

# AQHA RANCH RIDING - Pattern 3

SHOW: HDRHA-FALL SLIDE

CLASS: RANCH RIDING

DATE: 9-10-2022

#### 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  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												ш	ERN
Maneu	ver Des	cription	W	Т	LL	CL	RL	Ex L	Ex T	Collect	TO's	S, 360 each way	W, S&B	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
	Maneuv	er	1	2	3	4	5	6	7	8	9	10	11				0
	138	PENALTY-	+ +11z	+1)2	0	0	+117	41/2	+1/2	+1	+1/2	+112				74	1/2
2	127	PENALTY	+112	0	0	0	412		<del> </del>     z	0	0	6					归
3	145	PENALTY	6	0	+1/2	+1/2	+112	+1/2,	+'h	+112	4112	+1/2				74	
4	168	PENALTY	0	t112	0	0	0	+112	+112	41/2	+1/2	+112				7.3	
5	167	PENALTY	0	-112	Ō	-1/2	-11z	-11 <sub>Z</sub>	-1/2		3					61	1/2
6	123	PENALTY	0	-112	-112	-112	O	-112	-1/2	Ð	0	D				67	1/2
7	126	PENALTY	+)	+1	41	+112	+1	+112	+1/2	+1	+1	+1/2				18	
8	lei	PENALTY															

JUDGE'S NAME (PRINTED):





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Maneu	ver Des	cription	W	Т	LL	CL	RL	Ex L	ExT	Collect	TO's	S, 360 each way	W, S&B	10 POINT PENALTY	PENALTY	SCORE	OFF PATTERN
	Maneuv	er	1	2	3	4	5	6	7	8	9	10	11				0
9	162	PENALTY	$\bigcirc$	0	(O)	-S)z-	- ا اح	O	0	0	0	Q				69	2
10	156	PENALTY	tllz	8	0	0	-1/2	0 -	t'h	0	-1/2	0				70	
Ji	985	PENALTY	0	-1/2	0	5 -1	3 0			-112	Ð	0				<del>5</del> 8	
12	122	PENALTY	0	0	-  ,	-112	0	0	0	-1/z	-1/2	0				674	2.
13	114	PENALTY	D	0	ð	-1/2	-1/2	D	-1/2	-1/2	D	0				රවී	
14	995	PENALTY	D ·	1/2	-1/2	-1/2	.112-	of 1/2	0P -1/2	0	-11z	0					CP
15	150	PENALTY	Ð	Ð	Ð	ナリマー	Hlz	0	0	+1/2	+1/2	D				72	
16	128	PENALTY	0		-112	-1 <sub>1</sub> z	-1/2	0	-1	-1/2		<u> </u>				H	

JUDGE'S NAME (PRINTED):





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Maneu	ver Desc	ription	W	Т	LL	CL	RL	Ex L	ExT	Collect	TO's	S, 360 each way	W, S&B	10 POINT PENALTY	PENALTY	SCORE	OFF PATTERN
	Maneuve	г	1	2	3	4	5	6	7	8	9	10	11				ō
17	164	PENALTY	f1)z	412	-112	0	-'1z	0	D	-1/z	+1/2	D				70%	2.
18	151	PENALTY	1/2	0	+112	flv	0	0	0	0	+1/2	+1/2				12//	2
19	155	PENALTY	0	Ð	0	1/2	-11/z	-1/z.	-   .	0	0	-'/ <sub>2</sub>				76	
20	975 -	PENALTY	O	0	0	-1/2	-112	-1/2	-1/2	-1/z	-1/2	-1/z				66/	2.
21	147-	PENALTY	0	-112	-	-1/2 -	-1/2	Đ	-1/2	-11z	0	Ó				(pb)	1/2
22	139 -	PENALTY	0	-1/2	-112	-112		-112	-	-'/2	-1/2	0				5	
23	1531	PENALTY	D	0P - 'h	-\	-112	-1/2	-1/2	Ō	0	Ð	-1/2					9
24	9741	PENALTY	1/2	+1/2	0	-[	0	0	0	-\	0	D				69	6.7

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	Maneuv	er	1	2	3	4	5	6	7	8	9	10	11				0
25	119	PENALTY	0	11/2	-1/2	0	0	+1/2	+1/2	Ð ·	t'/z	0				711	1/2
26	120	PENALTY	0	0	0	-1/2	0	C	+1/2	t1/2-	1/2	0				7.1	
27	149	PENALTY	0	0	t1/z -	t"/z	+1/2	0	0 -	t1/2	+1/2	+1/2				73	
28	56	PENALTY	0	D	-1/2	0	Ð	-1/2	0 -	tUZ	0	6				191/z	
	161	PENALTY	0	-1	0	(	-1	-1/z	-	-1/2	-	Ö				64	
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