

AQHA RANCH RIDING - Pattern 4

SHOW:			
CLASS:			
DATE:			

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

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

$\underline{\text{Off-Pattern (OP): }} \ \ \text{Cannot place above others who complete pattern correctly:}$

- 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 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										INT -T-	-T-	æ	TERN		
Maneu	ver Des	cription	W	Т	Ex L (RL)	RL	CL	LL	Ex T	S, SPL SPR	WO's	W	Τ□	S, 360L, B	10 POINT PENALTY	PENALTY TOTAL	SCORE OFF PATTERN	
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12					
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: