

AQHA

AQHA RANCH TRAIL

EVERYBODY Win

Date:	
Show:	
Class:	
Judge:	

- 1 point**
- over-bitted (per maneuver)
 - out of frame (per maneuver)
 - each hit, bite or stepping on a log, cone plant or any component of the obstacle
 - break of gait at walk or trot for 2 strides or less
 - both front or hind feet in a single-stride slot or space at a walk or trot
 - skipping over or failing to step into required space
 - split pole in lope-over
 - incorrect number of strides, if specified
 - 1 to 2 steps on mount/dismount or ground tie except shifting to balance
 - 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)
 - 3 to 4 steps on mount/dismount or ground tie
 - trotting for more than 3 strides in lope departures or exiting a rollback
 - knocking over or severely disturbing an obstacle
 - stepping out of or falling off an obstacle with 1 foot
 - missing or evading a part of log/obstacle with 1 foot

- 5 points**
- spurring in front of cinch
 - blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
 - use of either hand to instill fear/praise
 - stepping out of or falling off an obstacle with more than 1 foot
 - dropping an object required to be carried
 - 1st or 2nd cumulative refusal
 - letting go of gate
 - 5 or more steps on mount/ dismount or ground tie
 - missing or evading a part of log/obstacle with more than 1 foot

- Off Pattern (OP)** - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
 - incomplete maneuver
 - 3rd refusal
 - repeated blatant disobedience
 - failure to dally and remain dalled during the drag
 - 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)
 - failure to open and shut gate, or failure to complete gate

- Disqualified - 0 Score**
- lameness
 - disrespect or misconduct
 - illegal equipment
 - 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

WO Entry #

Each horse/rider combination 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 MANEUVER		TROT	SP.	R.L.	EXT. LOPE	BRIDGE	BACK UP	GATE	TROT	DRAG/LL	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		1	2	3	4	5	6	7	8	9				
1	144	PENALTY		11	OP	1			1			4		62 1/2
		MANEUVER SCORE	0	0	-1/2	-1/2	0	0	0	-1/2	-1	0		
2	113	PENALTY	1	1								2		71
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	+1/2	0	0	+1/2	0	+1/2		
3	148	PENALTY		31	13							23	DQ	38 1/2
		MANEUVER SCORE	0	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2			
4	127	PENALTY		1		1								51
		MANEUVER SCORE	-1/2	-1 1/2	-1/2	-1	-1/2	-1	-1	0	-1	0		
5	109	PENALTY				31	1							68
		MANEUVER SCORE	+1/2	+1/2	+1/2	-1	+1/2	+1/2	0	0	+1	+1/2		
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature:

RL
Leaving arena before finishing