

## AQHA RANCH RIDING - Pattern 12

SHOW: \_\_\_\_\_

CLASS: \_\_\_\_\_

DATE: 12-09-2021

**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 romal reins (except in the tow-rein).

**Disqualification (DQ):**

- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
Maneuver Description		W	T	TO's	SPR	1 1/2 R	Ex L (RL)	RL	Ex T	LL	W	T	S&B					
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12					
237				1													1	68 1/2
	PENALTY																	
	MANEUV.	0	0	-1/2	0	-1/2	-1/2	0	0	+1/2	+1/2	0	0					
205						1			3		1						5	61
	PENALTY																	
	MANEUV.	0	0	+1/2	-1/2	-1	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2					
186						1	1										2	65
	PENALTY																	
	MANEUV.	0	-1/2	-1/2	-1/2	0	-1/2	-1/2	0	-1/2	0	0	0					
	PENALTY																	
	MANEUV.																	
	PENALTY																	
	MANEUV.																	
	PENALTY																	
	MANEUV.																	

M. P. A. ...  
JUDGE'S NAME (PRINTED):

*[Signature]*  
JUDGE'S SIGNATURE: