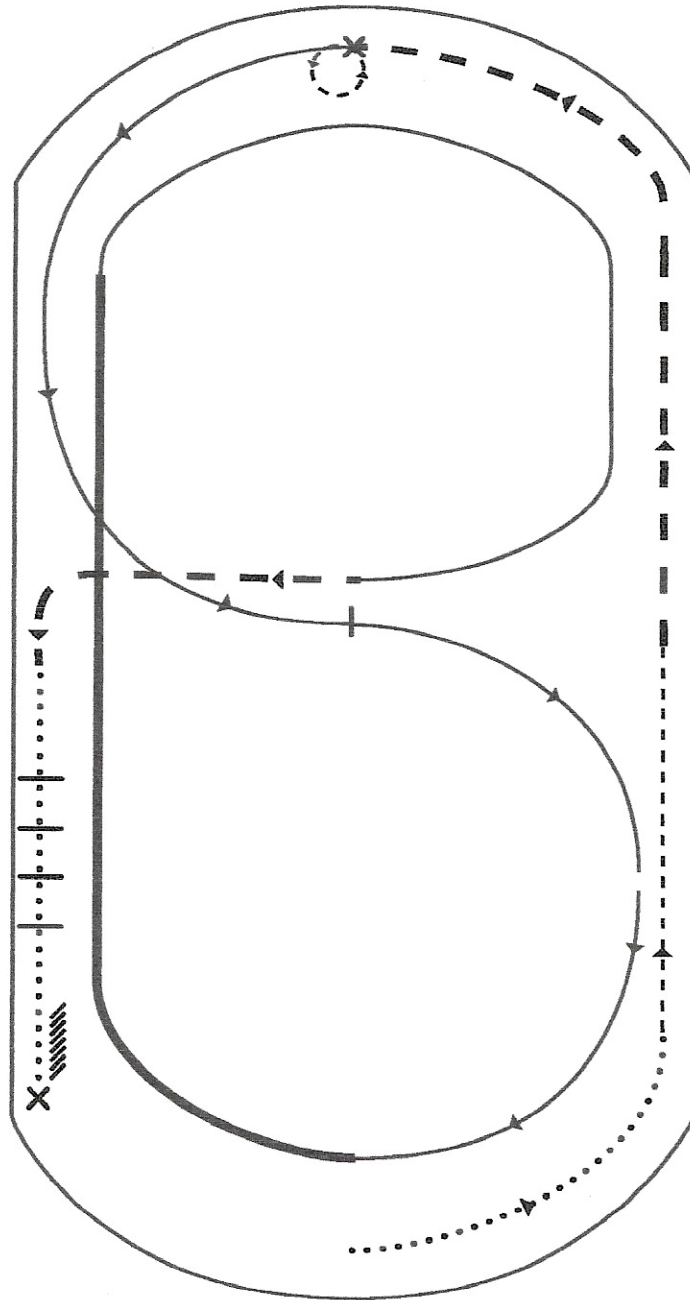


RANCH RIDING PATTERN #1



- | = Lead Change
- X = Stop
- = Walk
- - - - = Trot
- = Lope
- = Ext. Lope
- - - - = Ext. Trot
- ////// = Back

1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360° turn to the left
5. Left lead one-half circle, lope to the center
6. Change leads (simple or flying)
7. Right lead one-half circle
8. Extend lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to the center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

SHOW:

CLASS:

DATE:

RANCH RIDING - Pattern 1

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

10 Point Penalty:

- Unnatural Ranch Horse Appearance

Off-Pattern (OP): Cannot place above others who complete pattern correctly:

- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except Junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

Disqualification (DQ):

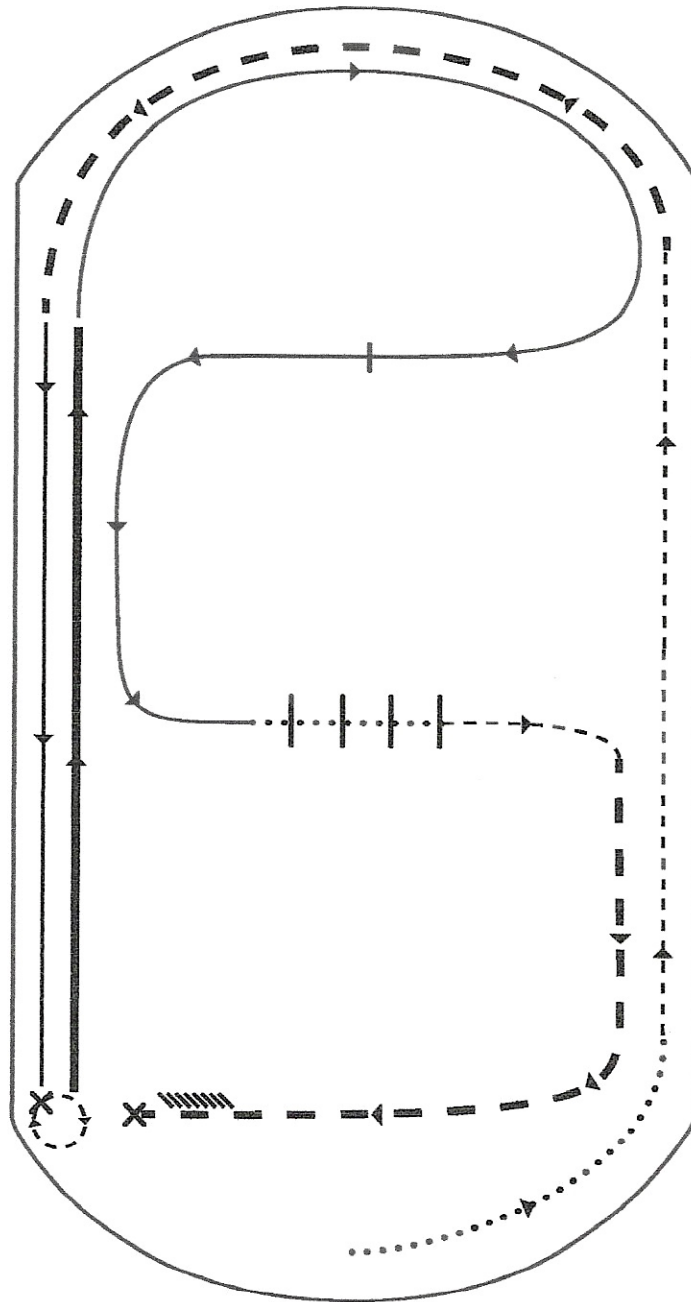
- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

W/O		#	MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN																																																																																																																																																																																																																																										
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																																																																																																																																																																																																																																																											
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JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

RANCH RIDING PATTERN #2



- | = Lead Change
- × = Stop
- = Walk
- - - - = Trot
- = Lope
- — — = Ext. Lope
- - - - = Ext. Trot
- //// = Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, one and one-half turn to the right
6. Extended lope
7. Collect to working lope on the right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

SHOW:

CLASS:

DATE:

RANCH RIDING - Pattern 2

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

10 Point Penalty:

- Unnatural Ranch Horse Appearance

Off-Pattern (OP): Cannot place above others who complete pattern correctly:

- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

Disqualification (DQ):

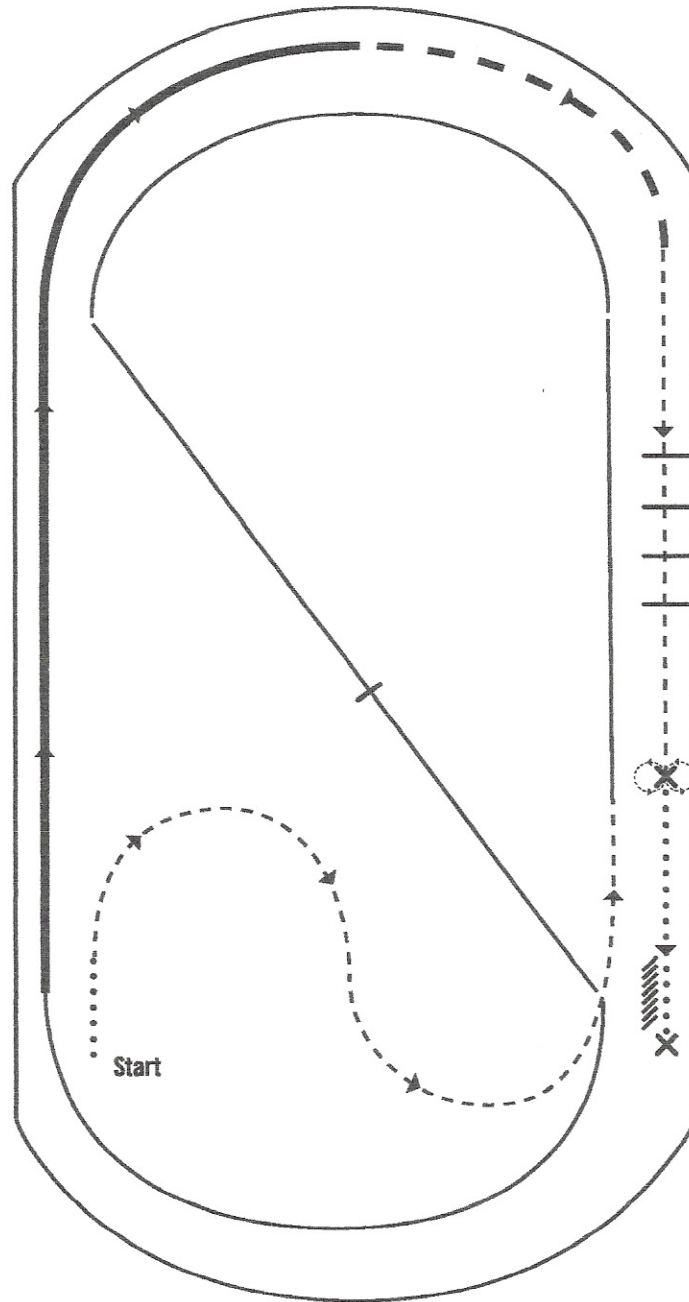
- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

W/O		#	MANEUVER SCORES													10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN																																																																																																																																																																																																																																																						
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																																																																																																																																																																																																																																																																									
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

RANCH RIDING PATTERN #3



- | = Lead Change
- X = Stop
- = Walk
- - - - = Trot
- = Lope
- — — = Ext. Lope
- - - - = Ext. Trot
- //// = Back

1. Walk
2. Trot serpentine
3. Lope left lead around the end of the arena, then diagonally across the arena
4. Change leads (simple or flying)
5. Lope on the right lead around the end of the arena
6. Extend lope on the straight away and around corner to the center of the arena
7. Extend trot around corner of the arena
8. Collect to a trot
9. Trot over poles
10. Stop, do a 360° turn each direction (either direction first, L-R or R-L)
11. Walk, stop and back

RANCH RIDING - Pattern 3

SHOW: _____

CLASS: _____

DATE: _____

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

10 Point Penalty:

- Unnatural Ranch Horse Appearance (

Off-Pattern (OP): Cannot place above others who complete pattern correctly:

- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between roma reins (except in the tow-rein).

Disqualification (DQ):

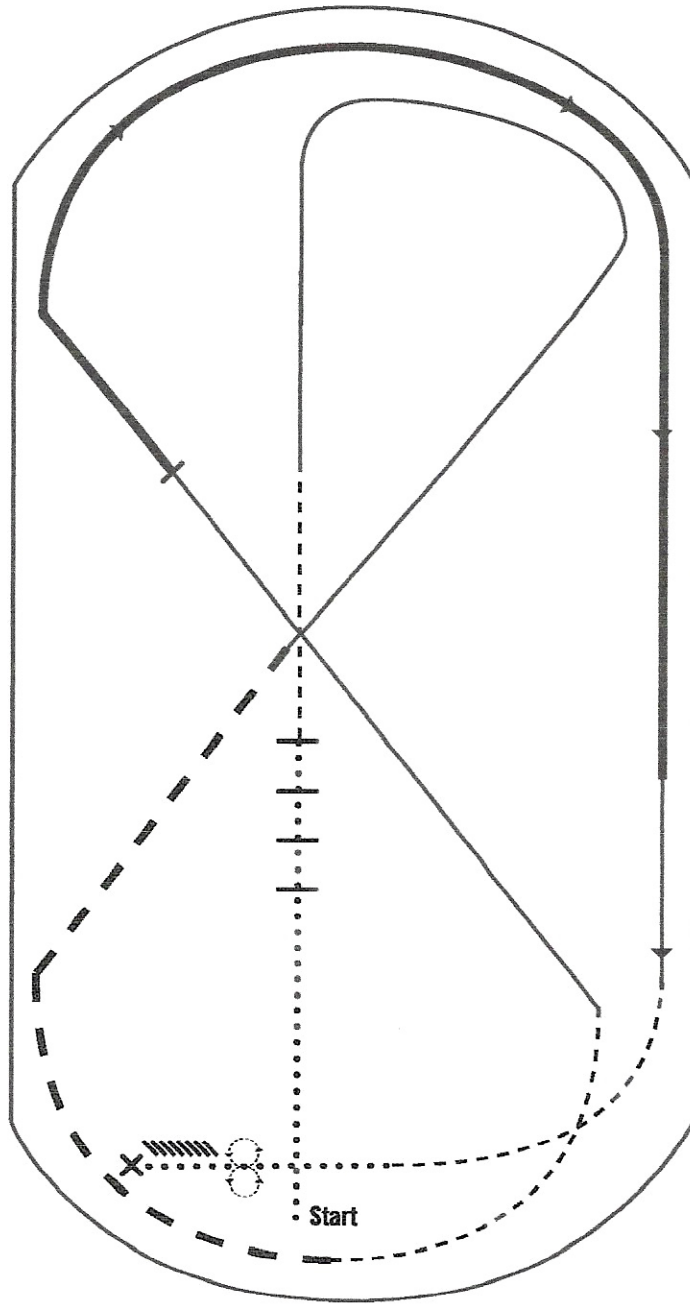
- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

W/O		#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
Maneuver Description		W	T	LL	CL	RL	Ex L	Ex T	Collect	TO's	S, 360 each way	W, S&B				
Maneuver		1	2	3	4	5	6	7	8	9	10	11				
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JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

RANCH RIDING PATTERN #4



- | = Lead Change
- × = Stop
- = Walk
- - - - = Trot
- = Lope
- = Ext. Lope
- - - - = Ext. Trot
- ////// = Back

1. Walk
2. Walk over logs
3. Trot
4. Lope on the right lead
5. Extended trot
6. Trot
7. Lope on the left lead
8. Change leads (simple or flying)
9. Right lead, extended lope
10. Collect lope
11. Trot
12. Walk
13. Stop and back
14. 360° turn each direction (either direction first, L-R or R-L)

RANCH RIDING - Pattern 4

SHOW: _____

CLASS: _____

DATE: _____

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

10 Point Penalty:

- Unnatural Ranch Horse Appearance

Off-Pattern (OP): Cannot place above others who complete pattern correctly:

- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

Disqualification (DQ):

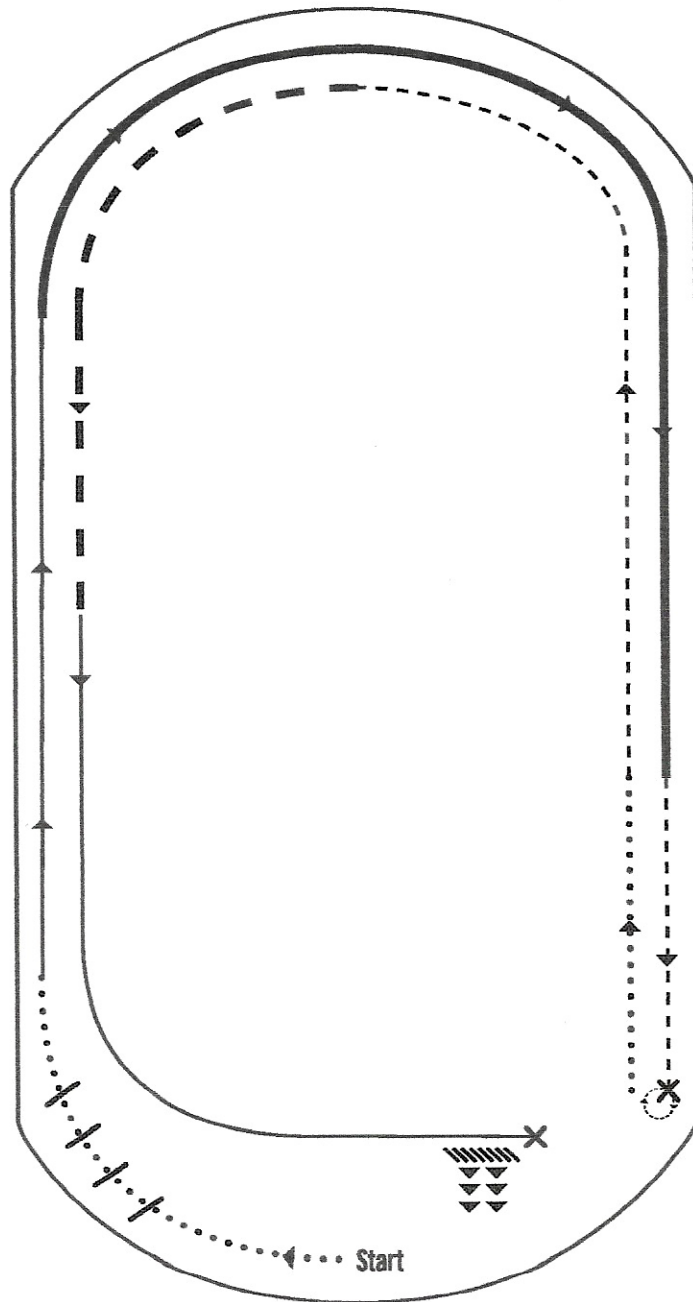
- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

W/O		MANEUVER SCORES														10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
#		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																	
Maneuver Description		W	WO's	T	RL	Ex T	T	LL	CL	Ex L (RL)	Collect	T	W	S&B	360 each way				
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12	13	14				
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JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

RANCH RIDING PATTERN #5



- | = Lead Change
- X = Stop
- = Walk
- - - - = Trot
- = Lope
- = Ext. Lope
- - - - = Ext. Trot
- ////// = Back

1. Walk
2. Walk over logs
3. Lope on right lead
4. Extended lope (right lead)
5. Trot
6. Stop, 1 1/2 turns right
7. Walk
8. Trot
9. Extended trot
10. Lope on left lead
11. Stop and back
12. Side pass right

RANCH RIDING - Pattern 5

SHOW: _____

CLASS: _____

DATE: _____

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly:

- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

Disqualification (DQ):

- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		W	WO's	RL	Ex L (RL)	T	S, 1 1/2 R	W	T	Ex T	LL	S&B	SPR				
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
		Maneuver Description	1	2	3	4	5	6	7	8	9	10	11	12			
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JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

RANCH TRAIL

SHOW: _____

CLASS: _____

DATE: _____

- 1 Point Penalties:**
- Over-bridled (per maneuver)
 - Out of frame (per maneuver)
 - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
 - Incorrect or break of gait at walk or trot for two strides or less
 - Both front or hind feet in a single-stride space at a walk or trot
 - Skipping over or failing to step into required space
 - Incorrect number of strides, if specified
 - One or two steps on mount/dismount on/or ground tie (except shifting to balance)
 - Split log in lope over
- 3 Point Penalties:**
- Wrong lead or out of lead
 - Draped reins
 - Break of gait at lope
 - Break of gait at walk or trot for more than two (2) strides
 - Three to four steps on mount/dismount on ground tie

- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
 - Knocking over, stepping out of, or falling off of an obstacle
 - Dropping an object required to be carried
 - 1st or 2nd cumulative refusal
 - Letting go of gate
 - 5 or more steps on mount/dismount or ground tie
- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance

- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- Breaking pattern
 - 3rd refusal
 - Repeated blatant disobedience
 - Failure to dally and remain dallied during the drag
 - Use of two hands (except in snaffle bit or hackamore)
 - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**
- Abuse
 - Lameness
 - Disrespect or misconduct
 - Illegal equipment
 - Fall of horse/rider
 - Improper western attire
 - Leaving arena before pattern is complete

OBSTACLE SCORES

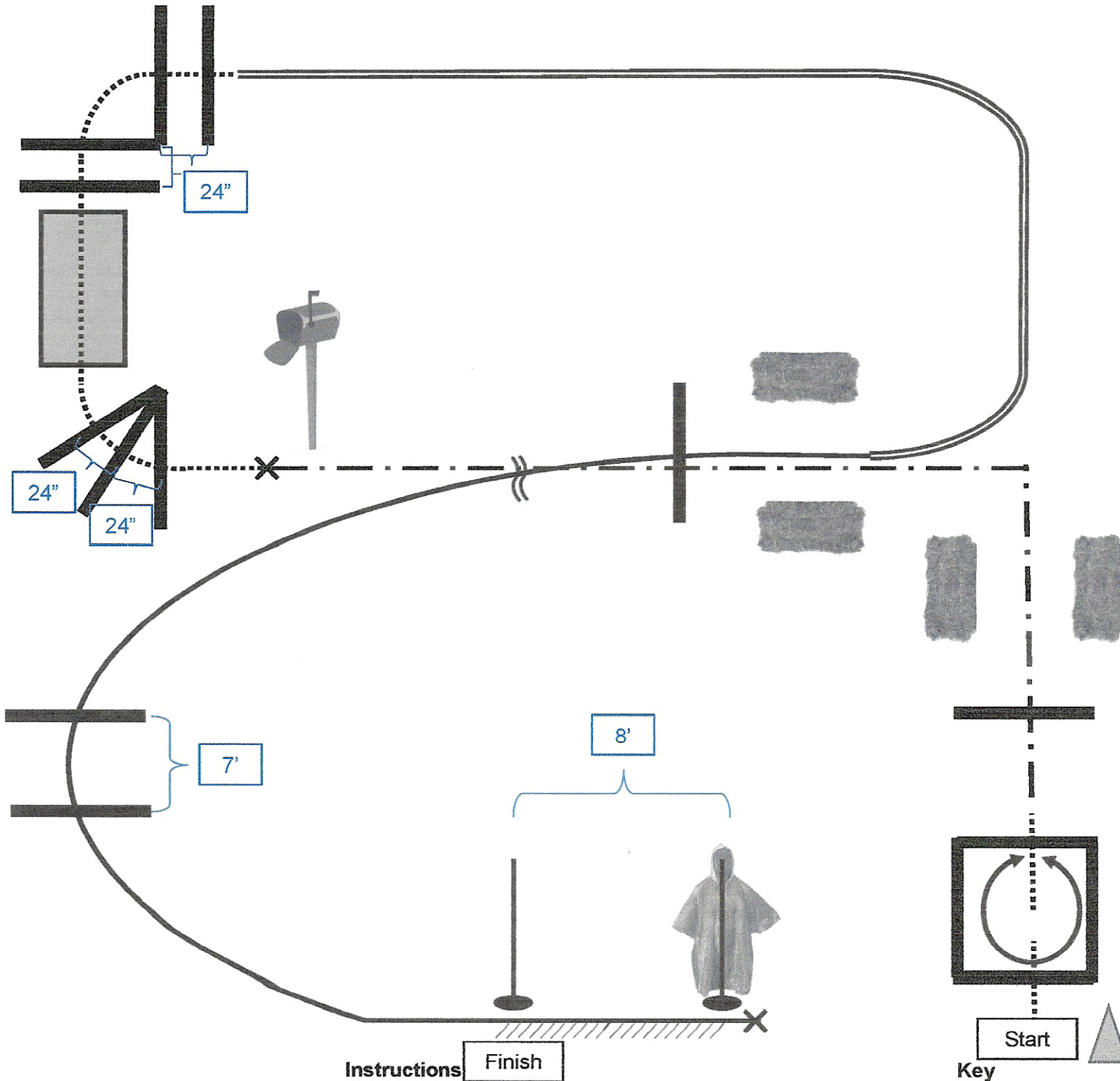
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points
 -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker														
		Obstacle Description														
		PENALTY														
		CONTENT														
		PENALTY														
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		CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Ranch Trail



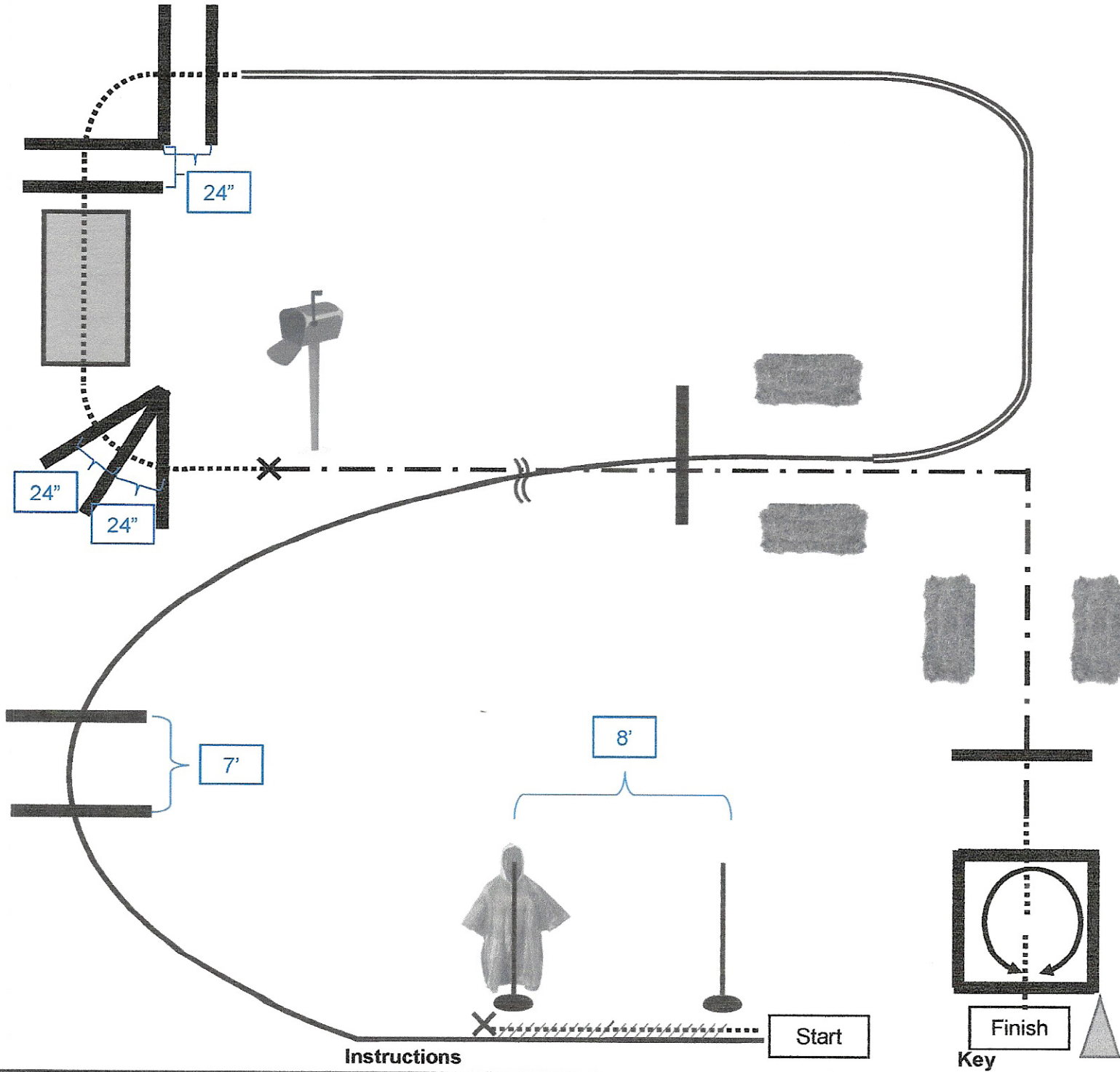
Instructions Finish

Key Start

1. Be ready by the "start" cone. Walk into the box. Turn 360° either direction. Walk out of the box.
2. Extend the trot over the log and between the hay bales, make a square corner to the left, and proceed between the second set of hay bales and over second log.
3. Stop beside the mailbox. Open and close the mailbox.
4. Walk over the first set of logs, the bridge, and the second set of logs.
5. Transition to a right lead and extend the lope in a loop to the right.
6. Collect to a regular lope and proceed between the hay bales and over the log.
7. Change leads and lope to the left over the logs. Stop beside the slicker.
8. Pick up the rain slicker and back up with it in hand and hang it on the empty pole.
Pattern is complete when slicker is hung on the second pole.

Walk
Trot	- - - -
Extended Trot	- . - .
Lope	————
Extended Lope	=====
Stop	X
Back	//////
Turn	↶ ↷
Lead Change	⋈

Ranch Trail Championships



- Instructions**
1. Be ready by the first pole. Walk to the second pole and pick up the rain slicker. Back to the first pole and hang the slicker up.
 2. Transition to a right lead and lope over the logs.
 3. Change leads and lope over the log and between the hay bales.
 4. Extend the lope in a loop to the left.
 5. Transition to a walk and walk over the logs, bridge, and second set of logs.
 6. Stop. Open and close the mailbox.
 7. Transition to an extended trot and trot over the log and between the hay bales, make a square corner to the right, and proceed between the second set of hay bales and over second log.
Walk into the box. Turn 360° either direction and walk out.
Pattern is complete when horse and rider pass the "finish" cone.

- Key**
- Walk (dotted line)
 - Trot - - - - (dashed line)
 - Extended Trot - . - . (dash-dot line)
 - Lope ——— (solid line)
 - Extended Lope = = = = (double solid line)
 - Stop X (X symbol)
 - Back // // // // (diagonal lines)
 - Turn ↻ (curved arrow)
 - Lead Change)) (wavy lines)