

AQHA RANCH RIDING - Pattern 10

SHOW: Stirrup a Little Fun

CLASS:

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					
Maneuver Description		1	2	3	4	5	6	7	8	9	10	11	12					
		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																
		PENALTY																
		MANEUV.	0	+1/2	0	+1/2	0	-1/2	-1/2	1/2	-1	0	0	0				60.5
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Keith Longene

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		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				
	667	PENALTY	OP															DQ
		MANEUV.	-1/2															
	654	PENALTY							OP									DQ
		MANEUV.	0	0	0	-1	0	-1/2										
	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				
	642	PENALTY																72
		MANEUV.	0	+1/2	0	+1/2	0	0	0	+1/2	0	+1/2	0	0				
	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				
	643	PENALTY																68.5
		MANEUV.	0	0	0	0	0	+1/2	-1/2	0	0	-1/2	-1/2	-1/2				
	632	PENALTY																81
		MANEUV.	+1/2	+1	+1/2	+1	+1	+1	+1	+1	+1	+1	+1	+1				
	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:

50
50

50

50

50

50

50

50

50

50

John Jay

SHOW: Stirrup a Little Fun

CLASS:

AQHA RANCH RIDING - Pattern 10

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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MANEUVER SCORES														10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	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					
690																	73
	PENALTY																
	MANEUV.	0	+1/2	0	+1	0	0	0	+1/2	+1/2	+1/2	0	0				
					71.5				72								
673																	6.5
	PENALTY					1			3								
	MANEUV.	0	-1/2	0	-1	-1	-1/2	0	-1	-1/2	0	0	0				
629																	79.5
	PENALTY																
	MANEUV.	+1/2	+1	+1/2	+1	+1/2	+1	+1	+1	+1/2	+1	+1/2	+1				
					72	73				77	78						
677																	74.5
	PENALTY																
	MANEUV.	0	+1/2	0	+1	0	0	+1/2	+1	+1/2	+1/2	+1/2	0				
									73								
624																	68
	PENALTY																
	MANEUV.	0	-1/2	0	+1/2	-1/2	-1/2	-1/2	0	-1/2	0	0	0				
					70					69							
610																	69.5
	PENALTY																
	MANEUV.	0	+1/2	0	+1/2	0	0	0	-1/2	-1/2	-1/2	0	0				
					71					70							
641																	69
	PENALTY																
	MANEUV.	0	-1/2	0	-1/2	0	0	+1/2	+1/2	0	0	0	0				
					68					69							
664																	76
	PENALTY																
	MANEUV.	0	+1	0	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				
					72					73							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Keith Longacre

Handwritten notes, possibly a list or index, consisting of several lines of text. The text is very faint and difficult to read, but appears to be organized in a structured manner, possibly with columns or sections.

John Lawrence

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION

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3 Point Penalties:

- Wrong lead or out of lead
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- 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 shaffle bit/backamore), 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
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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					
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						
644								3									
	PENALTY																
	MANEUV.	0	0	0	-1	0	-1/2	0	-1/2	-1/2	-1	-1	0				64.5
					69				64	63.5	62.5	61.5					
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								
604																	
	PENALTY																
	MANEUV.	0	0	0	0	0	0	0	0	0	0	0	0				70
665																	
	PENALTY																
	MANEUV.	0															0 DQ lame
660																	
	PENALTY				OP				3								
	MANEUV.	0	-1/2	0	-1/2	-1/2	-1/2	-1	-1	-1/2	0	-1	0				60.5
					63			67	66	65							
627																	
	PENALTY																
	MANEUV.	0	0	0	0	+1/2	0	+1/2	0	0	+1/2	0	0				71.5
								71									
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										

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Keith Longacre

John Johnson

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		Maneuver	1	2	3	4	5	6	7	8	9	10	11	12			
	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
	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
	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
	619	PENALTY															79
		MANEUV.	0	+1	+1/2	+1	+1/2	+1	+1	+1	+1	+1	+1/2	+1/2			
																	71.5 72.5 74 76 78 79
	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
	678	PENALTY															61.5
		MANEUV.	0	+1/2	0	-1	-1	0	0	-1/2	-1	0	0	-1/2			
																	69.5 67.5 67 63
	659	PENALTY															72
		MANEUV.	0	0	0	+1/2	+1/2	+1/2	0	+1/2	0	0	0	0			
																	71 72
	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

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