

AQHA

AQHA RANCH RIDING - Pattern 10

Date:	
Show:	
Class:	# 211
Judge:	

1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- wrong lead or out of lead for 2 strides or less

3 points

- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

For more information on how classes are judged visit www.aqhuniversity.com

MANEUVER SCORES

Each horse/rider combination is scored between 0-190 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

WO Entry #

MANEUVER DESCRIPTION	W	XT	W	S, SP-L	T	RL	XRL	Collect, CL	LL	S&B	180R	T	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
	1	2	3	4	5	6	7	8	9	10	11	12				
12 PENALTY																
MANEUVER SCORE	0	+1/2	+1/2	+1/2	0	0	+1/2	0	+1/2	0	0	0	0		71 1/2	✓
23A PENALTY																
MANEUVER SCORE	0	+1/2	+1/2	0	+1	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2	+1		75 1/2	✓
41 PENALTY																
MANEUVER SCORE	0	+1/2	+1/2	0	0	+1	+1	+1	+1	0	-1/2	+1/2	+1		76	
56 PENALTY								3	3							
MANEUVER SCORE	0	+1/2	0	-1	-1	0	-1	-1/2	-1/2	0	+1/2	0	0	6	59	
5 PENALTY					0											
MANEUVER SCORE	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0	0	-1	-1/2	0	+1/2		76 1/2	
26 PENALTY					3			3		OP						
MANEUVER SCORE	0	0	0	-1/2	-1	0	0	-1	-1	-1/2	0	0	+1/2	6	59 1/2	
23 PENALTY								3								
MANEUVER SCORE	0	+1/2	0	0	0	-1/2	-1/2	-1	0	-1/2	-1/2	0	+1/2	3	65	
PENALTY																
MANEUVER SCORE																

Judge's Signature: _____

Clint J. Fuller

AQHA

AQHA RANCH RIDING - Pattern 10

Date:	2026-06-28
Show:	Big Dream SS - 2026
Class:	#211
Judge:	Sonja Menule

1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- wrong lead or out of lead for 2 strides or less

3 points

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- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
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- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
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- fall of horse/rider

For more information on how classes are judged visit www.aqhuniversity.com

MANEUVER SCORES

Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points.
 1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

WO Entry #		MANEUVER SCORES												Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points. - 1/2 Extremely Poor, +1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent.															
MANEUVER DESCRIPTION			W	XT	W	S, SP-L	T	RL	XRL	Collect, CL	LL	S&B	180R	T			
MANEUVER			1	2	3	4	5	6	7	8	9	10	11	12			
1	22	PENALTY															
		MANEUVER SCORE	0	0	0	-1/2	0	0	0	+1/2	0	+1/2	0	+1/2	+1/2		71.5
2	38	PENALTY															
		MANEUVER SCORE	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1	0	-1/2	-1/2	+1/2	+1/2		73.5
			71.5			71			72.5			72					
3	41	PENALTY															
		MANEUVER SCORE	0	+1/2	+1/2	-1/2	+1/2	+1/2	0	+1/2	+1/2	0	-1/2	+1/2	+1/2		73
4	56	PENALTY								3	3						
		MANEUVER SCORE	0	+1/2	0	-1/2	0	-1/2	-1/2	-1 1/2	-1	0	0	0	0	6	69.5
5	5	PENALTY					OP										
		MANEUVER SCORE	+1/2	0	0	0	-1 1/2	0	-1/2	0	0	-1/2	-1/2	0	0		67.5
6	26	PENALTY				3				3		OP					
		MANEUVER SCORE	0	-1/2	0	-1/2	-1	-1/2	-1	-1	-1	-1 1/2	-1/2	-1/2	-1	6	55
7	23	PENALTY								13							
		MANEUVER SCORE	0	0	0	-1/2	0	-1/2	-1/2	-1/2	-1/2	0	0	-1/2	-1/2	4	62.5
		PENALTY															
		MANEUVER SCORE															

Judge's Signature: _____

[Handwritten Signature]