# AQHA Ranch Riding - Pattern 14

**1 Point Penalties:**
- Over-briddled (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 atlope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-canttering 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.) (per 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 roman reins (except in the low-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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## 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

### W/O #

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<tr>
<th>Maneuver Description</th>
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<th>Ex T</th>
<th>LL</th>
<th>Ex T</th>
<th>W</th>
<th>RL</th>
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<th>Ex L (LL)</th>
<th>Collect CL, Ex L (RL)</th>
<th>T</th>
<th>LH PUSH GATE</th>
<th>WO's</th>
<th>RH PUSH GATE</th>
<th>W</th>
<th>S, 360 x2B</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
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<tbody>
<tr>
<td>Maneuver</td>
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