

AQHA RANCH RIDING - Pattern 9

SHOW:

CLASS: Open

DATE: 11-14-20

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

W/O	#	MANEUVER SCORES													10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Maneuver Description	T	TO's	TO SPL	W	RL	CL	LL	Ex L (LL)	Ex T	T	W	S&B	360 either way			
		Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	13			
	122	PENALTY																
		MANEUV.																
	123	PENALTY						-1/2									1/2	68
		MANEUV.	0	0	+1/2	-1/2	-1/2	0	-1/2	0	0	0	0	0	-1/2			
	110	PENALTY		1				1									2	67 1/2
		MANEUV.	-1/2	-1/2	0	0	0	-1/2	0	+1/2	+1/2	-1/2	0	+1/2	0			
	7101	PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																

MILT ALDERMAN
JUDGE'S NAME (PRINTED):

Milt Alderman
JUDGE'S SIGNATURE:

AQHA RANCH RIDING - Pattern 9

SHOW.

CLASS # 201

CLASS:

Level 1 Open

DATE:

11-14-20

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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		T	TO's	T O SPL	W	RL	CL	LL	Ex L (LL)	Ex T	T	W	S&B	360 either way					
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12	13					
	122	PENALTY																	
		MANEUV.																	
	101	PENALTY	1																
		MANEUV.	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2			75		
	134	PENALTY																	
		MANEUV.	0	-1/2	+1/2	-1/2	0	0	-1/2	0	+1/2	0	0	+1/2	0		70		
	110	PENALTY																	
		MANEUV.	+1/2	+1/2	0	+1/2	0	+1/2	0	+1/2	+1/2	-1/2	+1/2	+1/2	0		70 1/2		
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	

JUDGE'S NAME (PRINTED): MILT ALDERMAN

JUDGE'S SIGNATURE: Milt Alderman

AQHA RANCH RIDING - Pattern 9

SHOW:

CLASS # 202

CLASS:

Level 1 Amateur

DATE:

11-14-20

1 Point Penalties:

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- Out of frame (per maneuver)
- Too slow (per gait)
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		Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	13			
	110	PENALTY						1									1	71
		MANEUV.	0	0	0	+1/2	0	-1/2	0	+1/2	+1/2	0	+1/2	+1/2	0			
	116	PENALTY						1									1	69 1/2
		MANEUV.	0	+1/2	0	+1/2	-1/2	-1/2	-1/2	+1/2	0	0	+1/2	0	0			
	134	PENALTY																72 1/2
		MANEUV.	0	0	-1/2	+1/2	0	+1/2	0	0	+1/2	0	+1/2	+1/2	+1/2			
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																

MILT ADOLPHSON
JUDGE'S NAME (PRINTED):

MILT ADOLPHSON
JUDGE'S SIGNATURE:

AQHA RANCH RIDING - Pattern 9

SHOW:

CLASS: Amateur

DATE: 11-14-20

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- Lameness

MANEUVER SCORES

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-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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Maneuver Description		T	TO's	T O SPL	W	RL	CL	LL	Ex L (LL)	Ex T	T	W	S&B	360 either way				
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12	13				
	157	PENALTY																
		MANEUV.	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2			75 1/2	
	100	PENALTY			1													
		MANEUV.	+1/2	-1/2	-1	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2		1	72
	110	PENALTY																
		MANEUV.	-1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	0			73 1/2
	123	PENALTY																
		MANEUV.	-1/2	0	-1/2	0	-1/2	+1/2	0	+1/2	0	-1/2	0	+1/2	0			69 1/2
		PENALTY																
		MANEUV.																
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		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																

MILT ALDERMAN
JUDGE'S NAME (PRINTED):

[Signature]
JUDGE'S SIGNATURE:

Show:

Date: 11/14/20 Time: _____

Class:

Open Cutting

Go Round:

Class pays _____ places.

RUN CONTENT:

Herd Work: Driving a cow (+)(✓+)(✓)(✓-)(-)

Controlling the cow: Working in center of arena (+) (✓+) (✓) (✓-) (-)

Degree of Difficulty: (+)(✓+)(✓)(✓-)(-)

Eye Appeal: (+) (✓+) (✓) (✓-) (-)

Time Worked: (+) (✓+) (✓) (✓-) (-)

Amount of Courage: (+)(✓+)(✓)(✓-)(-)

Loose Reins: (✓) (-)

Horse Charging: (-) (only)

Forced Off a Cow: (-) (only)

Excessive Herdholder Help: (-) (only)

Penalties

One Point:

- (A) Miss-Loss of working advantage—11
- (a) 1/2 Miss-Loss of working advantage—11
- (B) Reining or visibly cueing—8
- (C) Noise directed toward cattle—5a
- (D) Toe, foot or stirrup on shoulder—8d
- (E) Hold on too long on a cut—8a
- (F) Working out of position—11
- (G) Hand too far forward—8

Three Points:

- (A) Hot quit—13
- (B) Cattle picked up or scattered—5b
- (C) Second hand on the reins—8b
- (D) Spur in the shoulder—8c
- (E) Pawing or biting cattle—12
- (F) Failure to make a deep cut—1
- (G) Back Fence—6

Five Point:

- (A) Horse quitting a cow—14
- (B) Losing a cow—9
- (C) Changing cattle after a specific commitment—10
- (D) Failure to separate a single animal after leaving the herd—15

60—If horse turns tail—7
0—If horse falls to ground—17

Disqualification (score 0) - illegal equipment, or leaving working area before time expires, or inhumane treatment to the horse.

[illegible]

Divisions within the penalty box represent 1st, 2nd or 3rd cow worked.