



Ranch Trail

Divisions: *Open, Non-Pro, Youth 18 & Under, Green Rider, Green Horse, Green Rider/Horse W/T; Ultimate Ranch Challenge, Walk/Trot Ultimate Ranch Challenge*

The exhibitor/horse combo with the most points in each division will be awarded a High Point Award each show and a Buckle at the end of the series. In the event of a tie, we will go by who received the most firsts; if there is still a tie we will have a "run-off" using a new ranch riding pattern.

Brief rules:

- Exhibitors off pattern but they will not place higher than exhibitors who perform the pattern correctly.
- No hoof black, tail extensions, cavesons, tie-downs or martingales.
- Long sleeve shirt/jacket and boots are strongly suggested. Chaps and cowboy hat/helmet are optional.
- Banding is allowed.
- Exhibitors are allowed to show **2 hands** in ALL Green Horse/Rider & Ultimate Ranch Challenge classes if they use a snaffle bit, bosal or hackamore.
- Please judge the exhibitor even if the camera placement is different than what was requested. All we can ask is that you do your best to judge the exhibitors fairly.
- Faults not to be considered disqualification but should be scored according to severity for ALL Ranch Classes:
 - Crooked backs & stops
 - Anticipating stops
 - Uncontrollable speed
 - Wringing of tail
 - Knocking over markers
 - Failure to run pattern within marker
 - Opening mouth, raising head on stops and turns

General Rules/ Scoring:

Ranch Trail tests the ability of a horse to negotiate obstacles that may be found on a ranch. Maneuvers may include going over obstacles, opening and closing gates, riding across bridges/ tarps, backing, sidepasses and dragging objects.

One (1) Point Penalties:

- 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 strides or less
- Hand dragging during the pole drag.
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Split pole at lope

Three (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
- 2-3 steps on dismount or ground tie

Five (5) Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore for green riders) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 4 or more steps on dismount or ground tie

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal

- No attempt to perform obstacle
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider
- Edited videos of the horse performing the pattern.