



AQHA RANCH TRAIL

Date:	2024 Aggie Super Circuit
Show:	AQHA 110909 Ranch Trail
Class:	4/20/2024
Judge:	Tjosaas; Josh D

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

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		RH Gate	LL L	Chg	XRL, Col, St	Back, SP R	Walk	Jdg, Drag	XJog							
MANEUVER		1	2	3	4	5	6	7	8	9						
1	480	PENALTY					1,1,1,1									
		MANEUVER SCORE	+1/2	0	0	0	+1/2	-1	+1/2	+1/2		+1/2	4	67 1/2		
2	214	PENALTY					1		1							
		MANEUVER SCORE	+1/2	0	+1	0	+1	+1/2	+1	+1/2		+1/2	2	73		
3	397	PENALTY			5		1	3,3	3,1							
		MANEUVER SCORE	0	0	-1 1/2	-1	-1/2	-1 1/2	-1 1/2			0	16	47 1/2		
4	385	PENALTY		1					1							
		MANEUVER SCORE	+1	0	+1/2	0	+1	+1/2	+1	0		+1/2	2	72 1/2		
5	848	PENALTY							1,1							
		MANEUVER SCORE	+1	+1/2	+1	+1/2	+1	+1	+1/2			+1	2	75 1/2		
6	479	PENALTY														
		MANEUVER SCORE	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2		+1/2	0	75		
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: _____



AQHA RANCH TRAIL

Date:	2024 Aggie Super Circuit
Show:	AQHA 110909 Ranch Trail
Class:	4/20/2024
Judge:	Scott; Pamela A

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|---|---|---|
| <p>1 point</p> <ul style="list-style-type: none"> - 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 | <p>3 points</p> <ul style="list-style-type: none"> - 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 <p>5 points</p> <ul style="list-style-type: none"> - 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 | <p>Off Pattern (OP) - to be placed below horses performing all maneuvers</p> <ul style="list-style-type: none"> - 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 <p>Disqualified - 0 Score</p> <ul style="list-style-type: none"> - 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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MANEUVER		1	2	3	4	5	6	7	8	9						
1	480	PENALTY					1,1,1									
		MANEUVER SCORE	+1/2	+1/2	0	+1/2	+1/2	-1	+1/2	+1		0	3	69 1/2		
2	214	PENALTY					1		1							
		MANEUVER SCORE	+1/2	+1/2	+1	+1/2	+1/2	0	+1/2	+1		0	2	72 1/2		
3	397	PENALTY			5,1				3,3,3	3,3,1						
		MANEUVER SCORE	+1/2	0	-1	-1	0	0	-1 1/2	-1		-1	22	43		
4	385	PENALTY		1												
		MANEUVER SCORE	+1	-1	0	+1/2	0	+1/2	+1	+1/2		0	1	71 1/2		
5	848	PENALTY								1						
		MANEUVER SCORE	+1/2	+1/2	+1	+1	+1	+1	+1/2	+1		0	1	75 1/2		
6	479	PENALTY														
		MANEUVER SCORE	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1		0	0	75		
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