## AQHA RANCH RIDING - Pattern 3

### 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 low-rein).

### Disqualification (DQ):
- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Wilful Abuse
- Major disobedience or schooling
- Lameness

### Maneuver Description

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### 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

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**SHOW:**

**CLASS:**

**DATE:**

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**