### Maneuver Description

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

- **1/2 Extremely Poor**
- **1 Very Poor**
- **1/2 Poor**
- **0 Correct**
- **1/2 Good**
- **1 Very Good**
- **1 1/2 Excellent**

### Maneuver Scores

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**1 Point Penalties:**
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

**3 Point Penalties:**
- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

**5 Point Penalties:**
- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

**10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Off-Pattern (OP):**
- Cannot place above others who complete pattern correctly:
  - Eliminates maneuver
  - Incomplete maneuver
  - Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between roman reins (except in the tow-rein).

**Disqualification (DQ):**
- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Wilful Abuse
- Major disobedience or schooling
- Lameness

**Penalty Total Score OFF PATTERN**