



# PATTERN 5

## AQHA RANCH RIDING

<b>Date:</b>	08/23/2025
<b>Show:</b>	Swiss Quarter Horse Show & SQHA Futurity
<b>Class:</b>	#2 - AQHA 243002 - L1 Amt Ranch Riding
<b>Judge:</b>	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](http://www.aqhuniversity.com)

### MANEUVER SCORES

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

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			W	W Loc	T	RL L	Ext T	T	LL	CL	Ex L (R)	Collect	T	W	S & B	360 x 2					
MANEUVER			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15				
1	129	PENALTY																			
		MANEUVER SCORE	0	+1	0	+½	+½	0	0	+½	+½	+½	+½	+½	+½	+½	+1		0		76
2	131	PENALTY				1			3												
		MANEUVER SCORE	0	+1	0	0	-½	0	-½	0	0	-1	-½	0	-1	-1			0	4	62½
3	132	PENALTY																			
		MANEUVER SCORE	+½	+1	0	+½	+½	0	0	+½	0	0	0	0	+½	0			0		73½
4	109	PENALTY																			
		MANEUVER SCORE	+½	+1	+½	0	+½	0	0	+½	+1	0	0	+½	+½	+1			+1		77
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

Judge's Signature: \_\_\_\_\_