

# AQHA

## AQHA RANCH TRAIL

<b>Date:</b>	2023 Celebration #1
<b>Show:</b>	AQHA 110909 Ranch Trail
<b>Class:</b>	6/29/2023
<b>Judge:</b>	Lybbert; Morgan

### 1 point

- over-bridled (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
- trotting 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 dallied 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

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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 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																		
MANEUVER DESCRIPTION		Gate	Lh	LL	EX LL	Trot	Serp	Trot, S & b, Walk	RL	EX RL	Trot	Walk	Trot	Drag/Jog	Bridge					
MANEUVER		1	2	3	4	5	6	7	8	9										
1	188																			
		PENALTY																		
		MANEUVER SCORE																0	75	
2	415																			
		PENALTY																		
		MANEUVER SCORE																0	67½	
3	324																			
		PENALTY																		
		MANEUVER SCORE																0	72½	
4	170																			
		PENALTY																		
		MANEUVER SCORE																0	72	
5	766																			
		PENALTY																		
		MANEUVER SCORE																0	76	
6	178			1	1						1									
		PENALTY																3	71	
		MANEUVER SCORE																		
7	256			1							1									
		PENALTY																2	70	
		MANEUVER SCORE																		
8	191																			
		PENALTY																		
		MANEUVER SCORE																0	73	

Judge's Signature: Lybbert



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**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
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- draped reins (per maneuver)
- 3 to 4 steps on mount/dismount or ground tie
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- 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

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WO Entry #

## MANEUVER SCORES

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

Entry #	Maneuver	Penalty	Gate	Lh	LL	EX	LL	Trot	Serp	Trot		Walk		Drag/Jog	Bridge	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
										L	R	L	R						
			1	2	3	4	5	6	7	8	9								
9	118				1	1										0	2	70½	
		MANEUVER SCORE	0		-1	+½	+½	+½	+½	+1	0	+½			0				
10	521															0	76½		
		MANEUVER SCORE	0	+1	+1	+½	0	+1	+1	+½	+1			+½					
11	146				1											1	71		
		MANEUVER SCORE	-½	0	0	-½	-½	+½	+1	+1	+½			+½					
12	525				1	1										2	70		
		MANEUVER SCORE	0	0	-1	+½	+1	0	+1	+½	+½			-½					
13	270					1										1	69½		
		MANEUVER SCORE	+½	+½	0	+½	-1	0	-½	+½	+½			-½					
14	725															0	76½		
		MANEUVER SCORE	0	+½	+½	+½	+1	+½	+1	+1	+1			+½					
15	227															0	75		
		MANEUVER SCORE	+½	+½	0	+½	0	+½	+1	+1	+½			+½					
16	496															0	72½		
		MANEUVER SCORE	0	+½	0	+½	+½	+½	+½	+½	0			-½					

Judge's Signature:



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<p><b>1 point</b></p> <ul style="list-style-type: none"> <li>- over-bridled (per maneuver)</li> <li>- out of frame (per maneuver)</li> <li>- each hit, bite or stepping on a log, cone plant or any component of the obstacle</li> <li>- break of gait at walk or trot for 2 strides or less</li> <li>- both front or hind feet in a single-stride slot or space at a walk or trot</li> <li>- skipping over or failing to step into required space</li> <li>- split pole in lope-over</li> <li>- incorrect number of strides, if specified</li> <li>- 1 to 2 steps on mount/dismount or ground tie except shifting to balance</li> <li>- wrong lead or out of lead for 2 strides or less</li> </ul>	<p><b>3 points</b></p> <ul style="list-style-type: none"> <li>- break of gait at walk or trot for more than 2 strides</li> <li>- break of gait at lope, except when correcting an incorrect lead</li> <li>- wrong lead or out of lead for more than 2 strides</li> <li>- draped reins (per maneuver)</li> <li>- 3 to 4 steps on mount/dismount or ground tie</li> <li>- trotting for more than 3 strides in lope departures or exiting a rollback</li> <li>- knocking over or severely disturbing an obstacle</li> <li>- stepping out of or falling off an obstacle with 1 foot</li> <li>- missing or evading a part of log/obstacle with 1 foot</li> </ul> <p><b>5 points</b></p> <ul style="list-style-type: none"> <li>- spurring in front of cinch</li> <li>- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal</li> <li>- use of either hand to instill fear/praise</li> <li>- stepping out of or falling off an obstacle with more than 1 foot</li> <li>- dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- letting go of gate</li> <li>- 5 or more steps on mount/ dismount or ground tie</li> <li>- missing or evading a part of log/obstacle with more than 1 foot</li> </ul>	<p><b>Off Pattern (OP)</b> - to be placed below horses performing all maneuvers</p> <ul style="list-style-type: none"> <li>- eliminates or adds maneuver</li> <li>- incomplete maneuver</li> <li>- 3rd refusal</li> <li>- repeated blatant disobedience</li> <li>- failure to dally and remain dalled during the drag</li> <li>- 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)</li> <li>- failure to open and shut gate, or failure to complete gate</li> </ul> <p><b>Disqualified - 0 Score</b></p> <ul style="list-style-type: none"> <li>- lameness</li> <li>- disrespect or misconduct</li> <li>- illegal equipment</li> <li>- willful abuse</li> <li>- leaving working area before pattern is complete</li> <li>- improper western attire</li> <li>- fall of horse/rider</li> </ul>
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		<i>Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points</i>															
		<i>-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent</i>															
MANEUVER DESCRIPTION		Gate	Lh	LL, EX LL	Trot	Serp	Trot, S & b, Walk	RL, EX RL	Trot	Walk	Trot	Drag/Jog	Bridge				
MANEUVER		1	2	3	4	5	6	7	8	9							
25	283			1		op											
		PENALTY															
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	-1 1/2	-1/2	0	+1/2	0			-1		1	68
26	453																
		PENALTY															
		MANEUVER SCORE	0	-1	+1/2	+1/2	+1/2	+1/2	+1/2	0	0			0		0	71 1/2
27	143																
		PENALTY															
		MANEUVER SCORE	+1/2	+1	+1	+1/2	+1	+1	+1	+1/2	+1			+1		0	78 1/2
28	770			1													
		PENALTY															
		MANEUVER SCORE	+1/2	-1	+1	+1	+1/2	+1	+1/2	+1	+1/2			+1/2		1	74 1/2
29	128			1,1													
		PENALTY															
		MANEUVER SCORE	0	-1	0	+1/2	0	+1/2	+1	0	0			0		2	69
30	323																
		PENALTY															
		MANEUVER SCORE	+1/2	+1	+1/2	0	-1	+1/2	+1/2	+1/2	+1/2			+1/2		0	73 1/2
31	211																
		PENALTY															
		MANEUVER SCORE	+1	+1	+1	+1	+1	+1/2	+1	+1	+1/2			+1		0	79
		PENALTY															
		MANEUVER SCORE															

**Judge's Signature:** 



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MANEUVER DESCRIPTION		Gate	Lh	LL	EX LL	Trot	Serp	Trot	S & b.	Walk	RL	EX RL	Trot	Walk	Trot	Drag/Jog	Bridge												
MANEUVER		1	2	3	4	5	6	7	8	9																			
1	188	PENALTY			1																								
		MANEUVER SCORE		+1	-1/2	+1/2	+1	+1	+1/2	+1	+1	+1/2	+1	+1	+1	+1/2	0										1	75	
2	415	PENALTY				1																							
		MANEUVER SCORE		-1/2	+1/2	-1/2	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0										1	70 1/2	
3	324	PENALTY																											
		MANEUVER SCORE		0	0	+1/2	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	0										0	74	
4	170	PENALTY			1/2								1																
		MANEUVER SCORE		+1/2	0	0	+1	+1/2	0	+1/2	0	+1/2	+1	+1/2	+1	+1/2	0										1 1/2	72 1/2	
5	766	PENALTY																											
		MANEUVER SCORE		+1/2	0	+1/2	+1	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0										0	75	
6	178	PENALTY			3,1	1							1																
		MANEUVER SCORE		0	-1	-1/2	0	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0										6	63 1/2	
7	256	PENALTY			1,1	1																							
		MANEUVER SCORE		0	-1/2	-1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0										3	68 1/2	
8	191	PENALTY			1																								
		MANEUVER SCORE		-1	-1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0										1	70 1/2	

**Judge's Signature:** \_\_\_\_\_



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MANEUVER DESCRIPTION		1	2	3	4	5	6	7	8	9																		
MANEUVER																												
9	118	PENALTY		1,1,1							1																	
		MANEUVER SCORE	+1	-1	0	+½	+½	0	+½	+½	0	+½	0	+½	0	+½	0	0							4		68	
10	521	PENALTY																										
		MANEUVER SCORE	+½	+1	+½	0	-½	+½	+½	+½	+½	+½	+½	+½	+½	+½	+½	0							0		73½	
11	146	PENALTY		1																								
		MANEUVER SCORE	0	-½	0	0	-½	+½	+½	+½	0	+½	0	+½	0	+½	0	0							1		69½	
12	525	PENALTY		1,1,1	1						1																	
		MANEUVER SCORE	+½	-1	-1	0	0	-½	+½	+½	0	0	0	0	0	0	0	0							5		63½	
13	270	PENALTY																										
		MANEUVER SCORE	+½	+½	-½	+1	-½	0	0	0	0	0	0	0	0	+½	0	0							0		71½	
14	725	PENALTY																										
		MANEUVER SCORE	0	+½	0	0	+½	+½	+½	+½	+½	+½	+½	+½	+½	+½	+½	0							0		73	
15	227	PENALTY																										
		MANEUVER SCORE	+½	+½	+½	+1	-½	+½	+1	+½	+1	+½	+½	+½	+½	+½	0								0		74½	
16	496	PENALTY																										
		MANEUVER SCORE	+½	+½	-½	+½	+½	0	+½	+½	+½	+½	+½	+½	+½	+½	0								0		73	

Judge's Signature: \_\_\_\_\_



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Class:	6/29/2023
Judge:	Thompson; Terry

<p><b>1 point</b></p> <ul style="list-style-type: none"> <li>- over-bridled (per maneuver)</li> <li>- out of frame (per maneuver)</li> <li>- each hit, bite or stepping on a log, cone plant or any component of the obstacle</li> <li>- break of gait at walk or trot for 2 strides or less</li> <li>- both front or hind feet in a single-stride slot or space at a walk or trot</li> <li>- skipping over or failing to step into required space</li> <li>- split pole in lope-over</li> <li>- incorrect number of strides, if specified</li> <li>- 1 to 2 steps on mount/dismount or ground tie except shifting to balance</li> <li>- wrong lead or out of lead for 2 strides or less</li> </ul>	<p><b>3 points</b></p> <ul style="list-style-type: none"> <li>- break of gait at walk or trot for more than 2 strides</li> <li>- break of gait at lope, except when correcting an incorrect lead</li> <li>- wrong lead or out of lead for more than 2 strides</li> <li>- draped reins (per maneuver)</li> <li>- 3 to 4 steps on mount/dismount or ground tie</li> <li>- trotting for more than 3 strides in lope departures or exiting a rollback</li> <li>- knocking over or severely disturbing an obstacle</li> <li>- stepping out of or falling off an obstacle with 1 foot</li> <li>- missing or evading a part of log/obstacle with 1 foot</li> </ul> <p><b>5 points</b></p> <ul style="list-style-type: none"> <li>- spurring in front of cinch</li> <li>- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal</li> <li>- use of either hand to instill fear/praise</li> <li>- stepping out of or falling off an obstacle with more than 1 foot</li> <li>- dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- letting go of gate</li> <li>- 5 or more steps on mount/ dismount or ground tie</li> <li>- missing or evading a part of log/obstacle with more than 1 foot</li> </ul>	<p><b>Off Pattern (OP)</b> - to be placed below horses performing all maneuvers</p> <ul style="list-style-type: none"> <li>- eliminates or adds maneuver</li> <li>- incomplete maneuver</li> <li>- 3rd refusal</li> <li>- repeated blatant disobedience</li> <li>- failure to dally and remain dalled during the drag</li> <li>- 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)</li> <li>- failure to open and shut gate, or failure to complete gate</li> </ul> <p><b>Disqualified - 0 Score</b></p> <ul style="list-style-type: none"> <li>- lameness</li> <li>- disrespect or misconduct</li> <li>- illegal equipment</li> <li>- willful abuse</li> <li>- leaving working area before pattern is complete</li> <li>- improper western attire</li> <li>- fall of horse/rider</li> </ul>
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**For more information on how classes are judged visit [www.aqhuniversity.com](http://www.aqhuniversity.com)**

WO Entry #	MANEUVER SCORES											Natural Horse Appearance	Penalty Total	Score	Off Pattern		
	MANEUVER DESCRIPTION	Gate	Lh	LL	EX LL	Trot	Serp	Trot, S & b, Walk	RL	EX RL	Trot					Walk	Trot
	MANEUVER	1	2	3	4	5	6	7	8	9							
17	413	PENALTY	1	1/2													
		MANEUVER SCORE	-1/2	-1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	0					
18	165	PENALTY	5	3,1,1													
		MANEUVER SCORE	-1	-1	0	0	0	0	-1	-1	0	0					
19	476	PENALTY															
		MANEUVER SCORE	-1/2	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0					
20	757	PENALTY		1							1						
		MANEUVER SCORE	+1/2	0	+1/2	+1	+1/2	-1/2	+1	+1/2	+1/2	0					
21	151	PENALTY		3,3													
		MANEUVER SCORE	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0					
22	734	PENALTY									1						
		MANEUVER SCORE	-1/2	+1/2	+1/2	-1	+1/2	0	+1/2	+1/2	+1/2	0					
23	349	PENALTY									1						
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0					
24	528	PENALTY		3													
		MANEUVER SCORE	0	-1	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0					

**Judge's Signature:** \_\_\_\_\_



# AQHA RANCH TRAIL

<b>Date:</b>	2023 Celebration #1
<b>Show:</b>	AQHA 110909 Ranch Trail
<b>Class:</b>	6/29/2023
<b>Judge:</b>	Thompson; Terry

### 1 point

- over-bridled (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](http://www.aqhuniversity.com)**

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 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																					
MANEUVER DESCRIPTION		Gate	Lh	LL	EX LL	Trot	Serp	Trot, S & b, Walk	RL	EX RL	Trot	Walk					Trot	Drag/Jog	Bridge				
MANEUVER		1	2	3	4	5	6	7	8	9													
25	283													0	DQ								
	PENALTY												DQ										
MANEUVER SCORE		+1/2	0	0	+1/2																		
26	453													0	74								
	PENALTY																						
MANEUVER SCORE		0	+1/2	+1/2	-1/2	+1	+1	+1/2	+1/2	+1/2	+1/2												0
27	143													0	74 1/2								
	PENALTY																						
MANEUVER SCORE		0	+1	+1/2	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2												0
28	770													3	71								
	PENALTY												3										
MANEUVER SCORE		+1/2	-1	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2												0
29	128													1	69 1/2								
	PENALTY												1										
MANEUVER SCORE		0	-1/2	0	0	-1/2	+1/2	0	+1/2	+1/2	+1/2												0
30	323													5	65 1/2								
	PENALTY												5										
MANEUVER SCORE		+1/2	+1/2	0	+1/2	0	+1/2	0	-1/2	0	0												0
31	211													0	74 1/2								
	PENALTY																						
MANEUVER SCORE		+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2												0
	PENALTY																						
MANEUVER SCORE																							

**Judge's Signature:** \_\_\_\_\_