

= Ext. Trot

www = 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

SHO			
CLAS	SS:		
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:

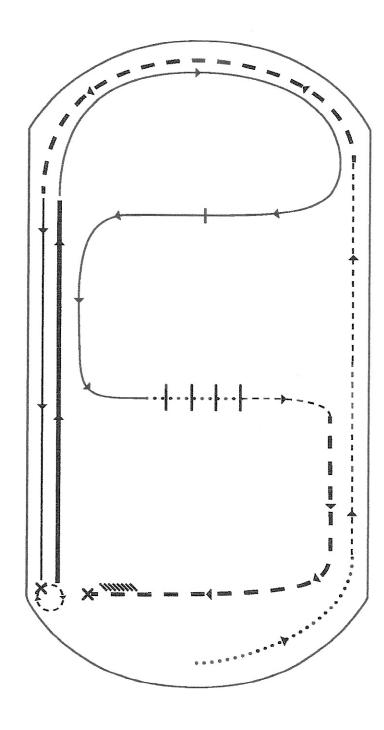
- Eliminates maneuver
- incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

Disqualification (DQ):

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

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- = Lead Change
 - × = Stop
- · · · · = Walk
- --- = Trot
- ____ = Lope
- = Ext. Lope
- == = Ext. Trot
- www = Back

- 1. Walk
- 2. Trot
- 3. Extended trot
- 4. Left lead lop
- 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

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	CLASS:	
H RIDING - Pattern 2	DATE:	

RANC

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 galt 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

n	P	ηîr	ń	PA	na	tu

- Unnatural Parch 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):

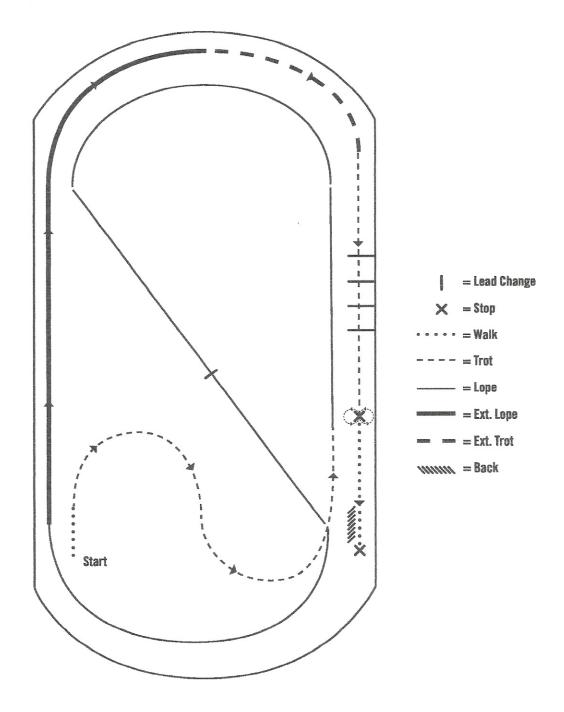
- lilegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

W/O	#			MANEUVER SCORES Each horse wider 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												INT .T.	۲. ۴	Ή	TERN
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JUDGE'S SIGNATURE:

For more information on hour arhibitare are cored visit union sub-university com



- 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

SHOW:	
CLASS:	
DATE:	

RANCH RIDING - Pattern 3

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

n	Point	Penalty:

- Unnatural Ranch Horse Appearance (

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

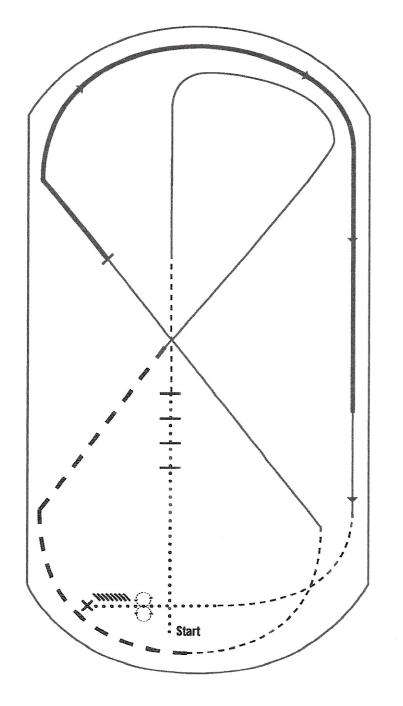
- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

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 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, 9 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											TV L	ш	FERN
Мапеи	ver Des	cription	W	т	LL	CL	RL	ExL	ExT	Collect	TO's	S, 360 each way	W, S&B	10 POI PENAL	PENALTY TOTAL	SCORE	OFF PATTERN
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JUDGE'S NAME (PRINTED):



- = Lead Change
- × = Stop
- · · · · = Walk
- --- = Trot
- ----- = Lope
- = Ext. Lope
- == = Ext. Trot
- www = 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)

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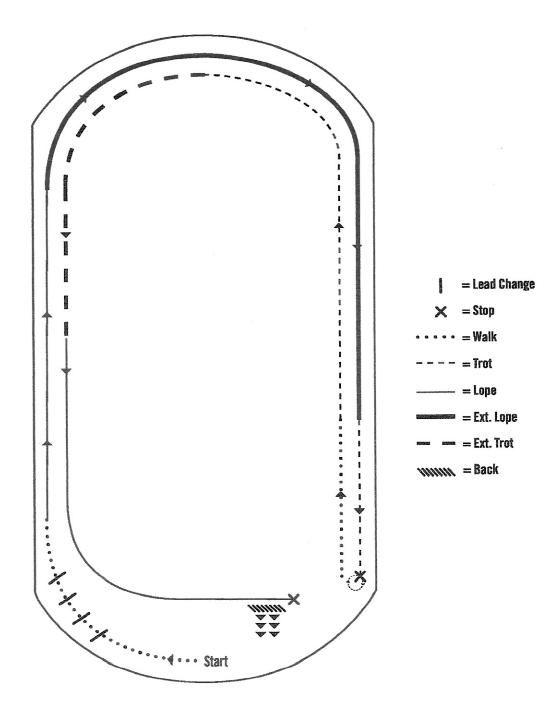
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- 1. Walk
- 2. Walk over logs
- 3. Lope on right lead
- 4. Extended lope (right lead)
- 5. Trot
- 6. Stop, 1 1/2 turns right
- 7. Walk
- 8. Trot
- 9. Extended trot
- 10. Lope on left lead
- 11. Stop and back
- 12. Side pass right

	SHOW:	
	CLASS:	Intelesione
RANCH RIDING - Pattern 5	DATE:	
tige:	10 Point Panalty	

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

- 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 Each horse Mider 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											TNIC TTA	LTY AL	RE	TTERN	
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JUDGE'S NAME (PRINTED):

RANCH TRAIL

- 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

SHOW:

CLASS:

DATE:

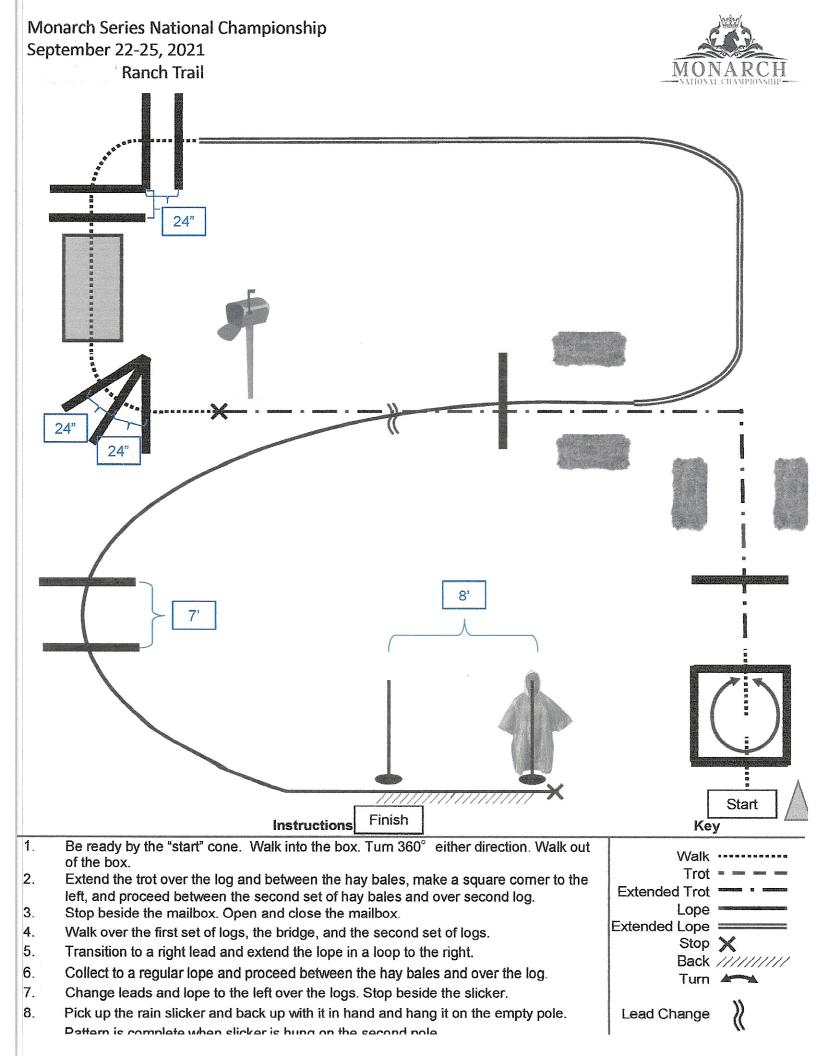
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#			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										>		R
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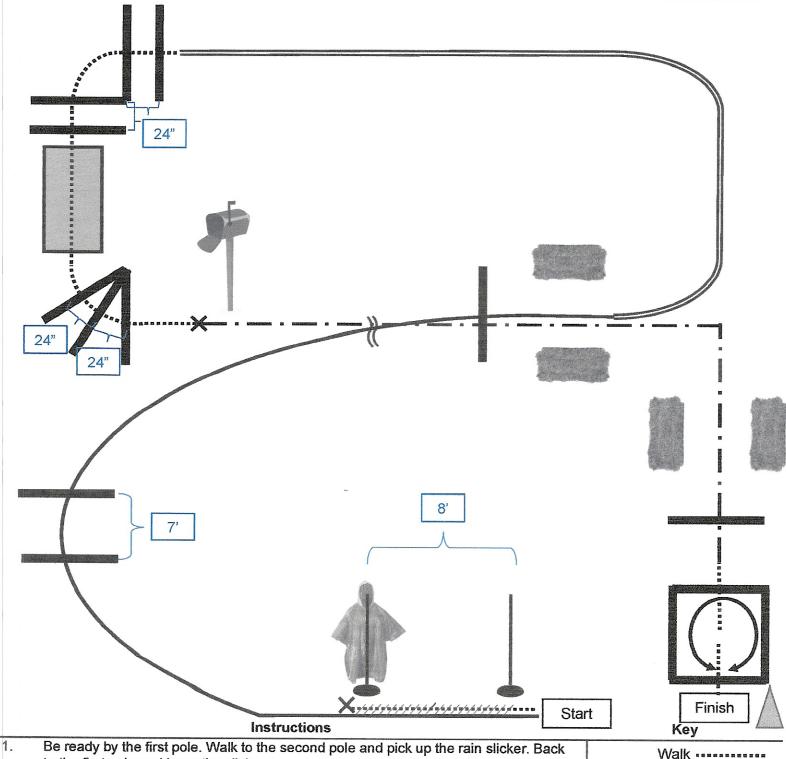
JUDGE'S NAME (PRINTED):



Monarch Series National Championship September 22-25, 2021

Ranch Trail Championships





- 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.
- Transition to a right lead and lope over the logs.
- Change leads and lope over the log and between the hay bales.
- Extend the lope in a loop to the left.
- Transition to a walk and walk over the logs, bridge, and second set of logs.
- Stop. Open and close the mailbox.
- 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.

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