

AQHA RANCH RIDING - Pattern 11

SHOW: EC 2022
 CLASS: AMATEUR FINAL
 DATE: 13/8/22

- 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 normal reins (except in the tow-rein).
- Disqualification (DQ):**
- Illegal equipment including hoof block, 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
		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	T	W	Ex T	T	LL	LO's	Ex L (LL)	Collect (CL)	RL	RL O	S&S	SP-MLP	Gaitie RHP	GATE				
Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	13	14					
1/10																			
2/54																			
3/259																			
4/153																			
5/232																			
6/73																			
7/230																			
8/293																			

JUDGE'S NAME (PRINTED): JEFF ALLEN

JUDGE'S SIGNATURE: Jeff Allen

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CLASS: AMATEUR FINAL
DATE: 13/8/22

1 Point Penalties:

- Over-bidied (per maneuver)
- Out of frame (per maneuver)
- Too slow (per pass)
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Deadened 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-contorting more than two (2) strides when changing leads
- Tecting more than three (3) strides when making a simple lead change
- Severs or disturbance of any obstacle

5 Point Penalties:

- Refined 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 on hackamores); more than one finger between split reins or any fingers between romal reins (except in the towman)

Disqualification (DD):

- Illegal equipment including hoot black, beaded 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
		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	T	W	ExT	T	LL	LO's	Ex L (LL)	Collect (CL)	RL	RL O	S&S	SP-IMP	GATE Dettie					
Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	13	14					
9/45	PENALTY																		
	MANEV	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0				75
10/40	PENALTY																		
	MANEV	+1/2	0	+1/2	0	0	+1/2	-1/2	-1/2	+1/2	+1/2	0	0	0	0				7 1/2
	PENALTY																		
	MANEV																		
	PENALTY																		
	MANEV																		
	PENALTY																		
	MANEV																		
	PENALTY																		
	MANEV																		
	PENALTY																		
	MANEV																		

JUDGE'S NAME (PRINTED): JEFF ALLAN

JUDGE'S SIGNATURE: Jeff Allan



AQHA RANCH RIDING - Pattern 11

SHOW: EC 2022
 CLASS: AMATEUR FINAL
 DATE: 08/13/2022

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 normal 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

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

W/O	#	Maneuver Description	Maneuver Scores														10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN					
			W	T	W	Ex T	T	LL	LO's	Ex L (LL)	Collect (CL)	RL	RL O	SES	SP- SP	GATE Gate									
		Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	13	14									
1	10	PENALTY		OP 1		1																			
		MANEUVER	-1 1/2	-1 1/2	-1 1/2	+1	0	+1 1/2	+1 1/2	+1	0	-1 1/2	+1 1/2	+1 1/2	+1 1/2	+1									
														-2	+6.5										
2	54	PENALTY																							
		MANEUVER	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1	+1	+1	+1									
														+5	+4										
3	259	PENALTY																							
		MANEUVER	0	+1 1/2	0	0	0	0	0	+1 1/2	0	+1 1/2	+1 1/2	-1 1/2	-1	0									
														+4.5	-1										
4	153	PENALTY	1																						
		MANEUVER	-1 1/2	0	+1 1/2	+1 1/2	+1 1/2	0	+1 1/2	+1	+1 1/2	0	-1 1/2	0	+1 1/2	+1 1/2									
														+3	+0.5										
5	132	PENALTY																							
		MANEUVER	0	+1 1/2	0	+1 1/2	0	+1 1/2	+1	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2								
														+4.5	+2										
6	73	PENALTY																							
		MANEUVER	+1 1/2	0	+1 1/2	+1	+1 1/2	0	0	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2	+1	+1									
														+4.5	+3										
7	230	PENALTY																							
		MANEUVER	0	+1 1/2	0	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1	+1	0	+1 1/2	0	+1 1/2	+1 1/2									
														+4.5	+1.5										
8	293	PENALTY																							
		MANEUVER	+1 1/2	0	+1 1/2	+1 1/2	0	0	0	+1 1/2	0	0	+1 1/2	+1 1/2	+1	+1									
														+2	+3										

JUDGE'S NAME (PRINTED): S. EIGLER

JUDGE'S SIGNATURE: S. EIGLER

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- Over-bidled (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-centering more than two (2) strides when changing leads
- Trailing 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 return!

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:

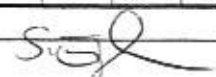
- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle or hackamore), more than one finger between split reins or any fingers between normal reins (except in the tower).

Disqualification (DD):

- Illegal equipment including foot block, beaded 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
#		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	T	W	Ex T	T	LL	LO's	Ex L (LL)	Collect (CL)	RL	RL C	SES	SP	GATE	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12	13	14				
9	45	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1	0	0	0	0	0				73 1/2
										+3/5					0				
10	240	+1/2	0	+1/2	0	0	0	-1/2	0	+1/2	+1/2	0	0	+1/2	0				72
										+1/5					+1/5				

JUDGE'S NAME (PRINTED): S. EGLER

JUDGE'S SIGNATURE: 

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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, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																			
Maneuver Description		W	T	W	ExT	T	LL	LO's	Ex L (LL)	Collect (CL)	RL	RL O	S&B	SP- LHP-2	Gate RHP-3	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12	13	14				
1	10																		
		PENALTY: OP 1																	
		MANEV. -1 1/2 -1 0 +1 0 0 +1/2 +1/2 +1/2 0 +1/2 0 +1/2 0 +1/2 0															1	70	
2	54																		
		PENALTY:																	
		MANEV. +1/2 0 +1/2 +1/2 +1/2 +1/2 +1/2 +1 +1/2 +1/2 +1/2 0 +1/2 +1/2																76 1/2	
3	259																		
		PENALTY:																	
		MANEV. 0 0 0 0 +1/2 0 +1/2 0 +1/2 0 0 0 0 0 0																71 1/2	
4	153																		
		PENALTY: 1																	
		MANEV. -1 0 +1/2 +1/2 +1/2 0 +1/2 0 +1/2 0 0 0 0 0 0															1	70 1/2	
5	232																		
		PENALTY:																	
		MANEV. +1/2 +1/2 0 +1/2 0 +1/2 +1/2 0 +1/2 +1/2 +1/2 0 +1/2 0																74 1/2	
6	73																		
		PENALTY:																	
		MANEV. +1/2 +1/2 +1/2 +1 +1/2 +1/2 0 +1/2 +1/2 +1/2 +1/2 0 +1 +1/2																77	
7	230																		
		PENALTY:																	
		MANEV. 0 0 0 +1 +1/2 +1/2 +1/2 +1/2 0 -1/2 0 0 -1/2 +1/2															1	71 1/2 +	
8	293																		
		PENALTY:																	
		MANEV. +1/2 +1/2 +1/2 +1/2 0 +1/2 0 +1 0 0 +1/2 +1/2 0 +1																75 1/2	

JUDGE'S NAME (PRINTED):

L. LeMay

JUDGE'S SIGNATURE:

[Signature]

SHOW: EC 2022
CLASS: AMATEUR FINAL
DATE: 13.8.22

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

2 Point Penalties:

- Wrong lead or out of lead
- Deeped 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 canting 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:

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Disqualification (DQ):

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- Willful Abuse
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- Lameness

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 75 points. -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1 Good, +1 Very Good, +1 1/2 Excellent																			
Maneuver Description		W	T	W	Ex T	T	LL	LO's	Ex L (LL)	Collect (CL)	RL	RL O	S&S	SP- LHP	Gate B&B 3	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12	13	14				
9	45																	75	
		PENALTY																	
		MANEUVER																	
10	240	+1/2	0	+1/2	0	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0			75	+
		PENALTY																	
		MANEUVER																	
		PENALTY																	
		MANEUVER																	
		PENALTY																	
		MANEUVER																	
		PENALTY																	
		MANEUVER																	
		PENALTY																	
		MANEUVER																	

JUDGE'S NAME (PRINTED):

R. LeMay

JUDGE'S SIGNATURE:

