**AQHA RANCH RIDING - Pattern 10**

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. **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

3. **5 Point Penalties:**
   - Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

4. **10 Point Penalty:**
   - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

5. **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
- Wilful Abuse
- Major disobedience or schooling
- Lameness

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**

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For more information on how exhibitors are scored visit www.aqhuniversity.com