

AQHA

AQHA RANCH RIDING - Pattern I

Date:	08-30-2024
Show:	DQHA Südfuturity 2024 - 905804
Class:	R-143004
Judge:	Nicolas Perrin

1 point

- 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 reins (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

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

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

MANEUVER SCORES														Natural/Ranch Horse Appearance	Penalty Total	Score	Off Pattern
WO Entry #	W	T	XT	360L	LL	CL	RL	XRL	Collect	XT	W/Os	S&B	Each horse/rider combination 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	1	2	3	4	5	6	7	8	9	10	11	12					
1 150	0	0	+1/2	0	+1/2	0	0	+1/2	0	+1/2	0	+1/2	0			72 1/2	
2 176	0	+1/2	0	0	0	0	0	0	-1/2	0	0	-1/2	0		6	62 1/2	
3 300	0	0	+1/2	+1/2	0	0	0	+1/2	0	+1/2	+1/2	-1/2	0			72	
4 157	0	+1/2	+1/2	-1/2	0	0	0	+1/2	0	0	+1/2	0	0			71 1/2	
5																	
6																	
7																	
8																	

Judge's Signature: _____

AQHA

AQHA RANCH RIDING - Pattern I

Date:	30.8.24
Show:	Sudkutevity
Class:	Level 1 RR
Judge:	Szarszewska

1 point

- 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 reins (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

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

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

WO Entry #		MANEUVER SCORES												Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		Each horse/rider combination 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	MANEUVER	W	T	XT	360L	LL	CL	RL	XRL	Collect	XT	W/Os	S&B				
		1	2	3	4	5	6	7	8	9	10	11	12				
1	1/5 0																
	MANEUVER SCORE	HR	0	HR	0	0	0	0	0	0	0	0	HR	HR		72	
		70	70	70.5	70.5	70.5	70.5	70.5	70.5	70.5	70.5	70.5	70.5	71			
2	1/6 6							1		3							
	MANEUVER SCORE	0	0	0	0	0	0	-1R	0	-1R	0	0	0	0	4	65	
		70	70	70	70	70	70	68.5	68.5	64	64	64	64				
3	3/8 8																
	MANEUVER SCORE	0	0	HR	HR	0	0	0	0	0	0	HR	-1R	0		71	
		70	70	70.5	71	71	71	71	71	71	71	71.5	71				
4	1/5 7																
	MANEUVER SCORE	0	0	HR	0	-1R	0	0	0	0	HR	HR	0	HR		71R	
		70	70	70.5	70.5	70	70	70	70	70	70.5	71					

Judge's Signature: 