

1 Point Penalties:

- Over-circled (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
- Crossed reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Cut or lead or cross-containing more than two (2) strides when changing leads
- Training more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

5 Point Penalties:

- Excessive 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 roman reins (except in the low-rein).

Disqualification (DQ):

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

MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points
 - 1/2: Excellent
 - 1: Very Good
 - 2: Good
 - 3: Fair
 - 4: Poor
 - 5: Very Poor

W/O #	Maneuver Description	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN				
		W	W/O's	RL	Ex L (RL)	T	S, 1/2 R	W	T	Ex T	LL					S&B	SPR		
9	Maneuver	1	2	3	4	5	6	7	8	9	10	11	12						
	Penalty				3														
	Maneuver	0	0	+1/2	-1	-1/2	-1/2	-1/2	0	-1/2	-1	0	0						62 1/2
10	Maneuver	0	+1/2	+1/2	0	+1/2	+1/2	0	-1/2	-1	0	0	+1/2						70
11	Maneuver	0	+1/2	-1/2	-1	-1/2	-1	0	-1/2	-1	0	-1/2	-1/2						65
12	Maneuver	+1/2	-1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2						75 1/2
13	Maneuver	0	0	+1/2	0	0	0	0	-1/2	0	+1/2	0	0						69 1/2
14	Maneuver	0	+1/2	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	0	+1/2						73 1/2
15	Maneuver	0	+1/2	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0	0						72 1/2
16	Maneuver	0	+1/2	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2						75 1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

1 Point Penalties:

- Over-brided (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
- Tying more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacles

5 Point Penalties:

- Eminent 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
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- Disqualification (DQ):
 - Illegal equipment including hooft black, braided or banded manes, or tail extensions
 - Willful Abuse
 - Major disobedience or schooling
 - Lameness

MANEUVER SCORES

Each horse/ride 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 #	Maneuver Description	W	WO's	RL	Ex L (RL)	T	S, 1 1/2 R	W	T	Ex T	LL	S&B	SPR	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
																		Penalty	Maneuver
17	OP	0	0	0	-1/2	0	-1/2	-1/2	0	0	0	0	0	0	0	0	68		
18	OP	0	0	-1/2	-1/2	0	-1/2	-1/2	0	0	0	0	0	0	0	0	62	3	
19	OP	5	5	Scheduling															
20	OP	0	+1/2	0	-1/2	0	+1/2	0	0	0	0	0	0	0	0	0	71 1/2		
21	OP	0	0	-1/2	+1/2	0	0	0	0	+1/2	-1/2	0	+1/2	0	+1/2	0	70 1/2		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE