



# RANCH TRAIL

Division \_\_\_\_\_

Show \_\_\_\_\_

Judge \_\_\_\_\_

No Penalty in WT for using 2 hands

Date \_\_\_\_\_

### 1 POINT PENALTY

- B. Over bridled per maneuver
- F. Out of frame per maneuver
- G. Break of gait at walk or trot for two strides or LESS
- H. Each hit, bite, push or stepping on a log, cone, plant, gate or any component of the obstacle.
- (Ticks through brush piles or jumbles will not be penalized)
- K. Skipping over or failing to step into required space
- P. Split pole in lope over
- S. One or two steps, dismount/ground tie except to balance
- T. Both front and hind feet in a singled stride slot or space at a walk or trot

### 3 POINT PENALTY

- G. Break of gait at walk or trot for MORE than (2) strides
- L. Wrong lead, out of lead, Break of gait at lope, except when correcting an incorrect lead
- R. Draped reins
- S. Three or four steps on dismount or ground tie

### 5 POINT PENALTY

- B. Spurring / hitting in front of cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise
- H. Unsafe Rope Handling
- K. Knock over, step out, or fall off of an obstacle
- L. Let go of gate
- O. Drop an object to be carried slicker, rope etc.
- R. First or Second refusal cumulative
- S. FIVE or more steps on dismount or ground tie

### MAJOR PENALTY - "OP":

Cannot place above others who complete pattern correctly

- D. Failure to dally and remain dallied during log drag
- E. Repeated blatant disobedience
- H. Use of 2 hands (except in snaffle bit or hackamore)
- N. Failure to attempt an Obstacle
- M. More than one finger between split reins or any fingers between romal reins (except two rein)
- P. Missed Pattern - eliminate or add maneuver, incomplete maneuver
- R. Third refusal (Balk or evade), will be asked to move on

### DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- H. Leaving Arena before pattern is complete
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

**NOTE:** The Judge may blow the whistle at any time to end the work, a score of -0- will be given if the work is not complete

70 Points +/- Maneuver Total less Penalty Points = Total Score

Judges Score (Content): +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

W/O	Back #	Maneuver Description	OBSTACLE SCORES									Penalty Total	Score	OP
			1	2	3	4	5	6	7	8	9			
		<b>Tie Breaker →</b>										1st		
		Penalty												
		Content												
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Judges Signature: \_\_\_\_\_