

VERSA– Information About Ranch Division, including Ranch Riding, Ranch Rail Pleasure, Ranch Trail, and Ranchmanship classes

I. RANCH RIDING SECTION.

i. Ranch Riding is a pattern class where each horse and rider team performs the pattern individually. There is no rail work – only pattern. The following description is from the USEF Ranch Riding section of the rulebook, Subchapter WS- Ranch Riding Section. This description includes pattern elements, attire/equipment, gaits, and penalties. The purpose of the ranch riding class is to measure the ability of the horse to be a pleasure to ride while being used as a means of conveyance from performing one ranch task to another. The horse should reflect the versatility, attitude and movement of a working ranch horse riding outside the confines of an arena. The horse should be well-trained, relaxed, quiet, soft and cadenced at all gaits. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse can be ridden with light contact or on a relatively loose rein without requiring undue restraint, but not show on a full drape of reins. The overall manners and responsiveness of the ranch riding horse to make timely transitions in a smooth and correct manner, as well as the quality of the movement are of primary considerations. The ideal ranch riding horse shall have a natural head carriage at each gait.

ii. Eligibility

1. For horses three years of age and older. Classes can be held for Open, Amateur and Youth riders as entries warrant and at the discretion of show management.
2. A rider may show more than one horse in Ranch Riding classes

iii. Class requirements

1. Each horse will work individually, performing both required and optional maneuvers, and scored on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each maneuver will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2.: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, + 1 very good, + 1 1/2 excellent. Maneuver scores are to be determined and assessed independently of penalty points.
2. Maneuvers may include a side pass, turns of 360 degrees or more, change of lead (simple or flying), walk, trot, or lope over a pole(s); or some reasonable combination of maneuvers that would be reasonable for a ranch horse to perform.
3. The maneuvers may be arranged in various combinations with final approval by the judge.
4. The overall cadence and performance of the gaits should be comfortable for the rider with an emphasis on forward movement, free-flowing, and ground covering for all gaits.

5. Transitions should be performed where designated, with smoothness and responsiveness.
6. One of the suggested patterns may be used (found on USEF website and copied below), however a judge may utilize a different pattern as long as all required maneuvers and the three (or more) optional maneuvers are included. Should a judge use one of his/her own patterns, it is recommended to not have the stop following an extended lope.
7. The use of natural logs is encouraged.
8. Posting or standing in the stirrups at the extended trot is acceptable.
9. Touching or holding the saddle horn is acceptable.

iv. Apparel and Equipment

1. All legal western show equipment and apparel is acceptable. Chaps or chinks are acceptable.
2. Equipment with silver should not count over a good working outfit. Silver on bridles and saddles is discouraged.
3. It is suggested competitors use a breast collar and a rear cinch. Hobbles or a rope are optional equipment and may be attached to the saddle.
4. Only one hand may be used on the reins, except for junior horses shown two handed in a snaffle bit or hackamore/bosal. Hands must not be changed. For split reins, rider may place index finger between the reins. Romel reins shall be held with fingers around the reins.
5. Posting or standing in the stirrups at the extended trot is acceptable. Holding of the saddle horn at any extended gait is acceptable.

v. Gaits

1. In all gaits, movement of the ranch riding horse should simulate a horse needing to cover long distances, softly and quietly, like that of a working ranch horse with a natural topline with a bright, attentive expression, as a representation of the breed and conformation of the horse. The following terminology shall apply:
2. Walk-The walk is a natural, flat footed, four-beat gait. The gait is rhythmic and ground-covering. As in all gaits, the horse should display a natural topline with a bright, attentive expression.
3. Trot- The trot is a natural two-beat gait demonstrating more forward motion than the western jog.
4. Extended Trot- The extended trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch with a natural topline.

5. Lope- The lope is a three-beat gait. The lope should be relaxed and smooth with a natural, forward moving stride.

6. Extended Lope- The extended lope is not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward, working speed. The horse should display a natural head carriage with a bright, attentive expression.

vi. Ranch Riding Penalties

1. A contestant shall be penalized each time the following occurs:

a. One (1) point penalties:

- i. Too slow/per gait
- ii. Over-bridled
- iii. Out of frame
- iv. Break of gait at walk or jog for two strides or less

b. Three (3) point penalties:

- i. Break of gait at walk or jog for more than 2 strides
- ii. Break of gait at lope; wrong lead or out of lead
- iii. Excessive draped reins
- iv. Severe disturbance of any obstacle

c. Five (5) point penalties:

- i. Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- ii. Incomplete maneuver

d. Zero (0) score (disqualification):

- i. Illegal equipment including braided or banded manes, or tail extensions
- ii. Willful abuse
- iii. Major disobedience or schooling

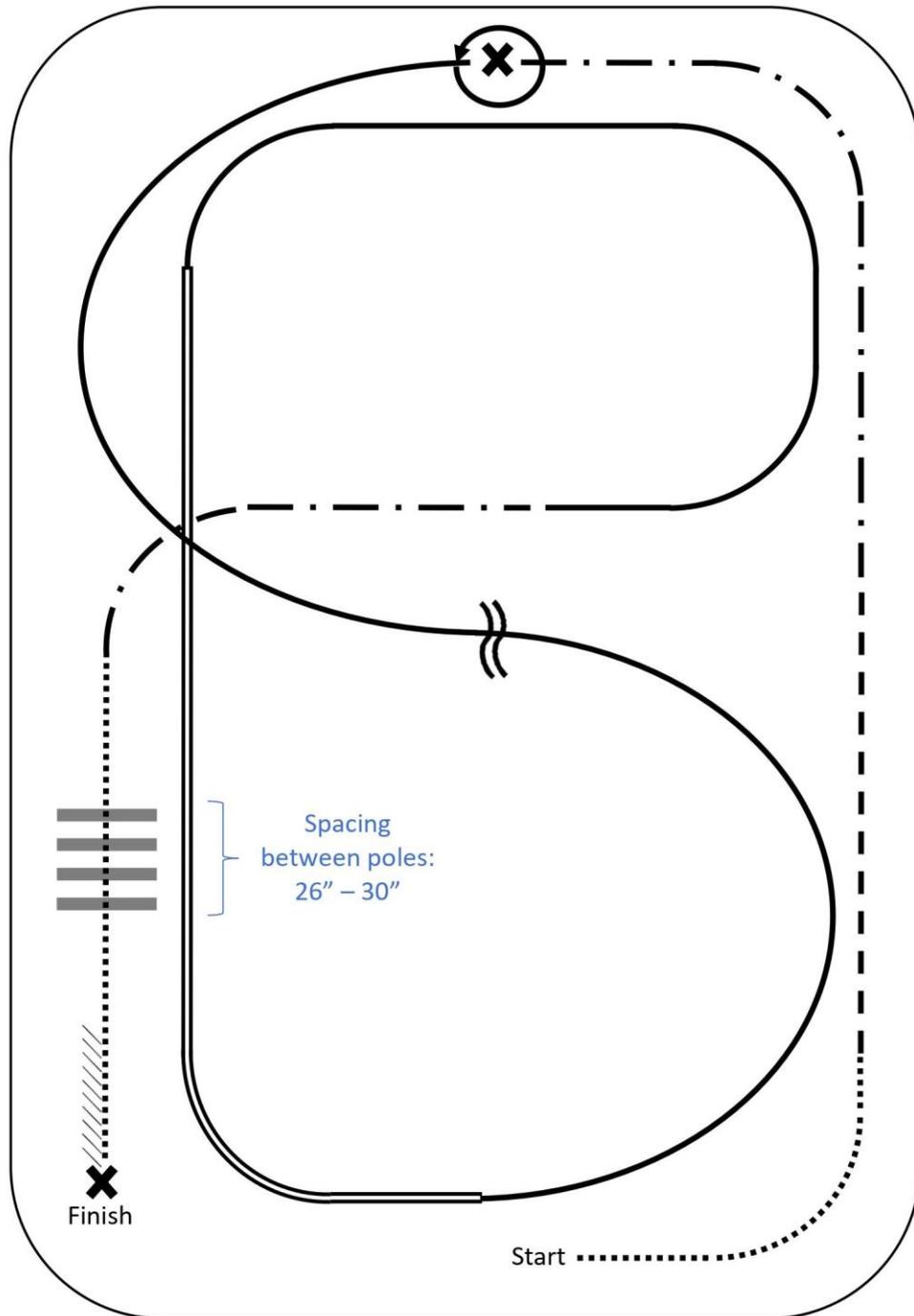
e. Off Pattern (OP):

- i. Any horse not completing all maneuvers shall not place above a horse that does complete all maneuvers.

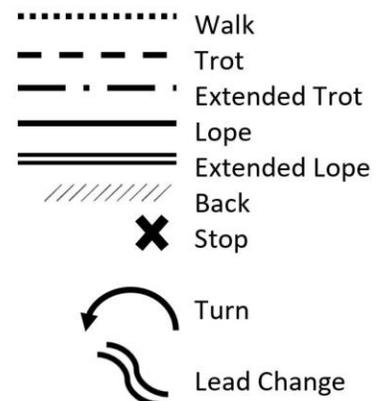
f. No specific penalties will be incurred for nicks/hits on logs, but deduction may be made in maneuver score.

g. No specific penalties will be incurred for over/ under spins, but deduction may be made in maneuver score.

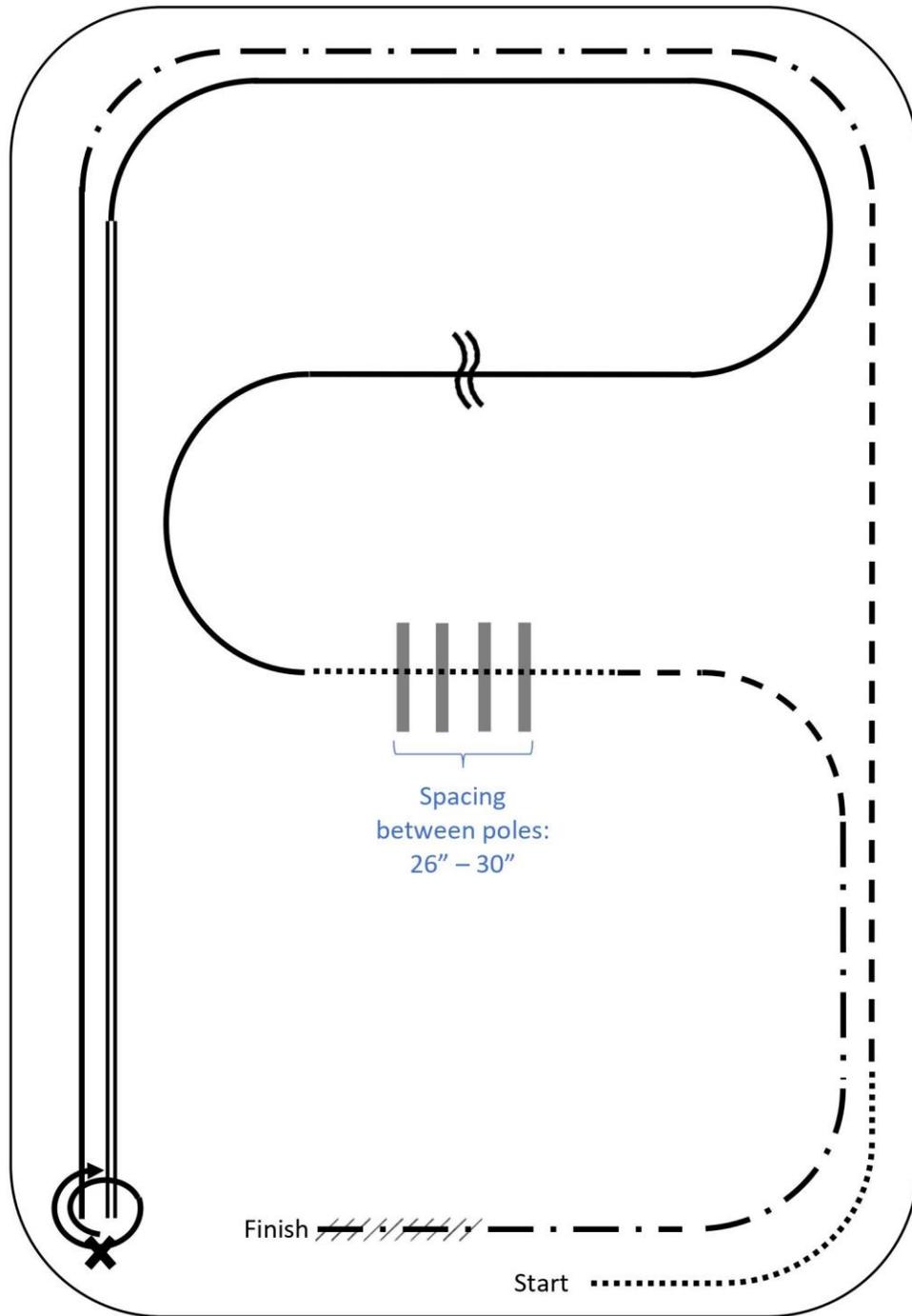
Suggested Ranch Riding Patterns
Pattern 1



1. Walk through the corner of the arena
2. Trot halfway up the side
3. Extend the trot, at the top of the arena stop
4. One (360°) turn left
5. Lope (left lead) one half-circle
6. At the center of the arena, change leads (simple or flying)
7. Lope (right lead) one half-circle
8. Extend the lope (right lead) up the long side of the arena
9. Collect back to a lope (right lead) around the top of the arena and back to the center
10. Break down to an extended trot and turn left
11. Walk over poles
12. Stop and back 8 – 10 feet



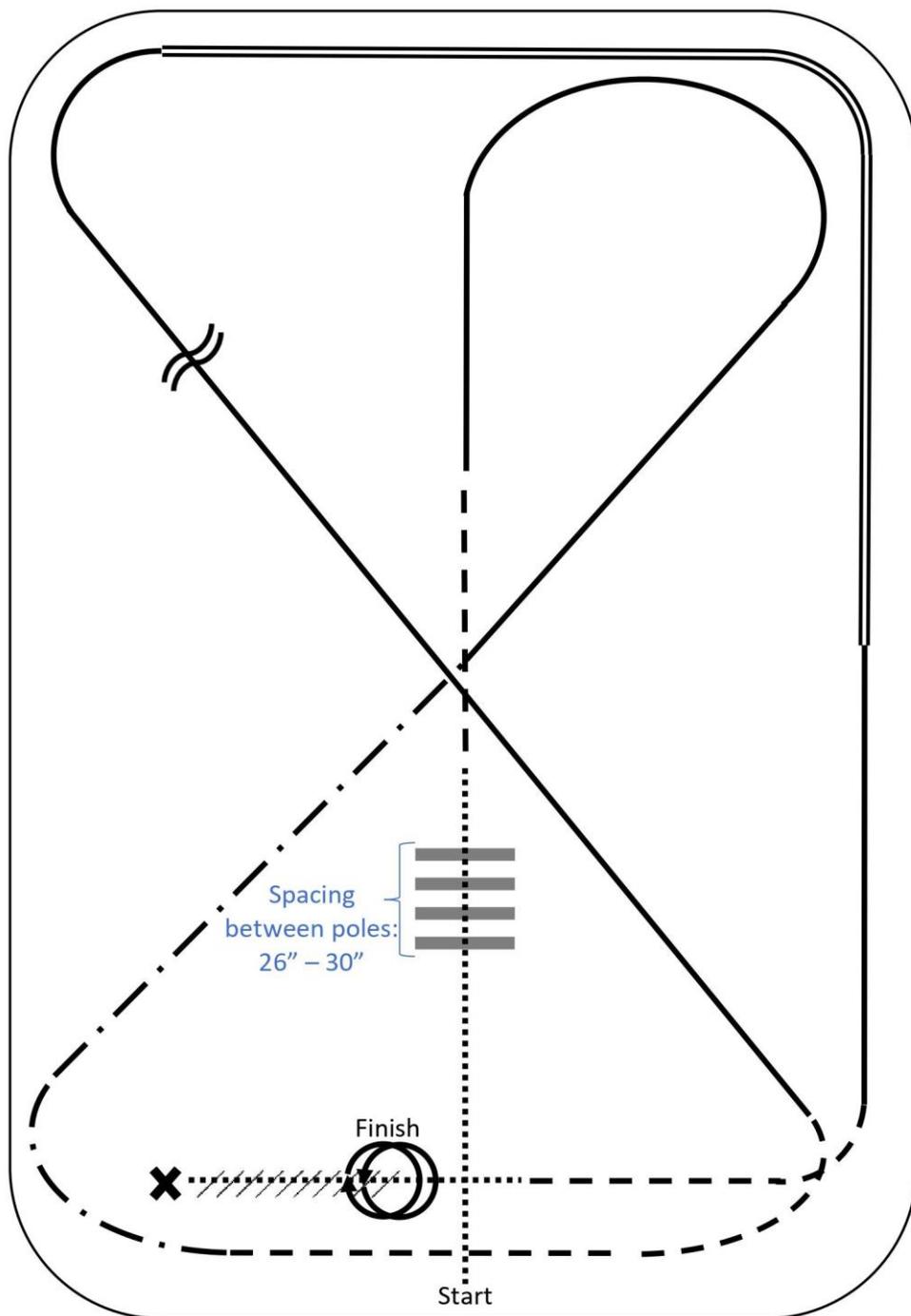
Suggested Ranch Riding Patterns
Pattern 2



1. Walk through the corner of the arena
2. Trot up the long side
3. Extend the trot around the top
4. Lope (left lead) down the side
5. Stop, one and one half (540°) turns right
6. Extend the lope (right lead) back up the side
7. Collect to working lope (right lead) around the top and turn right
8. Change leads (simple or flying) at the center, above the poles and continue to lope (left lead) in a turn to the left
9. Walk
10. Walk over poles
11. Trot to the side and turn right
12. Extend the trot and trot through the corner
13. Stop and back 8 – 10 feet

- Walk
- Trot
- . - . Extended Trot
- ===== Lope
- ===== Extended Lope
- //// //// Back
- ✕ Stop
- ↻ Turn
- ⌋ ⌋ Lead Change

Suggested Ranch Riding Patterns
Pattern 4

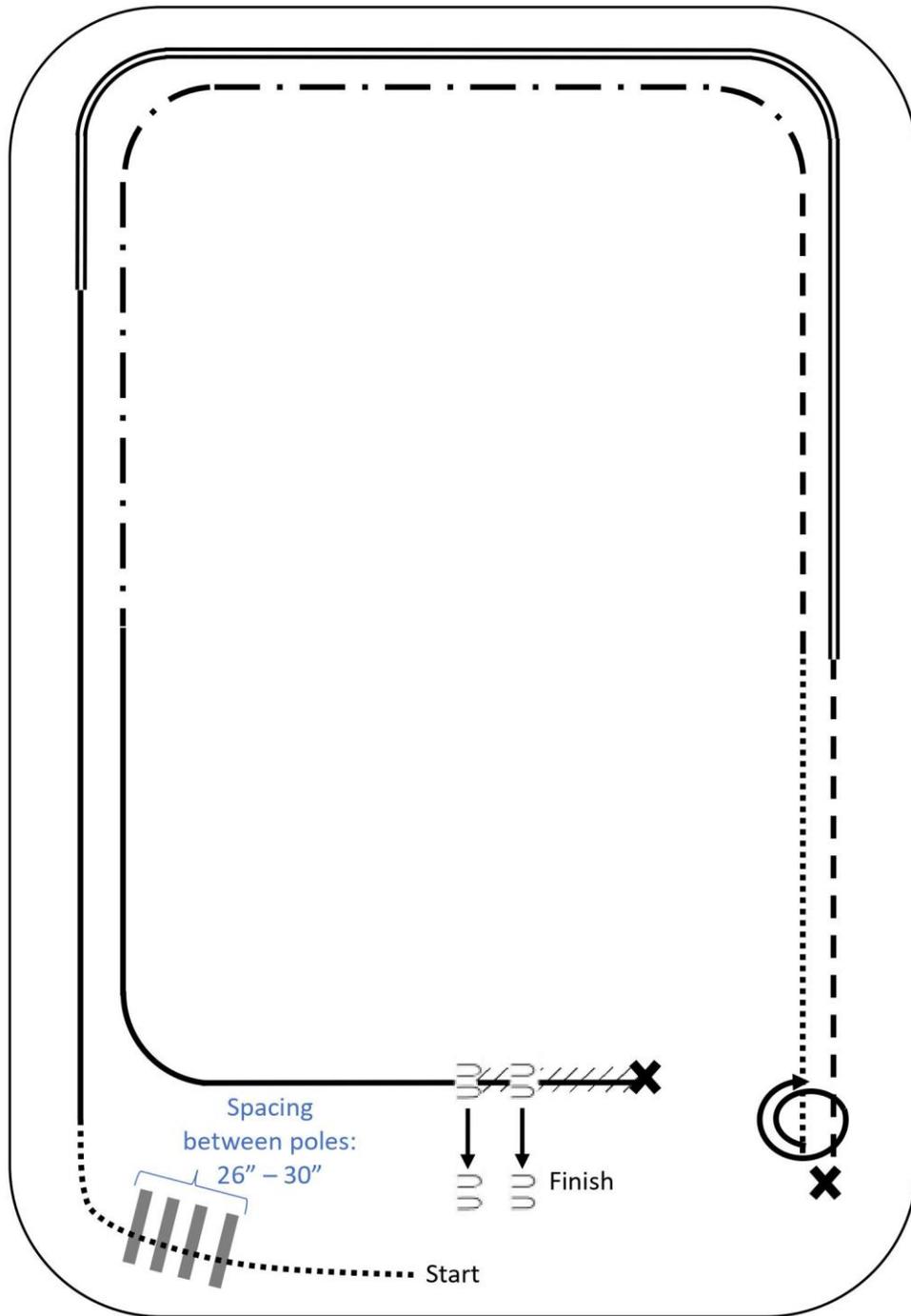


Spacing
between poles:
26" – 30"

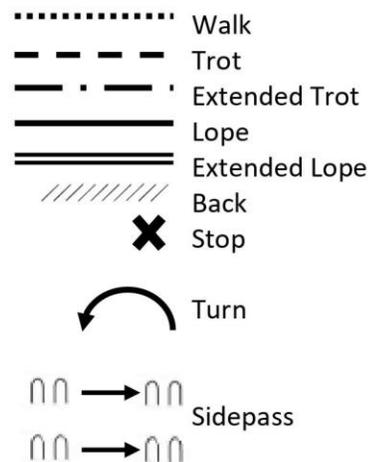
1. Walk up the center of the arena
2. Walk over poles
3. Trot
4. Lope (right lead) to the end and then continue diagonally across the arena
5. Extend the trot to the corner and turn left
6. Trot to the next corner and turn left
7. Lope (left lead) diagonally across the arena
8. Change leads (simple or flying) and turn right
9. Extend the lope (right lead) around the end
10. Collect lope (right lead) halfway down the side
11. Trot the corner to the center
12. Walk at the center
13. Stop and back 8 – 10 feet
14. One (360°) turn each direction (either direction 1st) (L-R or R-L)

- Walk
- Trot
- . - Extended Trot
- ==== Lope
- ===== Extended Lope
- //// Back
- ✕ Stop
- ↻ Turn
- ⤿ Lead Change

Suggested Ranch Riding Patterns
Pattern 5



1. Walk
2. Walk over poles
3. Lope (right lead) up the long side of the arena
4. Extend the lope (right lead) at the top and halfway down the other side
5. Trot to the corner
6. Stop, one and one half (540°) turns right
7. Walk
8. Trot to the corner
9. Extend the trot through the corner, across the top, and halfway down the side
10. Lope (left lead) through the corner, past the center
11. Stop and back 8 – 10 feet
12. Sidepass right



II. RANCH RAIL PLEASURE SECTION

i. The purpose of the ranch rail pleasure class is to measure the ability of the horse to be a pleasure to ride while being used as a means of conveyance from one ranch task to another and should reflect the versatility, attitude, and movement of a working horse. The horse should be well-broke, quiet, and willing to perform for the rider. The horse should be ridden with light contact and without requiring undue restraint. The horse should be responsive to the rider and make timely transitions in a smooth and correct manner. The horse should be quiet in the bridle and yield to contact from the rein. The ideal ranch horse should carry his/her head in a natural position comfortable for the individual at each gait. In all gaits, movements of the ranch rail pleasure horse should simulate a horse needing to cover long distances softly and quietly, like that of a working ranch horse. This class should show the horse's ability to work at a forward working speed while under control by the rider. The overall manners and responsiveness of the horse while performing the maneuver requirements and the horse's quality of movement are the primary consideration. This class is intended as a rail class but individuals working off the rail will not be penalized.

ii. Eligibility:

1. Open to horses three years of age and older. Classes can be held for Open, Amateur and Youth riders as entries warrant and at the discretion of show management.
2. A rider may only show one horse per Ranch Rail Pleasure class.

iii. Gaits: The following terminology will apply:

1. Walk- The walk is a natural, flat-footed, four-beat gait. The gait shall be rhythmic and ground covering. As in all gaits, the horse should display a natural head carriage with a bright, attentive expression.
2. Trot- The trot is a natural two-beat gait demonstrating more forward movement than the Western pleasure jog.
3. Extended trot- The extended trot is an obvious lengthening of the stride with a definite increase in pace. The horse should be moving in a manner as if it were covering a large area on a ranch.
4. Lope- The lope is a three-beat gait. The lope should be relaxed and smooth with a forward moving stride.
5. Extended lope- The extended lope is not a run or a race but should be an obvious lengthening of the stride, demonstrating a forward working speed.
6. Part of the evaluation of this class is on smoothness of transitions. A horse may be collected from the extended trot as the horse moves into the lope. The transition from the extended lope down to the trot is a transition to the seated trot not the extended trot. Therefore, an extra cue to achieve this gait is expected. Horses that complete this total transition within three strides calmly and obediently should be rewarded. Horses that attempt to stop or do stop prior to trotting will be penalized.

iv. Judges expect to see horses that have been trained to respond to cues. To see these cues applied discretely and the horse responding correctly could be a credit-earning situation.

v. A horse in Ranch Rail should be a willing, compliant partner with his/her rider but should never seem intimidated while performing any of the gaits or maneuvers.

vi. Ranch Rail Pleasure Penalties:

1. Too slow at any gait.
2. Over-bridled/ behind the bit.
3. Break of gait.
4. Wrong lead
5. Blatant disobedience
6. Kick out, buck, rear
7. Major disobedience or schooling by rider
8. Failure to flat walk or halt.

vii. Ranch Rail Pleasure Class Apparel and Equipment:

1. Attire and tack should be clean and appropriate for ranch work.
2. Working tack is encouraged.
3. Equipment with silver should not count over a good working outfit.
4. Silver headstalls and saddles are discouraged.
5. Hoof polish is not illegal but is discouraged.
6. No braiding or banding of manes, no switches or tail extensions.
7. Trimming of bridle path, fetlocks, or whiskers is allowed. A horse left in a natural state is not to be penalized.
8. Split or romel reins are allowed.
9. Riders shall wear long sleeved, collared shirt, cowboy hat or helmet and boots. Chaps or chinks are acceptable but not required. Scarves or wild rags are allowed.
10. Only one hand may be used on the reins, except for junior horses shown two-handed in a snaffle bit or hackamore/bosal. Hands must not be changed. For split reins, rider may place index finger between the reins. Romel reins shall be held with fingers around the reins, no fingers between the reins. Posting or standing at the extended trot is acceptable. Holding of the saddle horn at any extended gait is acceptable.

vii. Requirements: Class shall enter the ring at the trot. Class shall work both ways of the ring at all requested gaits. The class shall be required to work at least one direction at one extended

gait (trot or lope) and may be asked to extend gaits in both directions. Horses may be asked to halt as a maneuver during the rail portion of the class, but it is not required. Horses may reverse to or away from the rail. Horses are required to back either on the rail or when in line up.

III. RANCH TRAIL SECTION

i. The Ranch Trail class should test the horse's ability to cope with situations encountered while being ridden through a pattern of obstacles generally found during the course of everyday ranch work. The horse/rider team is judged on the correctness, efficiency and pattern accuracy with which the obstacles are negotiated, and the attitude and mannerisms exhibited by the horse. Judging emphasis is on identifying the well broke, responsive, and well-mannered horse which can correctly navigate and negotiate the course. The ideal ranch trail horse should have a natural appearance from head to tail in all maneuvers.

ii. Eligibility:

1. Open to horses three years of age and older. Classes can be held for Open, Amateur and Youth riders as entries warrant and at the discretion of show management.

2. A rider may show more than one horse in Ranch Trail classes

iii. Only one hand may be used on the reins, except for junior horses shown two-handed in a snaffle bit or hackamore/bosal. Hands must not be changed. For split reins, rider may place index finger between the reins. Romel reins shall be held with fingers around the reins, no fingers between the reins. Posting or standing in the stirrups at the extended trot is acceptable. Holding of the saddle horn at any extended gait is acceptable

iv. The ranch trail course will include no less than six and no more than 10 obstacles. It is mandatory that the horse be asked to walk, trot and lope during the course. Walk can be part of the obstacle score or be scored while approaching the obstacle. Lope must be lead-specific in the pattern. Care must be exercised to avoid setting up any obstacles that may be hazardous to the horse or rider.

v. When setting courses, management will be mindful not to trap a horse/rider team or eliminate it by making an obstacle overly difficult. All courses and obstacles are to be constructed with safety in mind so as to reduce the risk for accidents. Show committee shall have the option of setting up the course to best fit the arena conditions. An outdoor course is encouraged wherever available.

vi. The judge or judges must walk the course and have the right and duty to alter the course if it is not in keeping with the intent of the class. Judges may remove or change any obstacles they deem unsafe, non-negotiable or unnecessarily difficult.

vii. Prohibited obstacles: Tarps, water obstacles with slick surface, PVC pipe used as a jump or walk over, tires, rails elevated in a manner that permits such to roll in a dangerous manner.

viii. Mandatory obstacles and maneuvers:

1. Ride over obstacles on the ground (wooden rails). Walk, trot or lope may be used.

2. Walk-overs. No more than 5 rails per obstacle, no more than 10 inches high and spacing of 24-32 inches.
3. Trot-overs. Trot over no more than 5 rails per obstacle, no more than 10 inches high. The space between the rails should be 36-42 inches.
4. Lope-overs: Lope over no more than 5 rails per obstacle, no more than 10 inches high. The space between logs should be 6-7 feet.
5. Opening, passing through and closing a gate. A solid gate is suggested when available.
6. Ride over a wooden bridge. Bridge should be sturdy, safe and negotiated at a walk only. Suggested minimum width shall be 36 inches wide and at least 6 feet long.
7. Backing obstacle: Backing obstacles are to be spaced at a minimum of 36 inches. If elevated, spacing should be wider than the minimum. Suggested obstacles: Back through or around 3 markers, back an "L" "V" or "U" or back an elevated chute (no more than 24 inches high)
8. Side-pass obstacle: Any object which is safe and of any length. Raised side-pass obstacles should not exceed 12 inches.

ix. Optional obstacles: Optional obstacles may be used provided the items can be found in everyday ranch work. Optional obstacles from which selections can be made include, but are not limited to:

1. A jump obstacle whose center height is not less than 12 inches and not more than 18 inches.
2. Carry object from one part of the arena to another.
3. Drag an object. Object being dragged should be of a reasonable size and weight to challenge the horse but not so heavy as to not be manageable by all riders.
4. Remove and replace materials from a mailbox.
5. Swing rope or throw rope at a dummy steer head.
6. Put on or pick up a slicker or coat.
7. Walk through a water obstacle
8. Lead horse through a gate.
9. Pick up horse's feet. Ground tie.

x. The trail course should be posted at least one hour prior to competition. Printed handouts for the exhibitors are helpful and encouraged. If mounting/dismounting is required in the pattern, a safe mounting step shall be provided. Use of a ground tie maneuver in a pattern is only to be used if there is an appropriate arena enclosure. Use of livestock (cattle, sheep, goats) is allowed but only where there is appropriate livestock containment equipment. Riders will not be

penalized for touching/holding the saddle horn during extended gaits (extended trot, extended lope) or while working obstacles where rider safety is a concern.

xi. Ranch Trail Class Apparel and Equipment: Attire and tack should be clean and presentable. Working tack is encouraged. Equipment with silver should not count over a good working outfit. Silver headstalls and saddles are discouraged.

1. Hoof polish is not illegal but is discouraged.
2. No braiding or banding of manes, no switches or tail extensions.
3. Trimming of bridle path, fetlocks, or whiskers is allowed. A horse left in a natural state is not to be penalized.
4. Split or romel reins are allowed.
5. Riders shall wear long sleeved, collared shirt., cowboy hat or helmet and boots. Chaps or chinks are acceptable. Scarves or wild rags are allowed.

xii. Credits and Penalties: All entries will be judged upon entering the arena and any infractions are subject to penalty at that time. The rider has the option of eliminating any obstacle in the pattern, however, this will result in being "off pattern" (OP) and the horse/rider team may not place above others who have completed the pattern entirely. A judge may ask a horse to pass on an obstacle after three refusals or at any time for safety concerns. Each horse will work individually, performing both required and optional maneuvers, and scored on the basis of 0 to 100, with 70 denoting an average performance. Each maneuver will receive a score that should be added or subtracted from 70 and is subject to a penalty that should be subtracted. Each maneuver will be scored on the following basis, ranging from plus 1 1/2 to minus 1 1/2.: -1 1/2 extremely poor, -1 very poor, -1/2 poor, 0 correct, +1/2 good, + 1 very good, + 1 1/2 excellent. Maneuver scores are to be determined and assessed independently of penalty points.

1. Credit is given to horse/rider teams who negotiate the obstacles correctly and efficiently. Horses should receive credit for showing attentiveness to obstacles and ability to negotiate through the course when the obstacles warrant it while willingly responding to rider's cues on more difficult obstacles. Quality of movement and cadence should be considered part of the maneuver score for the obstacle. Penalties are assessed as follows:

2. 1 point penalties:

- a. Out of frame (head tossing or resistance to the bridle)
- b. Hit or stepping on a log, cone, marker or any component of an obstacle
- c. Incorrect or break of gait at walk or trot for two strides or less
- d. Both front or hind feet in a single-stride slot or space at a walk or trot
- e. Skipping or failing to step into required space
- f. Split log in lope-over: incorrect number of strides, if specified

g. Moving one or two steps on mount/dismount or ground tie except shifting for balance.

3. 3 point penalties:

- a. Wrong lead or cross lead
- b. Break of gait at lope, except when correcting and incorrect lead
- c. Break of gait at walk or trot for more than 2 strides
- d. Moving 3-4 steps while mounting/dismounting or ground tie

4. 5 point penalties:

- a. Spurring in front of cinch
- b. Blatant disobedience
- c. Use of either hand to instill fear/praise
- d. Knocking over, stepping out of or falling off of an obstacle
- e. Dropping an object required to be carried
- f. 1st or 2nd cumulative refusal
- g. Letting go of gate
- h. Five or more steps on mount/dismount or ground tie

5. Off-pattern (OP):

- a. Incomplete maneuver
- b. Eliminating or adding a maneuver
- c. 3rd refusal
- d. Repeated blatant disobedience
- e. Failure to dally and remained dallied during the drag
- f. Use of two hands (except junior horses shown in a snaffle bit/hackamore)
- g. More than one finger between split reins or any fingers between romel reins
- h. Failure to open and close gate
- i. Exhibitors with an (OP) cannot place above others who complete the pattern correctly.

6. Disqualification (DQ):

- a. Lameness

- b. Abuse
- c. Leaving working area

IV. RANCMANSHIP SECTION

i. The purpose of this class is to bring forth the versatility in both the ranch horse and exhibitor, in the task of performing the designated pattern constructed of both Ranch Trail obstacles and Ranch Riding maneuvers. Obstacles and maneuvers are to be judged to the standards written in Ranch Trail and Ranch Riding in each part of the patterns that pertains to these classes.

ii. Eligibility:

1. This class is open to all horses 3 years of age and older. Classes can be held for Open, Amateur and Youth riders as entries warrant and at the discretion of show management.

2. A rider may only show one horse per Ranchmanship class.

iii. Each horse will work individually performing the pattern designated by the judge. The judge may submit a pattern or select one of the four (4) suggested patterns offered in the rulebook as the designated pattern for the class. Horses will be scored on a basis of 0-100, with 70 denoting an average performance.

iv. There will be no time-limit.

v. Apparel and Equipment. Attire and tack should be clean and presentable. Working tack is encouraged. Equipment with silver should not count over a good working outfit. Silver on headstalls and saddles is discouraged.

1. Hoof polish is not illegal but is discouraged.

2. No braiding or banding of manes, no switches or tail extensions.

3. Trimming of bridle path, fetlocks, or whiskers is allowed. A horse left in a natural state is not to be penalized.

4. Split or romel reins are allowed.

5. Riders shall wear long sleeved, collared shirt., cowboy hat or helmet and boots. Chaps or chinks are acceptable but not required. Scarves or wild rags are allowed. vi. Only one hand may be used on the reins, except for junior horses shown two-handed in a snaffle bit or hackamore/bosal. Hands must not be changed. For split reins, rider may place index finger between the reins. Romel reins shall be held with fingers around the reins, no fingers between the reins. Posting at the extended trot is acceptable. Holding of the saddle horn at any extended gait is acceptable

vi. Class Maneuvers:

1. Class maneuvers may include a side pass, turns of 360 degrees or more, change of lead (simple or flying), walk, trot, or lope over a pole(s); or some reasonable combination of maneuvers that would be reasonable for a ranch horse to perform.
2. The judge may designate a pattern combining these maneuvers or may designate one of the four (4) suggested patterns offered in this rulebook as the pattern for this show. If the judge designates their own pattern, and does not use one of the suggested patterns, the pattern must include at least 6 maneuvers. If a judge uses one of his/her own patterns, it is recommended to not have the stop following an extended lope.
3. The use of natural logs is encouraged.
4. Posting or standing in the stirrups at the extended trot is acceptable.
5. Touching or holding the saddle horn is acceptable at extended gaits or during obstacles where rider safety is a concern.

vii. Gaits:

1. The overall cadence and performance of the gaits should be with an emphasis on forward movement, free-flowing, and ground covering for all gaits. Transitions should be performed where designated, with smoothness and responsiveness.
2. A simple or flying lead change should be executed precisely in the specified number of strides and/or at the designated location. A simple lead change is performed by breaking to a walk or trot for one to five strides (before break of gait penalty applies). Flying lead changes should be simultaneous front to rear. All changes should be smooth and timely. Penalties will be incurred for halting or losing forward motion when changing leads.
3. This class will also be judged on quality of movement of the horse. The horse should reflect the versatility, attitude and movement of a working ranch horse riding outside the confines of an arena. The horse should be well-trained, re-laxed, quiet, soft and cadenced at all gaits. The ideal ranch horse will travel with forward movement and demonstrate an obvious lengthening of stride at extended gaits. The horse can be ridden with light contact or on a relatively loose rein without requiring undue restraint, but not show on a full drape of reins. The overall manners and responsiveness of the ranch riding horse to make timely transitions in a smooth and correct manner, as well as the quality of the movement are of primary considerations. The ideal ranch riding horse shall have a natural head carriage for that individual horse at each gait.

vii. Scoring:

1. The Ranchmanship class will be scored in ½ point increments from -1½ to +1½ on the score sheets on the overall quality of the horse's movement. Judge will score on all gaits, maneuvers, and obstacles performed at the end of the pattern on overall average of each gait. Transitions should be performed where designated, with smoothness and responsiveness. Posting or standing in the stirrups at extended trot is acceptable. Horn may be held at extended gaits or over obstacles where safety is a concern.

2. Exhibitor will be judged on ability and decision making in the show pen. An exhibitor that puts their horse in the correct positions and making the horses job easier should receive credit. Exhibitors will also be scored in ½ point increments from -1½ to + 1½ at the end of the pattern for overall performance. No penalties will be given in the quality of movement section of the scoresheet.

3. Penalties: A contestant shall be penalized each time the following occur:

a. One (1) point penalties:

- i. Too slow/per gait
- ii. Over-Bridled
- iii. Out of Frame
- iv. Break of gait at walk or jog for 2 strides or less

b. Three (3) point penalties:

- i. Break of gait at walk or jog for more than 2 strides
- ii. Break of gait at lope;
- iii. Wrong lead or cross lead
- iv. Excessive draped reins
- v. Severe disturbance of any obstacle

c. Five (5) point penalties:

- i. Blatant disobedience (kick, bite, buck, rear, etc.)
- ii. For each refusal

d. Placed below horses performing all maneuvers:

- i. Eliminates maneuver
- ii. Incomplete maneuver

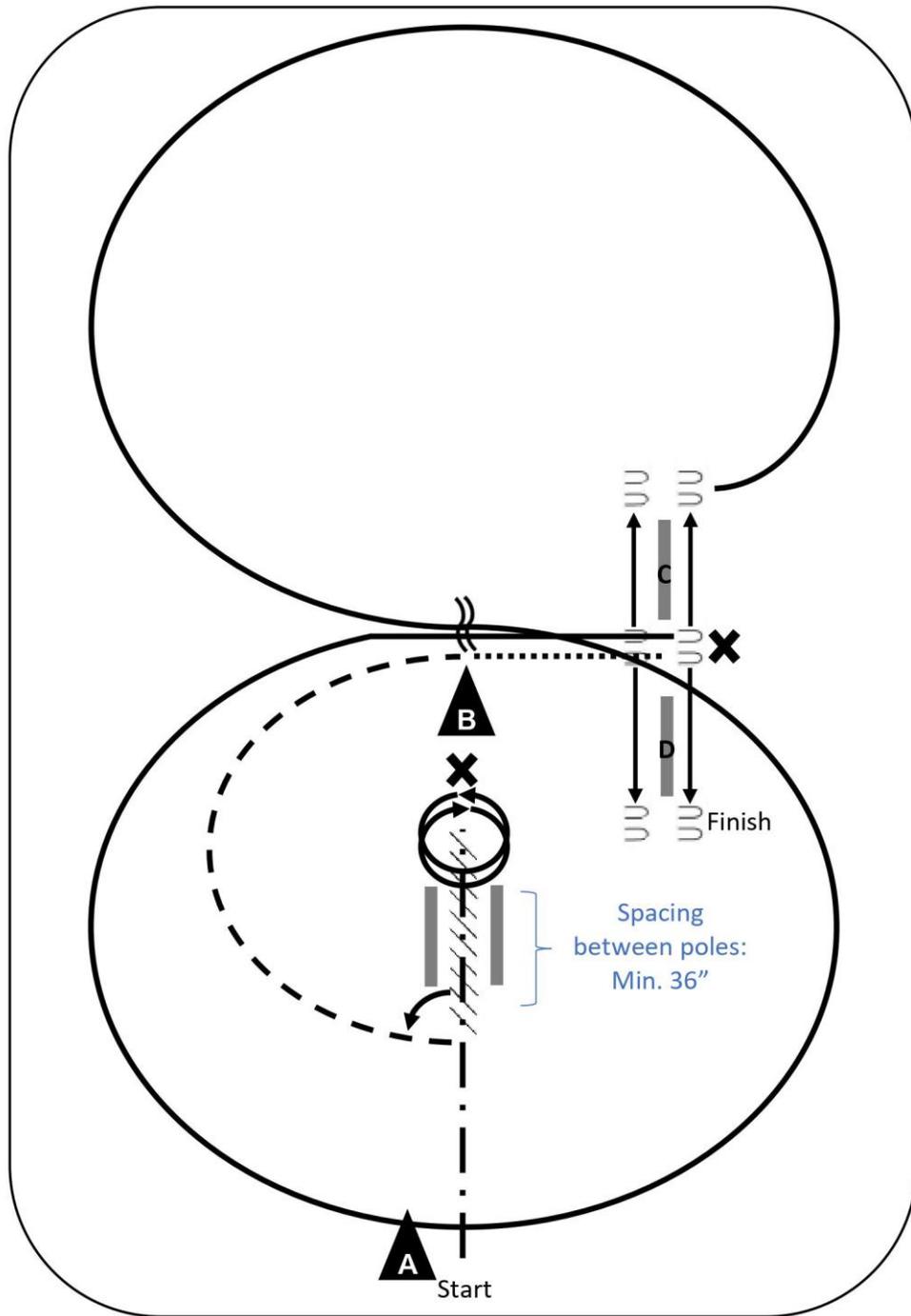
e. Zero (0) score:

- i. Illegal equipment
- ii. Willful abuse
- iii. Major disobedience or schooling

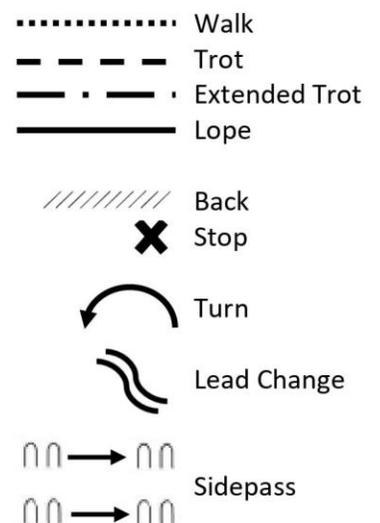
f. No specific penalties will be incurred for nicks/hits on logs, but deduction may be made in maneuver score.

g. No specific penalties will be incurred for over/ under spins, but deduction may be made in maneuver score.

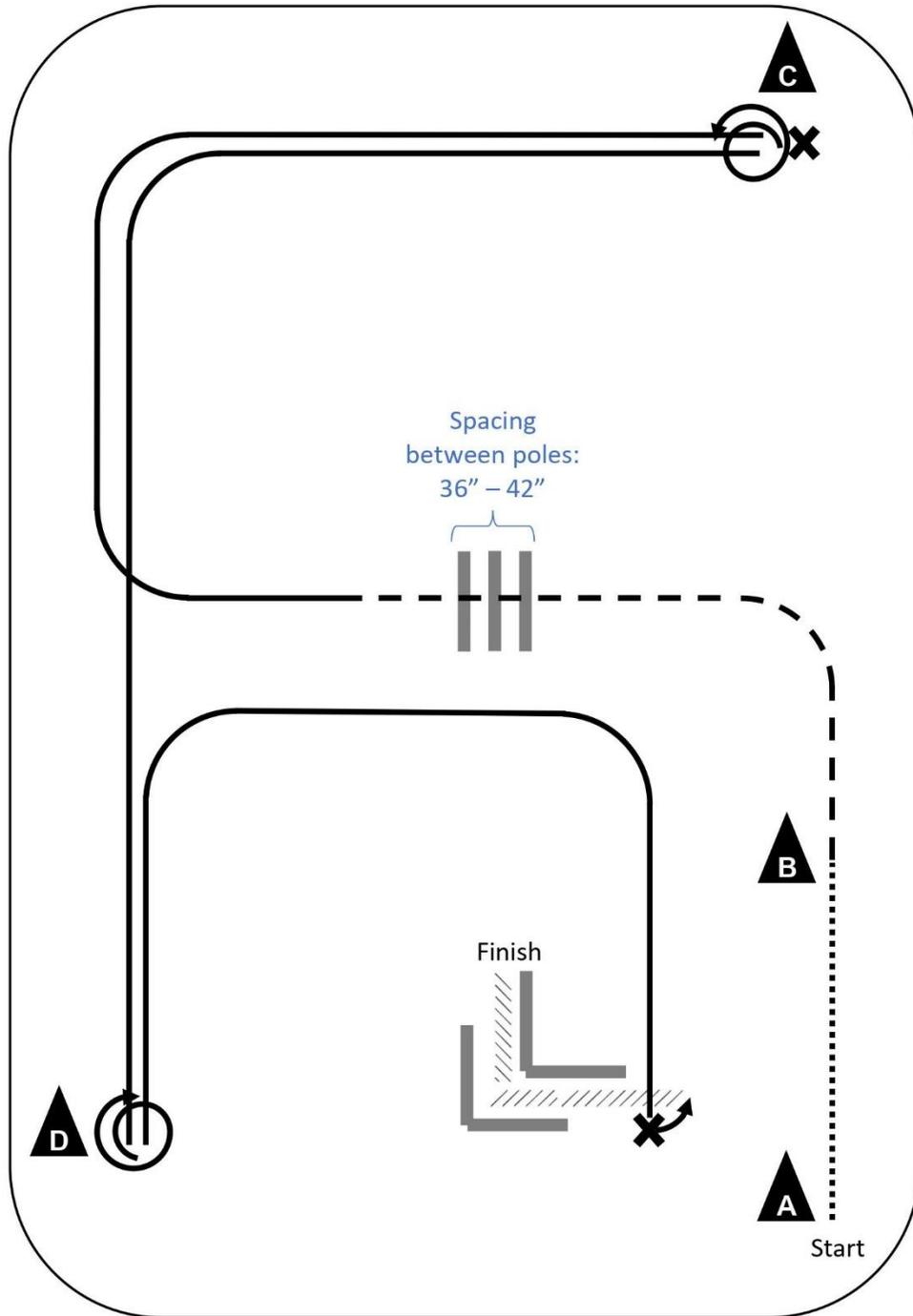
Suggested Ranchmanship Patterns
Pattern 1



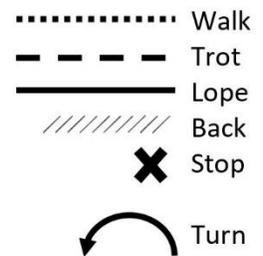
1. Extend the trot from cone A through the chute, stop
2. One (360°) turn left
3. One (360°) turn right
4. Back through the chute, one quarter (90°) turn left
5. Trot to cone B
6. At B, walk to sidepass pole C
7. Sidepass left
8. Lope (left lead) in a circle
9. Change leads (simple or flying)
10. Lope (right lead) in a circle, stop at sidepass pole D
11. Sidepass right



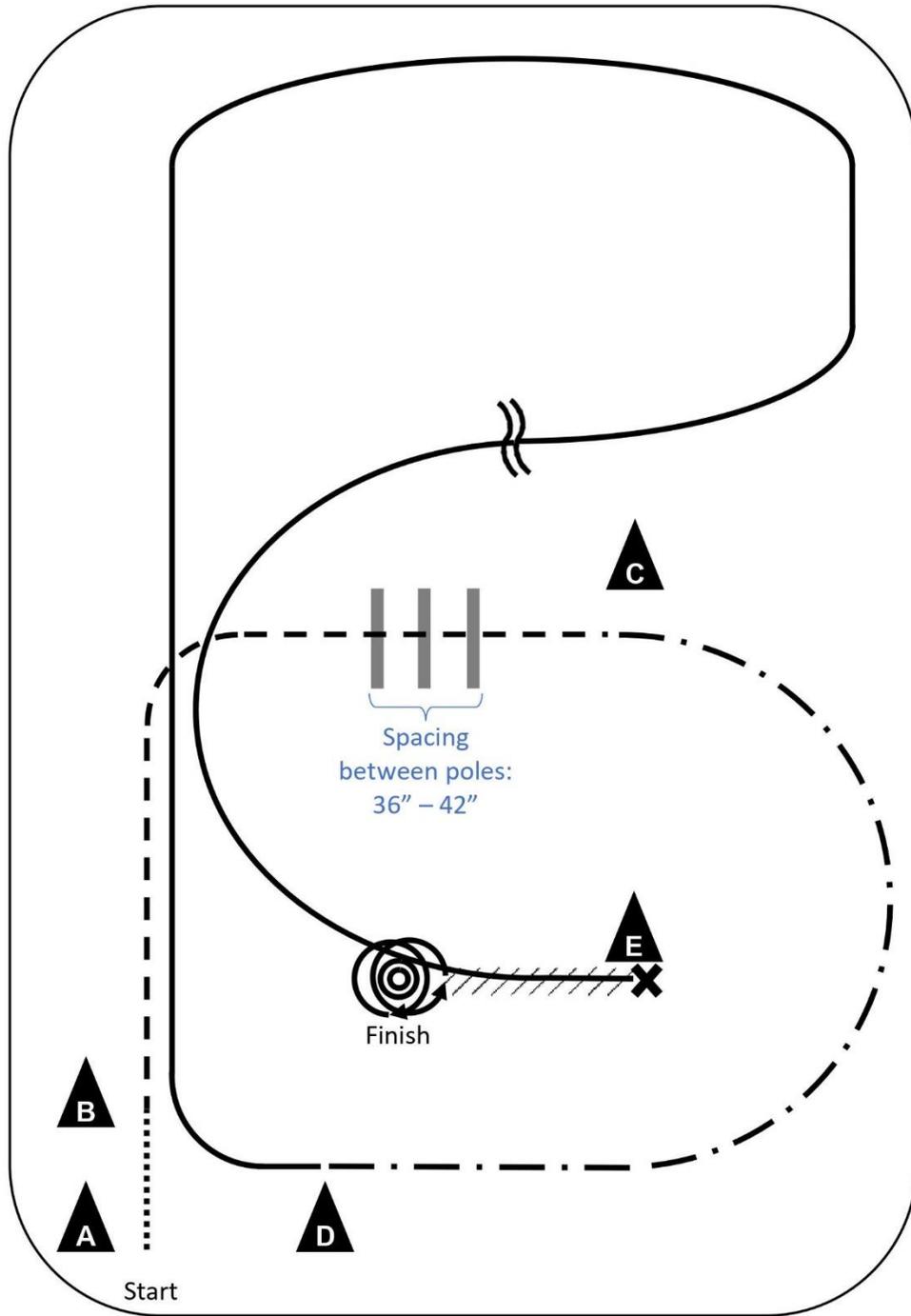
Suggested Ranchmanship Patterns
Pattern 2



1. Walk from cone A to cone B
2. At B trot, and trot over poles
3. Lope (right lead)
4. Stop at cone C
5. One and one half (540°) turns left
6. Lope (left lead) to cone D and stop
7. One and one half (540°) turns right
8. Lope (right lead) to the chute, stop, one quarter (90°) turn left
9. Back through the chute



Suggested Ranchmanship Patterns
Pattern 4



1. Walk from cone A to cone B
2. At B trot, trot over poles, trot to cone C
3. At c extend the trot to cone D
4. Lope (right lead) up arena and close circle to center and change leads (simple or flying)
5. Lope (left lead) to the right side of cone E and stop, back 8-10 feet
6. Two (2) turns left
7. Two and one quarter (2 ¼) turns right

