

**1 Point Penalties**  
 Over bridled (per manoeuvre)  
 Out of frame (per manoeuvre)  
 Too slow (per manoeuvre)  
 Break of gait at walk or trot for 2 strides or less  
**3 Point Penalties**  
 Wrong lead or out of lead  
 Draped reins (per manoeuvre)  
 Break of gait at lope  
 Break of gait at walk or trot for more than 2 strides

Out of lead or cross-cantering more than 2 strides when changing leads  
 Trotting more than 3 strides when making a simple lead change  
**5 Point Penalties**  
 Spurring in front of cinch  
 Blatant disobedience  
 Use of either hand to instil fear/praise  
**10 Point Penalties**  
 Unnatural Ranch Horse appearance (horses tail is obvious and consistently carried in an unnatural manner in every manoeuvre)

**Off-Pattern** Cannot be placed above others who completed pattern correctly  
 Breaking pattern; Repeated blatant disobedience; Use of 2 hands (except in snaffle bit or hackamore); more than one finger between split reins or any fingers between romal reins  
**Disqualified DQ**  
 Abuse; Lameness; Disrespect or misconduct; Illegal equipment; Fall of horse/rider; Improper western attire; Leaving arena before pattern is complete

Each exhibitor is scored between 0 – 100 points and automatically begins the run with a score of 70 points

Manoeuvre scores: +1 ½ Excellent    Verv Good +1    Good +1/2    Correct 0    Poor -1/2    Verv Poor -1    Extremelv Poor -1 ½

Entry #	Manoeuvre Description	1	2	3	4	5	6	7	8	9	10	Penalty total	Off Pattern	Score	Placings
	<b>Tie breaker</b>														
	<b>Penalty</b>														
	Content														
	<b>Penalty</b>														
	Content														
	<b>Penalty</b>														
	Content														
	<b>Penalty</b>												Off Pattern		
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