### AQHA RANCH RIDING - Pattern 10

**Maneuver Description**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. Scores are determined as follows:

1.18

**JUDGE'S NAME (PRINTED):**

1. **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)

**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

**MANEUVER SCORES**

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<th>W/O #</th>
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**JUDGE'S SIGNATURE:**