

# **AQHA RANCH RIDING - Pattern 13**

Date:	119124	-
Show:	Sudfuturity	
Class:	RO all ages	
Judge:	Szarszewska	

#### 1 noint

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- wrong lead or out of lead for 2 strides or less

#### 3 points

- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped rein's (per maneuver)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

Judge's Signature:

### 5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

## Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

### Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions

For more information on how classes are judged visit www.aqhuniversity.com

- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

MANEUVER SCORES Off Pattern Natural Ranch Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points Score WO Entry# -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent S&B 540 W RH Gate W. LL XLL, Collect RL CL XT Serp MANEUVER DESCRIPTION W W/Os 12 13 10 11 8 5 MANEUVER H12 112 PENALTY 1/2 117 MANEUVER SCORE 1112 112 1/2 MANEUVER SCORE PENALTY PENALTY MANEUVER MANEUVER SCORE PENALTY