AQHA
AMERICAN QUARTER HORSE ASSOCIATION

SHOW: MSR SAWRR + AQHA ALL AROUND SHOW

CLASS: SAWRR Western Riding

DATE: 9.10. - 11.10.2026

WESTERN RIDING - Pattern 1

1/2 Point Penalties:
- Tick or light touch of log

1 Point Penalties:
- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Break of gait at the walk or jog up to two strides
- Non-simultaneous lead change (including front to hind, hind to front, front or hind legs coming together during the change)

3 Point Penalties:
- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, within 10 feet (3 meters) of the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 6; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:
- Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:
- Illegal equipment
- Willful abuse
- Off course
- Knocking over markers
- Completely missing log
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in patterns 1 and 6
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
- Failure to start lope beyond 30 feet of designated area in patterns 2, 3, 4, 5, 7, 8, 9 and Level 1 patterns 2, 4, 7 and 9
- Overturn of more than 1/4 turn

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	#		Maneuver Description	W, J, LOG	TRANS	1ST LINE	2ND LINE	3RD LINE	4TH LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B	PENALTY TOTAL	SCORE
			Maneuver	1	2	3	4	5	6	7	8	9	10	11	12		
1.	3838	PENALTY														/	69,5
		MANUV.	0	0	0	0	0	0	0	0	0	0	-1/2	0			
2.	784	PENALTY			3		1		1	1		1	1		8	57	
		MANUV.	0	0	-1/2	-1	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2			
		PENALTY															
		MANUV.															
		PENALTY															
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		PENALTY															
		MANUV.															
		PENALTY															
		MANUV.															

Magdalena Szarszewska
JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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