

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS: Small Fry

DATE: 10.26.24

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

W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		W	Ex T	W	S, SPL	T	Ex T	T	S&B	180 R	T						
<small>Each horse/ridor 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</small>																	
		1	2	3	4	5	6	7	8	9	10	11	12				
		PENALTY															
1	681	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					74	
		72 73 74															
		PENALTY															
2	662	0	-1/2	-1	-1/2	0	+1/2	-1	0	-1/2	0					56.5	
		69.5 68.5 68 67.5 56.5															
		PENALTY															
3	682	0	+1/2	0	0	0	+1/2	+1/2	+1/2	+1/2	+1/2					72	
		68.5 70 72															
		PENALTY															
4	671	0	-1/2	-1/2	0	-1/2	-1/2	-1/2	0	-1/2	-1/2					66.5	
		69 67.5 68 67.5 66.5															
		PENALTY															
5	668	OP	OP	OP	OP	OP	OP	OP	OP	OP	OP					54.5 Last	
		68.5 65.5															
		PENALTY															
6	686	0	+1.5	0	-1.5	+1.5	+1.5	+1.5	0	-1	-1					69.5	
		70 71 71.5 69.5															
		PENALTY															
7	691	0	-1	-1.5	0	0	0	-1	-1.5	-1	0					64	
		69 61.5 65.5 65 64															
		PENALTY															
		MANEUV.															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Keith Longacre

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS: WT 11 & O

DATE: 10.26.24

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, bile, 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 low-rein).

Disqualification (DQ):

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

W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		W	Ex T	W	S, SPL	T	Ex T	T	S&B	180 R	T						
<p>Each horse/ridor 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</p>																	
		1	2	3	4	5	6	7	8	9	10	11	12				
1	672				5				OP	OP	OP						61.5
		MANEUV.	0	+1	0	-1/2	0	0	0	-1/2	-1/2	0					
			69			62.5			62			61.5					
2	462																74
		MANEUV.	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2					
			71		71.5		72		72.5		73		74				
3	644				5		2										59.5
		MANEUV.	0	0	0	-1/2	0	-1/2	0	-1	0	-1/2					
			63.5			61		60		59.5							
4	648		1														68
		MANEUV.	-1/2	-1/2	0	-1/2	0	+1/2	0	0	0	0					
			68		67.5		68										
5	658									-1/2	OP	OP	OP				69.5
		MANEUV.	+1/2	+1/2	0	+1/2	+1/2	+1/2	-1/2	0	0	0					
			71		72		72.5		69.5								
6	689				5												61.5
		MANEUV.	0	-1/2	0	-1	-1/2	-1/2	0	0	-1/2	-1/2					
			63			61.5			61.5								
7	604																73
		MANEUV.	0	+1/2	0	0	+1/2	+1/2	+1/2	0	+1/2	+1/2					
			71		72		73										
8	659		1														69.5
		MANEUV.	0	-1/2	0	0	+1/2	+1/2	0	0	+1/2	+1/2					
			68.5		69		68.5										

Keith Longacre

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION

All Breed

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS: All-Breed

DATE: 10.26.24

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

W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		W	Ex T	W	S, SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T				
Each horse/rider team is scored between 0-100 points and automatically begins this 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																	
		1	2	3	4	5	6	7	8	9	10	11	12				
1	690	0	+1/2	0	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2				73.5
		70.5		71			72			73.5							
2	663	0	+1/2	0	0	+1/2	+1/2	+1/2	0	0	-1/2	0	0	OP			70.5
		71		72			70.5										
3	612	0	+1/2	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2				74
		71		72			73			74							
4	675	0	0	0	-1/2	0	+1/2	0	0	+1/2	0	0	0				70.5
		69.5		70													
5	646	0	+1/2	0	+1/2	+1/2	+1/2	0	-1/2	0	0	0	0				71.5
		71		72			71.5										
6	662	0	+1/2	0	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2	+1/2				73.5
		71.5		72.5			73.5										
7	680	0	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2				74
		71		72			73.5			74							
8	603	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	-1/2	-1/2	0	0	0				72
		72		73													

Keith Longacre

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

All Breed

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS: *All-Breed*

DATE: 10.26.24

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly.</p> <ul style="list-style-type: none"> 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). <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> Illegal equipment including hoof black, braided or banded manes, or tail extensions Willful Abuse Major disobedience or schooling
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W/O		#		MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Each horse/ridor 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	Ex T	W	S. SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T						
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12						
9	633																	65.5	
		69.5																	
10	677																	73.5	
		73.5																	
x	659																	69.5	
		21																	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Keith Longacre*

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS: Open

DATE: 10.26.24

(Signature)

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> 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). <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> Illegal equipment including hoof black, braided or banded manes, or tail extensions Willful Abuse Major disobedience or schooling
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W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		W	Ex T	W	S, SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T				
		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	1	2	3	4	5	6	7	8	9	10	11	12			
1	648	PENALTY							3	3							60.5
		MANEUV	0	0	0	+1/2	-1/2	0	-1/2	-1/2	-1/2	-1	-1	0			70.5 70 60.5
2	655	PENALTY															75.5
		MANEUV	0	+1/2	0	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			72 73 74 75
3	630	PENALTY															74
		MANEUV	0	-1/2	0	+1/2	0	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2			70 71 72 73 74
4	619	PENALTY															79
		MANEUV	0	+1	+1/2	+1	+1/2	+1	+1	+1	+1	+1	+1	+1/2	+1/2		71.5 72.5 74 76 78 75
5	670	PENALTY															77.5
		MANEUV	0	+1	+1/2	+1	0	+1/2	+1/2	+1	+1	+1	+1/2	+1/2			71 72.5 73 74.5 76.5
6	678	PENALTY					1			3				OP			61.5
		MANEUV	0	+1/2	0	-1	-1	0	0	-1/2	-1	0	0	-1/2			68.5 67.5 67 63
7	659	PENALTY															72
		MANEUV	0	0	0	+1/2	+1/2	+1/2	0	+1/2	0	0	0	0			71 72
8	612	PENALTY															72.5
		MANEUV	0	+1/2	0	+1/2	0	0	+1/2	0	0	+1/2	+1/2	0			71

Keith Longacre

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS: Open B2

DATE: 10.26.24

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
- Willful Abuse
- Major disobedience or schooling

W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		W	Ex T	W	S. SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T				
		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	1	2	3	4	5	6	7	8	9	10	11	12			
9	606	PENALTY															
		MANEUV.	0	+1/2	0	+1/2	+1/2	+1/2	+1	+1	+1/2	+1/2	+1/2	+1/2			76
						71		72	73	74		75					
10	644	PENALTY							3								
		MANEUV.	0	0	0	-1	0	-1/2	0	-1 1/2	-1/2	-1	-1	0			64.5
						69				64	63.5	62.5	61.5				
11	674	PENALTY															
		MANEUV.	0	+1	+1/2	+1	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2			75.5
						72.5	73				74						
12	604	PENALTY															
		MANEUV.	0	0	0	0	0	0	0	0	0	0	0	0			70
13	665	PENALTY															
		MANEUV.	0														0 DQ lame
14	660	PENALTY				OP				3							
		MANEUV.	0	-1/2	0	-1/2	-1/2	-1/2	-1	-1	-1/2	0	-1	0			62.5
						68		67	66	65							
15	627	PENALTY															
		MANEUV.	0	0	0	0	+1/2	0	+1/2	0	0	+1/2	0	0			71.5
										71							
16	680	PENALTY								3							
		MANEUV.	0	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	-1	-1/2	0	0			68
						71		72									

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Keith Longacre*

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS: Open (pg 3)

DATE: 10.26.24

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:

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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

W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		W	Ex T	W	S, SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T					
		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	1	2	3	4	5	6	7	8	9	10	11	12				
17	667	PENALTY	OP															DQ
		MANEUV	-1/2															
18	654	PENALTY						OP										DQ
		MANEUV	0	0	0	-1	0	-1/2										
19	636	PENALTY																76
		MANEUV	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2				
20	642	PENALTY																72
		MANEUV	0	+1/2	0	+1/2	0	0	0	+1/2	0	+1/2	0	0				
21	652	PENALTY																75.5
		MANEUV	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2				
22	643	PENALTY																68.5
		MANEUV	0	0	0	0	0	+1/2	-1/2	0	0	-1/2	-1/2	-1/2				
23	632	PENALTY																81
		MANEUV	+1/2	+1	+1/2	+1	+1	+1	+1	+1	+1	+1	+1	+1				
24	625	PENALTY																77.5
		MANEUV	0	+1	0	+1	+1	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS: *Spor (p4)*

DATE: 10.26.24

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> 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). <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> Illegal equipment including hoof black, braided or banded manes, or tail extensions Willful Abuse Major disobedience or schooling
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W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		W	Ex T	W	S, SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T						
75	690																		
		0	+1/2	0	+1	0	0	0	+1/2	+1/2	+1/2	0	0						73
76	673					1			3										6.5
		0	-1/2	0	-1	-1	-1/2	0	-1	-1/2	0	0	0						
77	629																		79.5
		+1/2	+1	+1/2	+1	+1/2	+1	+1	+1	+1/2	+1	+1/2	+1						
78	677																		74.5
		0	+1/2	0	+1	0	0	+1/2	+1	+1/2	+1/2	+1/2	0						
79	624																		68
		0	-1/2	0	+1/2	-1/2	-1/2	-1/2	0	-1/2	0	0	0						
80	610																		69.5
		0	+1/2	0	+1/2	0	0	0	-1/2	-1/2	-1/2	0	0						
31	641																		69
		0	-1/2	0	-1/2	0	0	+1/2	+1/2	0	0	0	0						
32	664																		76
		0	+1	0	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Keith Longene*

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS: *Jan (PS)*

DATE: 10.26.24

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 low-rein).

Disqualification (DQ):

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

W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		W	Ex T	W	S. SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T					
		Maneuver	1	2	3	4	5	6	7	8	9	10	11	12				
	33	PENALTY								8								
	650	MANEUV.	0	+1/2	0	+1/2	0	-1/2	-1/2	1/2	-1	0	0	0				60.5
										70.5	70	69.5						
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Keith Longene

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS: *Amateur*

DATE: 10.26.24

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
- Willful Abuse
- Major disobedience or schooling

W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		W	Ex T	W	S, SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T					
		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	1	2	3	4	5	6	7	8	9	10	11	12				
	662	PENALTY																
	662	MANEUV	0 +1/2	0 +1/2	0 +1/2	0 +1/2	0 +1/2	+1/2	+1/2	0	-1/2	0	0				72	
									72									
	629	PENALTY																
	629	MANEUV	+1/2	+1	+1/2	0	+1/2	+1	+1	+1	+1	+1	+1/2	+1				79
					72				75.5		77.5							
	625	PENALTY																
	625	MANEUV	0 +1/2	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2					75.5
					72		72			74		75						
	670	PENALTY																
	670	MANEUV	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1	+1	+1/2	+1/2	+1/2				78
					72				75.5		77		78					
	632	PENALTY																
	632	MANEUV	+1/2	+1	+1/2	+1	+1/2	+1/2	+1	+1	+1	+1	+1/2	+1				79.5
					72	73			74		78		79.5					
	606	PENALTY																
	606	MANEUV	0 +1/2	0	-1/2	0	+1/2	+1	+1	+1/2	+1/2	+1/2	+1/2					74.5
					70				72.5	73		74.5						
	680	PENALTY																
	680	MANEUV	0 +1/2	0	+1/2	+1/2	+1/2	0	0	0	0	-1/2	0	0				71.5
					71		72											
	643	PENALTY																
	643	MANEUV	0	0	-1/2	-1	0	0	-1/2	0	0	-1	-1					65
					68.5			68										

Keith Longacre

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS: *Amateur*

DATE: 10.26.24

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

W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		W	Ex T	W	S. SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T				
		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	1	2	3	4	5	6	7	8	9	10	11	12			
604		PENALTY															
		MANEUV.	0	+1/2	0	+1/2	+1/2	+1/2	0	0	0	0	0	0			72
						71		72									
652		PENALTY							3								
		MANEUV.	0	+1/2	-1/2	+1/2	-1/2	-1/2	-1/2	-1	-1/2	0	0	0			64.5
									69.5	69	65						
602		PENALTY															
		MANEUV.	0	+1/2	0	+1/2	0	0	0	0	0	+1/2	0	0			71.5
						71											
658		PENALTY															
		MANEUV.	0	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	0	+1/2			73.5
						71		72				73					
690		PENALTY															
		MANEUV.	0	+1/2	0	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2			75
														75			
612		PENALTY															
		MANEUV.	0	+1/2	0	0	-1	-1/2	0	+1/2	0	+1/2	+1/2	+1/2			71
								69				70					
653		PENALTY		1	1												
		MANEUV.	0	-1	-1	0	0	0	0	0	+1/2	0	+1/2	0			66
619		PENALTY															
		MANEUV.	0	+1/2	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2			76
								72									

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Keith Longene

AQHA RANCH RIDING - Pattern 10

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> Eliminates maneuver Incomplete maneuver Use of two hands (except junior and level 1 horses shown in a shaffle bit/hackamore); more than one finger between split reins or any fingers between round reins (except in the tow-rein). <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> Illegal equipment including hoof black, braided or banded manes, or tail extensions Willful Abuse Major disobedience or schooling
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W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
		W	Ex T	W	S. SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T							
	688													3						68
	665																			74
	683																			73.5

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Keith Longacre

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS: *Low Am*

DATE: 10.26.24

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly.</p> <ul style="list-style-type: none"> - 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). <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Illegal equipment including hoof black, braided or banded manes, or tail extensions - Willful Abuse - Major disobedience or schooling
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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	Ex T	W	S, SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T				
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12				
9	680																
		PENALTY															
		MANEUV.	0	+1/2	0	+1/2	+1/2	+1/2	0	0	0	-1/2	0	0			71.5
10	643																
		PENALTY															
		MANEUV.	0	0	-1/2	-1	0	0	-1/2	0	0	-1	-1	-1			65
		PENALTY															
		MANEUV.															
		PENALTY															
		MANEUV.															
		PENALTY															
		MANEUV.															
		PENALTY															
		MANEUV.															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS: Youth

DATE: 10.26.24

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> 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). <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> Illegal equipment including hoof black, braided or banded manes, or tail extensions Willful Abuse Major disobedience or schooling
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W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		W	Ex T	W	S, SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T						
		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	Ex T	W	S, SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T					
		Maneuver	1	2	3	4	5	6	7	8	9	10	11	12					
613		PENALTY	1					3				OP							
		MANEUV.	-1	0	0	-1/2	0	-1	1/2	0	0	-1/2	0	0				61.5	
			68			63													
646		PENALTY								3									
		MANEUV.	0	+1/2	0	+1/2	0	+1/2	0	0	-1	0	0	0				67.5	
			71																
641		PENALTY																	
		MANEUV.	0	+1/2	0	0	+1/2	+1/2	+1/2	+1	+1/2	-1/2	0	0				73	
			71			72			73										
687		PENALTY																	
		MANEUV.	0	+1/2	0	-1/2	0	0	0	-1	-1/2	-1/2	-1/2	-1/2				67	
			70			69			68			67							
644		PENALTY							3										
		MANEUV.	0	+1/2	0	+1/2	+1/2	+1/2	0	-1	-1/2	-1/2	-1/2	0				66.5	
			71			72			68			67							
648		PENALTY							3	OP	OP	3							
		MANEUV.	-1/2	-1	0	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	0				57	
			63.5			63.5													
611		PENALTY																	
		MANEUV.	0	+1/2	0	+1/2	0	0	0	+1/2	0	0	0	0				71.5	
			71																
643		PENALTY																	
		MANEUV.	0	+1/2	0	+1/2	0	+1/2	-1/2	0	0	0	0	0				71	
			71																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

(pg 2)

Youth Ranch Riding

SHOW: Stirrup a Little Fun

CLASS: Youth

DATE: 10.26.24

AQHA RANCH RIDING - Pattern 10

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> • 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> • 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> • Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> • Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> • 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). <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> • Illegal equipment including hoof black, braided or banded manes, or tail extensions • Willful Abuse • Major disobedience or schooling
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W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		W	Ex T	W	S, SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T					
		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	1	2	3	4	5	6	7	8	9	10	11	12				
	649	PENALTY																
		MANEUV.	0	+1/2	0	+1/2	+1/2	-1/2	0	0	-1/2	0	0	0				69.5
			70				70											
	631	PENALTY					0											
		MANEUV.	0	-1/2	0	-1/2	+1/2	-1/2	-1/2	-1	+1/2	-1/2	0	0				64.5
			69				67				65							
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																

JUDGE'S NAME (PRINTED):

[Signature]
JUDGE'S SIGNATURE:

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS: *Rk Youth*

DATE: 10.26.24

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 low-rein).

Disqualification (DQ):

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

W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		W	Ex T	W	S, SPL	T	RL	Ex L (RL)	Collect CL	LL	S&B	180 R	T				
		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	1	2	3	4	5	6	7	8	9	10	11	12			
	609	PENALTY															
		MANEUV.	0	+1/2	0	+1/2	0	+1/2	0	0	0	+1/2	0	0			72
							71					72					
	611	PENALTY															
		MANEUV.	0	+1/2	0	+1/2	0	0	0	+1/2	0	0	0	0			71.5
	649	PENALTY															
		MANEUV.	0	+1/2	0	-1/2	+1/2	-1/2	0	0	-1/2	0	0	0			69.5
		PENALTY															
		MANEUV.															
		PENALTY															
		MANEUV.															
		PENALTY															
		MANEUV.															
		PENALTY															
		MANEUV.															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 