

AQHA RANCH RIDING - Pattern 3

SHOW: INDIAN CONNER SHOW

EIN STEIGER CLASS:

09-30-20 DATE:

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 Each horse/fider 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														T.
Maneuver Description		w	ī	LL	CL	RL	Ex L 7		Collect	TO's	S, 360 each way	W, S&B	10 POINT PENALTY	PENALTY TOTAL	SCORE		
!	Maneu	ver	1	2	3	4	5	6	7	8	9	10	11	==	-	"	į
1	41	CONTENT	0	0	3 - 42	0	-1/2	-1/2	+1/2	0	+42	0	+1/2		3	64	
2	108	PENALTY	0	0	0	-42	0	0	+1/2	+1/2	+1/2	0	+1/2			414	2
3 -	233	PENALTY	0	0	-1/2	0	0	-1/2	0	0	0	.0	0			69	
4 0	G1	PENALTY	0	-1/2	0	-1	-1/2	0	0	-1/2	0	+1/2	0			GQ	_
,	10	CONTENT .	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	-1/2	+1/2		4	43	•
2 /	$A \vdash$	PENAL TY CONTENT	0	0	-1/2	0	0	-1/2 1	1/2.	-1/2	+1/2	0 ,	+1/2			40	
25	89 .		0	-1/2	0	-1/2	-1/2	-1/2 t	1/2	+1/2 -	.1/2 -	-1/2	0		G	3	
1	4 00	ENALTY ONTENT -		-1/2			. 1	1/2	0	0 -	1/2 :	-1/2 -	1/2		6	it	
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AQHA RANCH RIDING - Pattern 3

SHOW: WDIAN SUMPER SHOW

CLASS: EIWSTEIGER

09-30-20 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

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
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- Major disobedience or schooling
- Lameness

W/O	#			· · · · · · · · · · · · · · · · · · ·	Each horse/ric -1 1/2 Ex	ler team is score	ed between 0-100	IEUVER SCO Depoints and auto Poor, 0 Correct,	matically begins	the run with a s /ery Good, +1 1/	core of 70 points 2 Excellent			Į Į	Ţ.	3E	TERN
Maneu	ver Des	cription	W	Т	LL	CL	RL	Ex r 3	ExT	Collect	то's	S, 360 each way	W, S&B	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Maneuver		1	2	3	4	5	6	7	8	9	10	11				°	
9	43	PENALTY CONTENT	-42	-1/2	- 1/2	-1/2	3 -1/2	0	+1/2	0	+1/2	4/2	+/2		3	(b)	<u>/</u> 2
10	49	PENALTY	0	+1/2	0	0	0	0	+1/2.	+1/2	0	0	0			416	
11	224	PENALTY CONTENT	0	-112	-1	0	-1/2	0	+1/2	0	0	:1/2	-1/2		2.	C. 67	(k)
12	IJ	PENALTY CONTENT	0	0	0	0	+1/2	0	+1/2	0	+1/e	-1/2	0			4/	
13	239	PENALTY CONTENT	-1/2	-1/2	-1/2	-1/2	33	-1/2	0	0	*1/2	-1/2	0		6	601	2
14	3 14	PENALTY	0	0	0	- 1/2	+112	0	0	0	+1/2	-11/2	-1/2		1	644	
15	G2	PENALTY	O	+1/2	+42	+112	+1/2	+1/2	+1	+ 1/2	+1/2	0	0			248	',
16	2M	PENALTY	0	+1/2	+112	+1/2	+1/2	+/12	0	0	+ 1/2	+1/2	+1/2			49	
JUDGE"		(PRINTE	ED):	MNC						IGNATURE	mCl	<u>~</u> /	<i>-</i>				8.2

For more information on how exhibitors are scored visit www.aqhuniversity.com



AQHA RANCH RIDING - Pattern 3

SHOW: INDIAN LUTTHER SHOW

EIN STEIBER CLASS:

09-20-20 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

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

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W/O	#			-	Each horse/ri	der team is score	ed between 0-10	NEUVER SCO	matically henins	the run with a s	core of 70 points						≅
Maneu	ıver De	escription	w	Т	LL	CL CL	RL	Poor, 0 Correct,	+1/2 Good, +1 \ Ex T	/ery Good, +1 1/ Collect	2 Excellent	S, 360 each way	W, S&B	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Maneuver		1	2	3	4	5	6	7	8	9	10	11				10	
14	1C	PENALTY	- 1/2	-1	- 1/2	3	33		3	• •	.,				10	44	
		CONTENT	12		12	-1	-	-1	-1/2	-1/2	-1/2	-1/2	-11/2		13	(A)	2
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19	9¢	CONTENT	0	-1/2	-1/2	-11/2	-1/2	-1/2	0	-42	-1/2	-1/2	0		9	56	
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2/	11.	PENALTY									3			T		T	
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