

# AQHA RANCH RIDING - Pattern 5

show: BSC

CLASS: VWZ Amakuil

04/20/22

1	Po	int	Per	nalt	ies:
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- 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:

DATE:

- 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 tall extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

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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														ILTY AL	ш	IERN
Maneuver Description	w	WO's	т	RL	ExT	Т	LL	CL	Ex L (RL)	Collect	Т	w	S&B	360 each way	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	13	14				_
PENALTY MANEUV.	0	+1/2	0	0	0	0	O	3-1/2	0	0	-1/2	0	0	-1/2		3	66	
2 63 PENALTY			- 11			- (1											75	
2 65 MANEUV.	+1/2	+1/2	+1/2	0	4/2	+1/2	+//2	+1/2	+1/2	1/2	+1/2	0	0	0			75	,
3333 PENALTY MANEUV.	-1/2	-1/7	0	-1/2	0	0	0	3	-1/2	-1/2	0	+1/7	+1/2	-1/2		3	64	
4 390 MANEUV.	0	+1/2	+//2	+1/2	0	+1/2	3,3	3-1	0	+1/2	+1/2	+1/2	0	DQ -1/2			<i>JQ</i>	
\$ 300 PENALTY	0	0	1-1/2	-12	-1/2	-1/2	-// <sub>L</sub>	-1/2	-1/2	0	Ô	OP -11/2	0	0		1	62/2	)a <sup>4</sup>
6 118 PENALTY MANEUV.	+1/2	+1/2	+1/2	-1/2	+/	0	0	+/	+1/2	+1/2	0	+1/2	0	0			74/	
7 58 PENALTY MANEUV.	0	+1/2	0	0	+1/2	+1/1	0	0	0	+1/2	0	+1/2	+1/2	-1/h		,	721/2	
8 325 PENALTY MANEUV.	0	+1/2	0 Fa	0	+1/2	0	0	+/2	+1/2	0	0	+1/2	+//2	0			73	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



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SHOW:	35C	VW3	
CLASS:	041201	22 Am	after

# 10 Point Penalty:

DATE:

- 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).

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- Major disobedience or schooling
- Lameness

	Out	of frame (per maneuver)
-	Too	slow (per gait)

1 Point Penalties:

- 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)

Over-bridled (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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W/O	#				Ea	ch horse/ride -1 1/2 Extr	r team is score	ed between 0	MANEUVE 1-100 points a 1-1/2 Poor, 0 C	nd automatica	ally begins the	run with a so Good, +1 1/2	ore of 70 poin Excellent	its			INT LTY	LTY AL	RE	ITERN
Maneuv	er Des	cription	w	WO's	T	RL	ExT	T	LL	CL	Ex L (RL)	Collect	Т	W	S&B	360 each way	10 POINT PENALTY	PENA TOT	SCORE	OFF PATTERN
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JUDGE'S SIGNATURE:



# AQHA RANCH RIDING - Pattern 5

SHOW:	R	5	<u>_</u>
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CLASS: VWR

Amateir

04120122

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- Too slow (per gait)

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Maneuver Description		w	WO's	Т	RL	ExT	Т	LL	CL	Ex L (RL)	Collect	Т	w	S&B	360 each way	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
	Maneuv	/ег	1	2	3	4	5	6	7	8	9	10	11	12	13	14				
17	330	PENALTY  MANEUV.	0	0	0	-1/2	0	0	-1/2	ñ	t/h	-1/2	0	+1/2	-1/2	-1			68	
	L	<u> </u>	0	0		12	0		12	U	170	10		172	12	1-1				
18	51	PENALTY MANEUV.	-1/2	0	0	-1/1	-1/2	-1/L	0	+1/2	-1/2	-1/2	+1/2	+1/2	+1/7	0			69	
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19	52	PENALTY MANEUV.	+h	+1/2	-1/2	0	+1/2	+//_	0	3-1/2	+/	0	0	+1/2	+1/2	-1/2	H	3	69/2	_
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