

<p><b>1 Point:</b> Over bridled ( each manoeuvre) out of frame (per manoeuvre) 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 (2) strides or less; both front or hind feet in a single-stride slot or space at a walk or trot; skipping over or failing to step into required spaces; split log in lope-over; incorrect number of strides, if specified; one or two steps on mount/dismount on/or ground tie (except shifting to balance)</p> <p><b>3 Points:</b> 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</p>	<p><b>5 Points:</b> Spurring in front of cinch; blatant disobedience; use of either hand to instil fear/praise; knocking over, stepping out of, or falling off an obstacle; dropping an object required to be carried; 1<sup>st</sup> or 2<sup>nd</sup> cumulative refusal; letting go of gate; 5 or more steps on mount/dismount or ground tie.</p> <p><b>10 Points:</b> Unnatural ranch horse appearance (horses' tail is obvious and consistently carried in an unnatural manner in every manoeuvre)</p> <p><b>OP Off-Pattern:</b> Exhibitors cannot place above others who complete pattern correctly.</p>	<p><b>Off pattern continued</b>                  Breaking pattern;                  3rd refusal;                  repeated blatant disobedience;                  failure to dally and remained dally during drag                  use of two hands (except in snaffle bit or hackamore)                  more than one finger between split reins or any fingers between romal reins</p> <p><b>DQ Disqualification:</b> Lameness, abuse, lameness                  illegal equipment, disrespect or misconduct, improper western attire; fall of horse/rider; leaving arena before pattern is complete</p>
--	--	---

**NB:** Tie Breaker - Specific manoeuvres and/or obstacles will be selected by judge prior to start of the class and so noted on score sheets. These manoeuvres and/or obstacles will be ranked as 1<sup>st</sup> tie breaker, 2<sup>nd</sup>, 3<sup>rd</sup> etc

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

**Obstacle Score: -1 ½ Extremely Poor, -1 Very Poor, - ½ Poor, 0 Correct, + ½ Good, + 1 Very Good, + 1 ½ Excellent**

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