



# AQHA RANCH TRAIL

<b>Date:</b>	2023 Celebration #1
<b>Show:</b>	AQHA 410909 Youth Ranch Trail
<b>Class:</b>	7/1/2023
<b>Judge:</b>	McBeath; Tom

### 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		Ext Trot	Gate, Rh	T, EXT, Back, W T	SP-R, W	LL	Bridge	RL, Ex RL	Trot	Drag / Jog or Walk							
MANEUVER		1	2	3	4	5	6	7	8	9							
1	214								1								
	PENALTY																
	MANEUVER SCORE	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	-1/2	+1/2	+1/2						
2	192							1	3								
	PENALTY																
	MANEUVER SCORE	+1/2	+1/2	0	+1/2	0	0	-1	0	+1/2	+1/2						
3	282							1,1			1,1,1	1,1					
	PENALTY																
	MANEUVER SCORE	0	-1/2	0	+1/2	-1/2	+1/2	0	-1/2	0	0	0					
4	379							1,1									
	PENALTY																
	MANEUVER SCORE	+1/2	-1/2	-1/2	-1/2	-1/2	-1	0	-1/2	0	+1/2						
5	774									1							
	PENALTY																
	MANEUVER SCORE	+1/2	+1/2	0	0	+1/2	+1/2	0	0	+1/2	+1/2						
6	147								3	1							
	PENALTY																
	MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	0	0	-1/2	0	0	0	0					
7	169							1,3		1	1,1						
	PENALTY																
	MANEUVER SCORE	0	+1/2	-1/2	-1/2	-1/2	-1/2	0	0	0	0	+1/2					
8	408		op	1						1,1							
	PENALTY																
	MANEUVER SCORE	-1	-1	-1/2	-1/2	0	0	0	-1/2	0	0	0					

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



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<b>Class:</b>	7/1/2023
<b>Judge:</b>	McBeath; Tom

<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 dallied 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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**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

WO Entry #	MANEUVER DESCRIPTION MANEUVER	Ext Trot	Gate, Rh	T	EXT, Back, W T	SP-R, W	LL	Bridge	RL, Ex RL	Trot	Drag / Jog or Walk	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
9	112	PENALTY	1			1				1					
		MANEUVER SCORE	0	+1/2	0	-1/2	0	0	0	-1/2	0	0	+1/2	3	67
10	413	PENALTY	1							1					
		MANEUVER SCORE	-1/2	-1/2	0	-1/2	0	0	0	0	0	+1/2	+1/2	2	67 1/2
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
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**Judge's Signature:** \_\_\_\_\_



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<b>Class:</b>	7/1/2023
<b>Judge:</b>	Longacre; P Keith

### 1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
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- 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
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MANEUVER		1	2	3	4	5	6	7	8	9					
1	214	PENALTY							1			+1	1	73	
	MANEUVER SCORE	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	0					
2	192	PENALTY			1			1/2	3			+1	4 1/2	68	
	MANEUVER SCORE	+1/2	+1/2	0	+1/2	+1/2	0	-1/2	0	0					
3	282	PENALTY					1		1,1,1	1		0	5	66 1/2	
	MANEUVER SCORE	0	0	+1/2	0	0	+1/2	+1/2	0	0					
4	379	PENALTY					1	1				+1/2	2	68 1/2	
	MANEUVER SCORE	0	-1	+1/2	0	0	0	0	+1/2	0					
5	774	PENALTY							1			+1	1	74	
	MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2					
6	147	PENALTY							3			0	3	68	
	MANEUVER SCORE	+1/2	+1/2	+1/2	0	0	+1/2	-1	0	0					
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8	408	PENALTY		op					1	1		0	2	65 1/2	
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