALTY Blatant disobedience (kick, bite, buck, rear etc) for each occurrence OFF PATTERN – Placed below horses performing all manoeuvres Eliminates manoeuvre or adds manoeuvres; Incomplete manoeuvre Repeat Blatant disobedience						ZERO SCORE Disqualified - 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 Improper Western Attire Fall of Horse or Rider								
					MANOEUVRE SCORES														
Entry -1 ½ Extremely Poor; -1 Very Poor					r; - ½ P	; - ½ Poor; 0 Correct; + ½ Good; +1 Very Go									<u>₹</u>	<u></u>	ļ	l	
#	Tie Breakers: Specific manoeuvres and or obstacles will be selected by Judge prior to start of class and so noted below and will be ranked as 1 st , 2 nd , 3 rd etc.													Penal	/ Tota	Æ	tern		
Description		w	T	Ex T	S S/P R	360 Each Way	W	T	LL	Ext L	Ch Lead	RL	Ex T	S&B	10 Point Penalty	Penalty Total	SCORE	Off Pattern	
Ma	noeuver	1	2	3	4	5	6	7	8	9	10	11	12	13					
Tie	Breakers																		
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