Ranch Trail

Class:

1 Point Penalties: Over-bridled (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 (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 space. Split pole in lope-over; incorrect number of strides, if specified. One to two steps on mount/dismount or ground tie except shifting to balance

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 an obstacle. Dropping an object required to be carried. 1st or 2nd cumulative refusal. Letting go of gate. Five or more steps on mount/dismount or ground tie.

Off-Pattern (Op): Breaking pattern. Use of two hands (except in snaffle bit or hackamore). More than one finger between split reins or any

fingers between romal reins (except two rein). 3rd refusal. Repeated blatant disobedience. Failure to dally and remain dallied. Exhibitors cannot place above others who complete pattern correctly.

5. Disqualification (DQ): Lameness. Abuse. Illegal equipment. Disrespect or misconduct. Leaving working area before pattern is complete. Improper western attire. Fall of animal/ rider (run ends; scores will be given for work done but the animal/rider team will be disqualified and will not be placed)

W/O	Frature		Fach	OBSTACLE SCORES Each mule/donkey/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points1 ½ Extremely Poor, -1 Very Poor, -½ Poor, 0 Correct, +½ Good, +1 Very Good, +1 ½ Excellent											
	Entry No.		Lacii	-	-1 ½ Extremely Poor, -1 Very Po		· · · · · · · · · · · · · · · · · · ·		r		· · · · · · · · · · · · · · · · · · ·		Total	o o	
			1	2	3	4	5	6	7	8	9	10	Penalty Total	Score	OP
Tie-Breaker												Per			
Maneuver Description															
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