



# AQHA RANCH TRAIL

<b>Date:</b>	Sun Circuit
<b>Show:</b>	AQHA 210989 Amt Select Ranch Trail
<b>Class:</b>	3/8/2023
<b>Judge:</b>	Fullerton; Clint

### 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		
		RL	RH GATE WALK	S	DEPASS	WALK BRIGE	DRAG LOG	LL	TROT SERP	WALK							
MANEUVER DESCRIPTION		1	2	3	4	5	6	7	8	9							
MANEUVER																	
1	388	PENALTY							1								
	MANEUVER SCORE	+1	+1	+1	+½	+1	+½	+1	+½	+1	+½		+1	1	76½		
2	1788	PENALTY							1								
	MANEUVER SCORE	+½	+1	+½	+½	+½	+1	0	+½			+1	1	74½			
3	266	PENALTY															
	MANEUVER SCORE	0	0	+½	0	+½	0	+½	0	+½	+1	+½	0	73			
4	601	PENALTY				1				1							
	MANEUVER SCORE	+1	+1	+1	+½	+1	+½	+1	+½	+1	+½	+1½	2	76			
5	1442	PENALTY							1	1							
	MANEUVER SCORE	+½	+1	+1	+1	+½	+1	+1	+1	0		+1½	2	75½			
6	901	PENALTY				1				1							
	MANEUVER SCORE	0	0	0	0	+½	-½	0	0	0		+½	2	68½			
7	1090	PENALTY				1				1							
	MANEUVER SCORE	+½	+1	+1	0	0	+½	+1	+½	+1	+½	+1	2	73½			
8	506	PENALTY							1								
	MANEUVER SCORE	0	0	0	+½	0	0	0	0	0	0	0	1	69½			

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



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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
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- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
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- 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
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- 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
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		RL	RH GATE WALK	S DEPASS	WALK BRIGE	DRAG LOG	LL	TROT SERP	WALK						
		1	2	3	4	5	6	7	8	9					
9	624	PENALTY				1			1,3,1			+1½	6	70½	
		MANEUVER SCORE	+1	+1½	+1	0	+1	-1	+1	+½					
10	930	PENALTY				1				1		+1	2	73	
		MANEUVER SCORE	+½	+½	+½	0	+½	+1	+1	0					
11	387	PENALTY										+1	0	75½	
		MANEUVER SCORE	+½	0	+½	+1	+½	0	+1	+1					
12	1598	PENALTY							1,1,3			+½	5	68½	
		MANEUVER SCORE	+1	0	+½	+1	+½	-1	+½	+½					
13	1011	PENALTY						1				+1	1	77	
		MANEUVER SCORE	+1	+1	+1	+1	+1	0	+1	+1					
14	126	PENALTY										+1½	0	79	
		MANEUVER SCORE	+1	+1	+1	+½	+1	+½	+1½	+1					
15	118	PENALTY						1				+1	1	76	
		MANEUVER SCORE	+1	+½	+1	+1	+½	0	+1	+1					
16	479	PENALTY								1		+½	1	76½	
		MANEUVER SCORE	+1	+1	+½	+1	+1	+1	+1	+½					

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		1	2	3	4	5	6	7	8	9					
17	465							op,1	1						
		PENALTY													
		MANEUVER SCORE	+1	+1	+1	+1	+1	+1	-1½	-½		+½	2	72½	
18	1729							1							
		PENALTY													
		MANEUVER SCORE	+1	+½	0	0	+½	+1	0	+½		+½	1	73	
19	455			1		1,1,1			1						
		PENALTY													
		MANEUVER SCORE	0	-1	0	-1	0	-½	0	0		0	5	62½	
20	717		3			1		1	1						
		PENALTY													
		MANEUVER SCORE	-½	0	+1	0	+1	-½	-½	+1		+1	6	66½	
21	934														
		PENALTY													
		MANEUVER SCORE	+1	+1	+½	+½	+1	+1	+1	+1		+½	0	77½	
22	938				1										
		PENALTY													
		MANEUVER SCORE	0	+½	+½	0	+1	0	+1	+1		+½	1	73½	
23	145								1,1,1						
		PENALTY													
		MANEUVER SCORE	-1	+½	+1	+1	+1	+1	+1	-1		+1	3	71½	
24	1031														
		PENALTY													
		MANEUVER SCORE	+½	+½	+½	0	+½	+½	+½	+1		+½	0	74½	

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		1	2	3	4	5	6	7	8	9						
25	925							1,1,1								
		PENALTY														
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	0	-1	0	0		+1/2	3	68		
26	608					1				1						
		PENALTY														
		MANEUVER SCORE	+1/2	0	+1/2	0	+1/2	+1/2	+1	0		+1/2	2	71 1/2		
27	1501					1		1,1,3,3		1						
		PENALTY														
		MANEUVER SCORE	+1	+1	+1	0	+1	-1	+1	0		+1/2	10	65 1/2		
28	1531									1						
		PENALTY														
		MANEUVER SCORE	-1/2	+1/2	+1/2	0	+1/2	0	0	+1/2		+1/2	1	71		
29	301							1,1		1						
		PENALTY														
		MANEUVER SCORE	-1/2	0	0	+1/2	+1/2	-1	+1/2	0		0	3	67		
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

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		1	2	3	4	5	6	7	8	9					
1	388	PENALTY				1		1				+1/2	2	73	
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2					
2	1788	PENALTY						1				+1/2	1	73	
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2					
3	266	PENALTY										0	0	69 1/2	
		MANEUVER SCORE	0	0	0	0	0	-1/2	0	0					
4	601	PENALTY				1,1			1			+1/2	3	69	
		MANEUVER SCORE	+1/2	0	+1/2	-1	+1/2	0	+1/2	+1/2					
5	1442	PENALTY							1			+1	1	74	
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2					
6	901	PENALTY				1			1			+1/2	2	70 1/2	
		MANEUVER SCORE	+1/2	+1/2	0	0	+1/2	0	0	+1/2					
7	1090	PENALTY										+1/2	0	74	
		MANEUVER SCORE	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2					
8	506	PENALTY						1				0	1	69	
		MANEUVER SCORE	0	0	0	+1/2	0	-1/2	0	0					

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MANEUVER																
9	624	PENALTY				1		1,1,1								
		MANEUVER SCORE	+1/2	+1/2	0	0	+1/2	-1	0	0		+1/2	4	67		
10	930	PENALTY				1				1						
		MANEUVER SCORE	0	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	2	71		
11	387	PENALTY														
		MANEUVER SCORE	0	0	+1/2	+1/2	+1/2	0	+1/2	+1/2		+1/2	0	73		
12	1598	PENALTY						1,3		1						
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	+1/2	-1	0	0		+1/2	5	66 1/2		
13	1011	PENALTY						1								
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1		+1	1	75		
14	126	PENALTY														
		MANEUVER SCORE	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2		+1/2	0	73 1/2		
15	118	PENALTY														
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2		+1	0	74 1/2		
16	479	PENALTY				1				1						
		MANEUVER SCORE	0	0	0	+1/2	0	+1/2	+1/2	+1/2		+1/2	2	70 1/2		

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- 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	
		RL	RH GATE WALK	S	DEPASS	WALK BRIGE	DRAG LOG	LL	TROT SERP	WALK						
MANEUVER DESCRIPTION		1	2	3	4	5	6	7	8	9						
MANEUVER																
17	465	PENALTY							op	1						
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1 1/2	0		+1/2	1	71	
18	1729	PENALTY							1							
		MANEUVER SCORE	0	0	0	-1/2	0	+1/2	0	0	0		+1/2	1	69 1/2	
19	455	PENALTY		1		1,1,1				1						
		MANEUVER SCORE	+1/2	-1/2	0	-1	0	-1	0	0	0		+1/2	5	63 1/2	
20	717	PENALTY	3						1							
		MANEUVER SCORE	-1	0	0	0	0	+1/2	-1/2	0		+1/2	4	65 1/2		
21	934	PENALTY														
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2		+1/2	0	74	
22	938	PENALTY														
		MANEUVER SCORE	0	+1/2	0	0	0	0	+1/2	+1/2		+1/2	0	72		
23	145	PENALTY								1,1						
		MANEUVER SCORE	-1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	-1/2		+1/2	2	71		
24	1031	PENALTY						1								
		MANEUVER SCORE	0	0	0	+1/2	0	+1/2	0	+1/2		0	1	70 1/2		

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



# AQHA RANCH TRAIL

<b>Date:</b>	Sun Circuit
<b>Show:</b>	AQHA 210989 Amt Select Ranch Trail
<b>Class:</b>	3/8/2023
<b>Judge:</b>	Paul; Judd 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
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WO Entry #		MANEUVER SCORES										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		RL	RH GATE WALK	S DEPASS	WALK BRIGE	DRAG LOG	LL	TROT SERP	WALK						
		1	2	3	4	5	6	7	8	9					
25	925	PENALTY							1,1,1				3	71½	
		MANEUVER SCORE	+½	+½	+½	+1	+1	-1	+½	+1		+½			
26	608	PENALTY				1				1			2	69	
		MANEUVER SCORE	0	0	0	0	+½	-½	+½	0		+½			
27	1501	PENALTY							3,3		1		7	65	
		MANEUVER SCORE	+½	+½	+½	+½	+½	-1	0	0		+½			
28	1531	PENALTY	3										3	69	
		MANEUVER SCORE	-1	0	+½	+½	+½	+1	0	0		+½			
29	301	PENALTY							3				3	68½	
		MANEUVER SCORE	0	+½	+½	+½	0	-1	0	+½		+½			
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

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