### AQHA RANCH RIDING - Pattern 7

#### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

- **1 Point Penalties:**
  - Over-brided (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

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