

### OFFICIAL JUDGES CARD



Channe		ASSOCIATION
Show:	Date:	Time:
Class: 3 AQHA SK	Go Round:	Class pays places.
<b>RUN CONTENT:</b> Herd Work: Driving a cow $(+)(\checkmark+)(\checkmark)(\checkmark-)(-)$ Controlling the cow: Working in center of arena $(+)(\checkmark+)(\checkmark)(\checkmark-)(-)$ Degree of Difficulty: $(+)(\checkmark+)(\checkmark)(\checkmark-)(-)$	One Point:  (A) Miss-Loss of working advantage—11 (a)-1/2 Miss-Loss of working advantage—11 (B) Reining or visibly cueing—8 (C) Noise directed toward cattle—5a (D) Toe, foot or stirrup on shoulder—8d	ties Five Point:  (A) Horse quitting a cow—14  (B) Losing a cow—9  (C) Changing cattle after a specific commitment—10
Eye Appeal: $(+)(\checkmark+)(\checkmark)(\checkmark-)(-)$	(E) Hold on too long on a cut—8a	(D) Failure to separate a single animal

Time Worked: (+)(✓+)(✓)(✓-)(-) **Amount of Courage:** (+) (✓+) (✓) (✓-) (-) Loose Reins: (/)(-) Horse Charging: (-) (only)

Forced Off a Cow: (-) (only)

Excessive Herdholder Help: (-) (only)

- (F) Working out of position-11 (G) Hand too far forward-8

### **Three Point:**

- (A) Hot quit-13
- (B) Cattle picked up or scattered—5b
- (C) Second hand on the reins-8b
- (D) Spur in the shoulder-8c
- (E) Pawing or biting cattle—12
- (F) Failure to make a deep cut-1
- (G) Back Fence-6

after leaving the herd-15

60—If horse turns tail—7
0—If horse falls to ground—17

**Disqualification** (score 0) - illegal equipment, or leaving working area before time expires, or inhumane treatment to the horse.

1 PT 3 PTS 5 PTS New Work Correlating Dayner of Process Officially Eye Appeal Topic Corresponding to the Correlation of Process Officially Eye Appeal Topic Corresponding to the Correlation of Process Officially Eye Appeal Topic Corresponding to the Correlation of Process Officially Eye Appeal Topic Correlation of Process Official Eye Ap	HORSE	SCORE			PEI	AP	LT	IES	3				F	RUI	N C	ITNC	EN	Т		+ Above  /+ Above / Avera	e Average e Average ge	√- Bel - Bel	ow Av	erage erage	
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Divisions within the penalty box represent 1st, 2nd or 3rd cow worked.

NCHA Membership No.

Judge's Signature

For more information on how exhibitors are scored visit www.aqhuniversity.com



### OFFICIAL JUDGES CARD

AMERICAN OUARTER

Show:				Date:	81	Time:	
Classi	4	AOHA	Am	Go Bound:		Class navs	places.

### RUN CONTENT:

**Herd Work:** Driving a cow  $(+)(\checkmark+)(\checkmark)(\checkmark-)(-)$ 

Controlling the cow: Working in center of arena  $(+)(\checkmark+)(\checkmark)(\checkmark-)(-)$ 

Degree of Difficulty:  $(+)(\checkmark+)(\checkmark)(\checkmark-)(-)$ 

**Eye Appeal:** (+) (\$\sqrt{+}\$) (\$\sqrt{-}\$) (\$\sqrt{-}\$) (-) Time Worked: (+) (✓+) (✓) (✓-) (-)

Amount of Courage:  $(+)(\checkmark+)(\checkmark)(\checkmark-)(-)$ 

Loose Reins: (/)(-) Horse Charging: (-) (only) Forced Off a Cow: (-) (only)

Excessive Herdholder Help: (-) (only)

### One Point:

(A) Miss-Loss of working advantage-11

- (a)-1/2 Miss-Loss of working advantage-11
- (B) Reining or visibly cueing-8 (C) Noise directed toward cattle-5a
- (D) Toe, foot or stirrup on shoulder-8d
- (E) Hold on too long on a cut-8a
- (F) Working out of position-11
- (G) Hand too far forward-8

### **Three Point:**

- (A) Hot quit-13
- (B) Cattle picked up or scattered-5b
- (C) Second hand on the reins-8b
- (D) Spur in the shoulder-8c
- (E) Pawing or biting cattle-12
- (F) Failure to make a deep cut-1
- (G) Back Fence-6

### **Penalties Five Point:**

- (A) Horse quitting a cow-14
- (B) Losing a cow-9
- (C) Changing cattle after a specific commitment-10
- (D) Failure to separate a single animal after leaving the herd—15

60-If horse turns tail-7 0—If horse falls to ground—17

Disqualification (score 0) - illegal equipment, or leaving working area before time expires, or inhumane treatment to the horse.

HODGE	SCORE			PEN	IAI	.TI	ES					R	RUI	V CC	ITN	EN	Т		+ Above /+ Above / Average	Average Average je	✓- Bel	ow Ave	rage rage	
HORSE	SCORE		1 PT		3	PTS		5	PTS		Нє	erd W	ork	Controlling the cow	Degree of Difficulty	Ey	е Арр	eal	Time Worked	Amount of Courage	Loose Reins	Horse Charging	Forced off a cow	Excessive Help
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Divisions within the penalty box represent 1st, 2nd or 3rd cow worked





Date:	
Show:	
Class:	6 JR
Judge:	

### 1 point

- A losing working advantage
- C working out of position
- D toe, foot, or stirrup on the shoulder
- V over-bridled (per maneuver)
- W out of frame (per maneuver)

### 3 points

- A hot quit
- B cattle picked up or scattered
- D back fence
- E pawing or biting cattle
- F spurring on shoulder

### 5 points

- A horse quitting cow
- B losing cow
- C changing cattle after a specific commitment
- D failure to separate a single animal after leaving the herd
- E blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers

- A Turning tail
- B Use of two hands (except in snaffle bit or hackamore)
- C More than one finger between split reins or any fingers between romal reins
- E repeated blatant disobedience
- F failure to cut two cows

### Disqualified - 0 Score

- A abuse
- B lameness
- D disrespect or misconduct
- E excessive disturbance of herd to the point that exhibitor is asked to leave the arena
- G Illegal equipment
- F fall of horse/rider
- N improper western attire
- H leaving arena before run is complete

For more information on how classes are judged visit www.aqhuniversity.com

			PENAL	TIES			/rider combii 1/2 Extreme		red between	0-100 poin		natically beg			of 70 points	[otal	ore	ern
WO	Entry #	COW 1 COW 2	COW 1	COW 2	COW 1 COW 2		Control	)W 1	Eye Appeal	Herd Work	со	W 2 Degree of Diff.	Eye Appeal	Courage		Penalty Total	Score	Off Pattern
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	399				B	0	-1	0	-1	0	-1/2	-/2	0	0		5	62	
							100											



Date:	
Show:	
Class:	8 Cowboy
Judge:	

D		

- A losing working advantage
- C working out of position
- D toe, foot, or stirrup on the shoulder
- V over-bridled (per maneuver)
- W out of frame (per maneuver)

### 3 points

- A hot quit
- B cattle picked up or scattered
- D back fence
- E pawing or biting cattle
- F spurring on shoulder

### 5 points

- A horse quitting cow
- B losing cow
- C changing cattle after a specific commitment
- D failure to separate a single animal after leaving the herd

PENALTIES

E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers

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- B Use of two hands (except in snaffle bit or hackamore)
- C More than one finger between split reins or any fingers between romal reins
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- B lameness
- D disrespect or misconduct
- E excessive disturbance of herd to the point that exhibitor is asked to leave the arena

MANEUVER SCORES

Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points

For more information on how classes are judged visit www.aqhuniversity.com

- G Illegal equipment
- F fall of horse/rider
- N improper western attire
- H leaving arena before run is complete

Score Off Pattern -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# Penalty 1 COW1 COW2 COW1 COW2 COW1 COW2 COW 1 COW 2 Control Degree of Cow of Diff. Eye Appeal Control Degree of Cow of Diff. Eye Appeal 1 POINT 3 POINT 5 POINT Courage TIE-BREAKER

Judge's Signature:	7	
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Date:			
Show:			
Class:	9	Am	
Judge:			

		-

- A losing working advantage
- C working out of position
- D toe, foot, or stirrup on the shoulder
- V over-bridled (per maneuver)
- W out of frame (per maneuver)

### 3 points

- A hot quit
- B cattle picked up or scattered
- D back fence
- E pawing or biting cattle
- F spurring on shoulder

### 5 points

- A horse quitting cow
- B losing cow
- C changing cattle after a specific commitment
- D failure to separate a single animal after leaving the herd
- E blatant disobedience

Judge's Signature:

Off Pattern (OP) - to be placed below horses performing all maneuvers

- A Turning tail
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- C More than one finger between split reins or any fingers between romal reins
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- F failure to cut two cows

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- B lameness
- D disrespect or misconduct
- E excessive disturbance of herd to the point that exhibitor is asked to leave the arena

For more information on how classes are judged visit www.aqhuniversity.com

- G Illegal equipment
- F fall of horse/rider
- N improper western attire
- H leaving arena before run is complete

MANEUVER SCORES PENALTIES Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points Score -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Carrect. +1/2 Good. +1 Very Good, +1 1/2 Excellent WO Entry# Penalty 7 COW 1 COW 2 COW1 COW2 COW1 COW2 COW 1 COW 2 Control Degree of Cow of Diff. Control of Cow Degree of Diff. 1 POINT 3 POINT 5 POINT Courage TIE-BREAKER



Date:	
Show:	
Class:	11 Limited Am
Judge:	

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- A losing working advantage
- C working out of position
- D toe, foot, or stirrup on the shoulder
- V over-bridled (per maneuver)
- W out of frame (per maneuver)

### 3 points

- A hot quit
- B cattle picked up or scattered
- D back fence
- E pawing or biting cattle
- F spurring on shoulder

### 5 points

- A horse quitting cow
- B losing cow
- C changing cattle after a specific commitment
- D failure to separate a single animal after leaving the herd
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		PENALTIES	;		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										ore .	erm	
wo	Entry #	COW 1 COW	2 COW 1 COV 3 POINT	V 2 COW 1 COW 5 POINT	/ 2 Herd	cc	DW 1 Degree of Diff.		Herd	Control	W 2	Eye Appeal	Courage		Penalty Total	Score	Off Pattern
			-BREAKER	3.0	Work	of Cow	of Diff.	Appeal	Work	of Cow	of Diff.	Appeal	Courage	Avg Cow 1/ Cow 2	Pe		0
	8				+1/2	0	0	0	0	0	+1/2	0	+1/2			71/2	
	72				-%	-1/2	[-1,	0	0	0	-1/2	Ò	0			研	
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Date:			
Show:			
Class:	13	Roohie	Am
Judge:			

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- A losing working advantage
- C working out of position
- D toe, foot, or stirrup on the shoulder
- V over-bridled (per maneuver)
- W out of frame (per maneuver)

### 3 points

- A hot quit
- B cattle picked up or scattered
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### 5 points

- A horse quitting cow
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- F failure to cut two cows

### Disqualified - 0 Score

- A abuse
- B lameness
- D disrespect or misconduct
- E excessive disturbance of herd to the point that exhibitor is asked to leave the arena
- G Illegal equipment
- F fall of horse/rider
- N improper western attire
- H leaving arena before run is complete

For more information on how classes are judged visit www.aqhuniversity.com MANEUVER SCORES PENALTIES Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points Penalty Total Off Pattern Score -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Carrect, +1/2 Good, +1 Very Good, +1 1/2 Excellent WO Entry # COW1 COW2 COW1 COW2 COW1 COW2 COW 1 COW 2 Control Degree of Cow of Diff. Eye Appeal 1 POINT 3 POINT 5 POINT Avg Cow 1/ Cow 2 TIE-BREAKER



Date:				
Show:				
Class:	14	Ronkie	Yth	
Judge:				

A - losing working advantage

C - working out of position

D - toe, foot, or stirrup on the shoulder

V - over-bridled (per maneuver)

W - out of frame (per maneuver)

### 3 points

A - hot quit

B - cattle picked up or scattered

D - back fence

E - pawing or biting cattle

F - spurring on shoulder

### 5 points

A - horse quitting cow

B - losing cow

C - changing cattle after a specific commitment

D - failure to separate a single animal after leaving the herd

E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers

A - Turning tail

B - Use of two hands (except in snaffle bit or hackamore)

C - More than one finger between split reins or any fingers between romal reins

E - repeated blatant disobedience

F - failure to cut two cows

### Disqualified - 0 Score

A - abuse

B - lameness

D - disrespect or misconduct

E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena

G - Illegal equipment

F - fall of horse/rider

N - improper western attire

H - leaving arena before run is complete

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Judge's Signature:	



## WORKING COW HORSE REINED WORK SCORE SHEET PATTERN 11

AMERICAN QUARTER HQRSE ASSOCIATION

	ASSOC	MANEUVER SCORES:	- 1 1/2 Extreme	elv Poor - 1 Ven	y Poor - 1/2 Po	or O Correct					
		MANEUVER DESCRIPTION	LC	RC	5	3 1/2 SL	s	3 1/2 SR	s & B	]	
		MANEUVER	1	2	3	4	5	6	7	PENALTY	SCORE
DRAW	EXHB#	PENALTY	9	1					49	TOTAL 1/2	[/
	225	SCORE	0	-1/2	0	- 1/2	-1/2	0	-1/2	1/2	606
	T		un en								SCORE
DRAW	EXHB #	PENALTY								$\rightarrow$	
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		7				-1	-				SCORE
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**JUDGES SIGNATURE** 

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For more information on how exhibitors are scored visit www.aqhuniversity.com

CREDITS  A- Maintaining control of the cow at all times B-Exhibiting superior cow sense and natural ability without excessive reining or spurring C-Degree of difficulity D- Eye Appeal POINT PENALTIES A- Loss of working advantage C-Cow head breaks the plane of the 1 point marker C-Changing sides of arena to turn cow L-For each length horse runs past cow P-Working out of position S-Sipping rein POINT PENALTIES A- Loss of working advantage C-Cow head breaks the plane of the 1 point marker C-Changing sides of arena to turn cow L-For each length horse runs past cow P-Working out of position S-Sipping rein P-Bloody mouth (inside) E-Extremely out of control C-Failure to drive cow past middle marker on first run before initiating the turn P-Bloody mouth (inside) B-Spurring or ritting in front of clinch at anytime or excessively whilpping or spurring the horse. C-Blatant disobedience including kicking, bitting, bucking, rearing and striking or obviously insubordinal How with the romal or excessively whilpping or spurring the horse. C-Blatant disobedience including kicking, bitting, bucking, rearing and striking or obviously insubordinal How with the romal or excessively whilpping or spurring the horse. C-Blatant disobedience including kicking, bitting, bucking, rearing and striking or obviously insubordinal How with the oring and striking or obviously insubordinal B-Spurring or titting in front of cinch at anytime or excessively whilpping or spurring the horse or differ the work is not complete at that time.  L-if a rider hits or kicks the animal being whith the romal or roins, in an abusive mann with the romal or roins, in an abusive mann with the romal or roins, in an abusive mann with the romal or roins, in an abusive mann and being whith the romal or roins, in an abusive mann and being whith the romal or roins, in an abusive mann and being whith the romal or roins, in an abusive mann and being whith the romal or roins, in an abusive mann and being whith the romal or roins, in an abusive mann and being whith the roma	ORK CARD  overmoer 16, 2020  te  orked  ner  orket  ork the
A- Cow that dworft ruped tonse - When cow leaves areas - When cow leaves - Who getting a tum each way (5 points each way) - Separation of the pritting for a triviliage or two loads of the leaves areas - When cow leaves are such and the pritting before the leaves are such and the proper working of the work in the proper working of - Fallure to work in the proper working of - Fallure to work in the proper working of - Fallure to work in the proper working of - Fallure to work in the proper working of - Fallure to work in the proper working of - Beattern in a bridle class - When comments are such and the proper working of - Fallure to work in the proper working of - Fallure to work in the proper working of - Fallure to work in the proper working of - Beattern in - Fallure to company the work in the proper working of - Beattern in - Fallure to work in the proper working of - Beattern in	corked orked
C- Degree of difflouity D- Eye Appeal  1 POINT PENALTIES A- Loss of working advantage C- Cow's head breaks the plane of the 1 point marker E-Changing sides of arena to turn cow L-For each length horse runs past cow P-Working out of position S-Silipping rein T-allure to drive cow past middle marker on first run before initiating the turn W- Excessive holding 2 POINT PENALTIES A-Gong around corner of arena before turning cow B-In an open field turn enimal gets within 3 feet of the end fence before being turned C-Fallure to change sides after a circling turn prior to the first circle 3 POINT PENALTIES E-Exmansting or overworking before circling cow H-Hanging up on fence (returning bow is awarded H-Hanging up on fence (returning bow work) K- Knocking down cow without having working advantage  ## HORSE  MANEUVER  Boxing Rating FRINC CONTENT    PENALTY   CONTENT   FRINLITY	ner ork the ge / ✓ Average
P-Working out of position S-Silping rein T-Failure to drive cow past middle marker on first run before initiating the turn W- Excessive hollering 2 POINT PENALTIES A-Going around corner of arena before turning cow B-In an open field turn animal gets within 3 feet of the end fence before being turned C- Failure to change sides after a circling turn prior to the first circle 3 POINT PENALTIES I-Fallure to change sides after a circling cow H-Hanging up on fence (refusing to turn) K- Knocking down cow without having working advantage  ## HORSE  MANEUVER  MANEUVER  MANEUVER  MANEUVER  Boxing  Rating  PENALTY  CONTENT  NO SCORE: A-Abuse B-Lameness  NE- Failure to date within to attempt to we pattern (fence work)  NE- Failure of an exhibitor to attempt to we pattern (fence work)  NE- Failure to change sides after a circling turn prior to the first circle 3 POINT PENALTIES	ge / ✓ Åverage
C - Failure to change sides after a circing turn prior to the first circle 3 POINT PENALTIES  E-Exhausting or overworking before circling cow H-Hanging up on fence (refusing to turn) K- Knocking down cow without having working advantage  # HORSE  MANEUVER  Boxing  Rating  PENALTY  CONTENT  PENALTY  CONTENT  PENALTY  CONTENT  F-Fall of horse or rider  J- Schooling between rein work and cow work K- Schooling between cows, if new cow is awarded  WHO CONTENT:  (+ Excellent / ✓+ Above Average /-  (+ Excellent / ✓+ Below Average /-  (- Excellent / ✓- Below Average /-  (- Eye Control  Degree of Control  Difficulty  Appeal  PENALTY  CONTENT	
# HORSE  MANEUVER Boxing Rating Form & Quality of Turns  Position & Degree of Control Difficulty  Appeal PENALTY  CONTENT  PENALTY  CONTENT  CIrcling Position & Degree of Control Difficulty  Position & Degree of Eye Appeal  PENALTY  PENALTY  PENALTY  CONTENT  CONTENT  CONTENT  CONTENT  CONTENT  CIRCLING  Position & Degree of Control Difficulty  Appeal  PENALTY	Poor)
225 CONTENT V V - V V V PENALTY CONTENT	Penalty SCORE
PENALTY	2 66
CONTENT — (IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	
PENALTY	
CONTENT	
PENALTY	
CONTENT ——	
PENALTY	
CONTENT	
PENALTY	
CONTENT	1
Judge's Signature:	

## **WORKING COW HORSE REINED WORK SCORE SHEET PATTERN 11**



JUDGE		
CLASS	1 Am	_
DATE		_

	ASSOCIA	MANEUVER SCORES: -	- 1 1/2 Extremely	/ Poor, - 1 Very	Poor, - 1/2 Poo	r, 0 Correct, + 1	/2 Good, + 1 Ve	ery Good, + 1 1/	2 Excellent	_	
		MANEUVER DESCRIPTION	LC	RC	S	3 1/2 SL	5	3 1/2 SR	S & B		
		MANEUVER	1	2	3	4	5	6	7	PENALTY TOTAL	SCORE
DRAW	ЕХНВ #	PENALTY		(1			1/2			2/2	15
	225	SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	0		010	60
									,		SCORE
DRAW	ЕХНВ #	PENALTY								$\rightarrow$	
4		SCORE									
					r						SCORE
DRAW	ЕХНВ #	PENALTY								<b>→</b>	
		SCORE									
						_				-	SCORE
DRAW	EXHB #	PENALTY								$\rightarrow$	
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For more information on how exhibitors are scored visit www.aqhuniversity.com

JUDGES SIGNATURE \_

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- Degree o		ve reining or spurni	ng	NOTE: Ju	dge m	ay blow	the w	histle at a	nytime to t	erminate t	he work. A	score of	zero will be	given					
- Loss of w -Cow's hea -Changing -For each le -Working of -Slipping re -Failure to /- Excessiv	POINT PENALTIES  Loss of working advantage  Cow's head breaks the plane of the 1 point marker  Changing sides of arena to turn cow  For each length horse runs past cow  Working out of position  Slipping rein  Failure to drive cow past middle marker on first run before initiating the turn  Excessive hollering  POINT PENALTIES  Going around corner of arena before turning cow  In an open field turn animal gets within 3 feet of the end fence before being turned			O-SCORE A-Turn tail B- Using two hands on the reins in a bridle or two rein class C-Fingers between the reins in a bridle class except the two rein class D-Balking E-Extremely out of control F-Bloody mouth (inside) G- Illegal equipment H-Leaving working area before pattern is								L-If a rider hits or kicks the animal being worked with the romal or reins, in an abusive manner N- Improper Western Attire O - Failure to work in the proper working order  NO SCORE: A-Abuse B-Lameness							
-Going aro	and corner of arenal before turning cow in field turn animal gets within 3 feet of the end fence be	efore being turned		H-Leaving compl		ing area	befor	e pattern	is			e of an extence work)	hibitor to a	ttempt to v	ork the				
POINT PE -Exhaustin I-Hanging (	o change sides after a circling turn prior to the first circlinal turn prior to the first circlinal turn.  g or overworking before circling cow.  p on fence (refusing to turn)  down cow without having working advantage	le		I- Fall of h J- Schooli K- School	ng be	tween re					RUN COM	(+ Excelle	ent / ✓+ Al ✓- Below			verage			
#	HORSE	MANEUVER	Boxing	Rating	Forr	/√+/ m & Qua of Turns		Circling		T PENAL Degree of Difficulty	Eye Appeal	2 PT PENALTY	3 PT PENALTY	5 PT PENALTY	Penalty Total	SCORE			
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## **VRH RANCH REINING**

Date:			
Show:			
Class:	20	JR	
Judge:			

### 1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

### 1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

### 2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

### 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

### Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

### 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	t www.aqhuniversit	y.con
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WANEUVER 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								points	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
TIE-BREAKER UVER DESCRIF	PTION	S	3 1/2 L	S	3 1/2 R	SB 1/4	R 00	L oO	S	Natu Horse	Penz		Off
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## **VRH RANCH COW WORK**

Date:		
Show:		
Class:	21 JR	_
Judge:		

### 1 point

- A Loss of working advantage
- C Using the comer or the end of the arena to turn the cow when going down the fence
- E Changing sides of arena to turn cow
- L For each length horse runs past cow
- P Working out of position
- R Two-loop catch in amateur and youth classes
- S Slipping rein
- T Failure to drive cow past middle marker on first turn
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

### 2 points

- A Going around the corner of the arena before turning cow
- B In an open field turn animal gets within 3 feet of the end fence before being turned
- R Failure to catch if roping in amateur and youth classes

### 3 points

- E Exhausting or overworking the cow before circling or roping
- H Hanging up on the fence (refusing to turn)
- K Knocking down the cow without having a working advantage
- R Two-loop catch when roping in open/cowboy classes

### 5 points

- A Failure to turn the cow both directions on the fence
- B Spurring or hitting in front of cinch at any time
- C Blatant disobedience
- E Use of either hand to instill fear/praise
- R Failure to catch when roping in open/cowboy classes

- Off Pattern (OP) to be placed below horses performing all maneuvers
- A Turning tail
- B Use of two hands (except in snaffle bit or hackamore)
- C More than one finger between split reins or any fingers between romal reins
- E Repeated blatant disobedience
- J Schooling after entering the arena prior to calling for cow
- K Schooling horse between cows, if new cow is awarded
- N Failure to attempt any part of the class
- R Complete loss of rope in Open/Cowboy class

### Disqualified - 0 Score

- A Abuse
- B Lameness
- D Disrespect or misconduct
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete
- J Bringing the cow straight over backwards landing on its back or head

For more information on how classes are judged visit www.aqhuniversity.com

O Entry	#	Ea				etween 0-10		automatical		run with a sc od, +1 1/2 Ex		ints	PENALTIE	s	otal		J. J.
			-1 1/2		TURNS		CLING	RO	PING	POSITION &	DEGREE	EYE	3 POINT		Penalty Total	Score	Patte
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TIE-BREAK	ŒR																
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Judge's Signature:	200	5
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## VRH RANCH REINING

Date:			
Show:			
Class:	27	SR	
Judge:			

### 1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

### 1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

### 2 points

- jogging beyond 2 strides, but less than 1/2 circle or
- 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

### 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

### Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

### Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete

For more information on how classes are judged visit www.aqhuniversity.com

- improper western attire
- fall of horse/rider

WO En	try#					MANEUVER So en 0-100 points ar 1/2 Poor, 0 Corre	nd automatically b			points	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
	TIE-BREAKER		-	2.4/2.1		2 4/2 D	CD 4/4	D.oO	1.00	S	Natu lorse /	Pena	S)	JH0
MANE	UVER DESCRIP	TION	S	3 1/2 L	S	3 1/2 R	SB 1/4	A 00	L 00	3				
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		MANEUVER SCORE												

Judge's Signature:	



## VRH RANCH COW WORK

Date:		
Show:		
Class:	25	Cowbay
Judge:	27	And

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- A Loss of working advantage
- C Using the comer or the end of the arena to turn the cow when going down the fence
- E Changing sides of arena to turn cow
- L For each length horse runs past cow
- P Working out of position
- R Two-loop catch in amateur and youth classes
- S Slipping rein
- T Failure to drive cow past middle marker on first turn
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

### 2 points

- A Going around the corner of the arena before turning cow
- B In an open field turn animal gets within 3 feet of the end fence before being turned
- R Failure to catch if roping in amateur and youth classes

### 3 points

- E Exhausting or overworking the cow before circling or roping
- H Hanging up on the fence (refusing to turn)
- K Knocking down the cow without having a working advantage
- R Two-loop catch when roping in open/cowboy classes

### 5 points

- A Failure to turn the cow both directions on the fence
- B Spurring or hitting in front of cinch at any time
- C Blatant disobedience
- E Use of either hand to instill fear/praise
- R Failure to catch when roping in open/cowboy classes

Off Pattern (OP) - to be placed below horses performing all maneuvers

- A Turning tail
- B Use of two hands (except in snaffle bit or hackamore)
- C More than one finger between split reins or any fingers between romal reins
- E Repeated blatant disobedience
- J Schooling after entering the arena prior to calling for cow
- K Schooling horse between cows, if new cow is awarded
- N Failure to attempt any part of the class
- R Complete loss of rope in Open/Cowboy class

### Disqualified - 0 Score

- A Abuse
- B Lameness
- D Disrespect or misconduct
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete
- J Bringing the cow straight over backwards landing on its back or head

For more information on how classes are judged visit www.aqhuniversity.com MANEUVER SCORES Total Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points Off Pattern PENALTIES WO Entry # -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent FENCE TURNS CIRCLING ROPING 2 POINT 3 POINT 5 POINT POSITION & DEGREE OF DIFF. APPEAL STOP & BOXING RATING PENALTY ANEINER + PENALTY MANEUVER PENALTY PENALTY MANEUVER PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE PENALTY MANEUVER

Judge's Signature:	SNE	
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## VRH RANCH REINING

Date:			
Show:			
Class:	24	COWDON	
Judge	26	Ant Warking	

### 1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

### 1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn

Judge's Signature:

- slipping rein

### 2 points

- jogging beyond 2 strides, but less than 1/2 circle or
- 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

### 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

Off Pattern (OP) - to be placed below horses performing all maneuv

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

### 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 E	Entry #					MANEUVER So een 0-100 points at -1/2 Poor, 0 Corre	nd automatically			) points	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
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owbo	359	PENALTY MANEUVER			1/2		(2)	-1/0					69	
	100	SCORE	0	0	12		0	-/2						
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X	1400	MANEUVER SCORE	0	0	-1/2	1/2	-/2	0	0	0	ě	12	69	
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## **VRH RANCH REINING**

Date:				
Show:				
Class:	30	Lim	Am	
Judge:				

### 1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

### 1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

### 2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

### 5 points

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

MANEUVER SCORES

- use of either hand to instill fear/praise

### Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

### Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete

For more information on how classes are judged visit www.aqhuniversity.com

- improper western attire
- fall of horse/rider

WO Ent	try #					en 0-100 points ar -1/2 Poor, 0 Corre				points	al Ranc ppeara	Penalty Tot	Score	Off Pattern
	TIE-BREAKER JVER DESCRIF	PTION	S	3 1/2 L	S	3 1/2 R	SB 1/4	R 00	L 00	S	Natural Ranc Horse Appeara	Penal	Š	Off P
	8	PENALTY  MANEUVER SCORE	2	0	-1/2	1-1/2	1/2	1 -1/2	0	20		6/2	60/2	
	14	PENALTY  MANEUVER SCORE	0	0	-1/2	0	-1/2	0	0	-1/2			68%	
	72	PENALTY MANEUVER SCORE	0	0	- 1/2	0	-1/2	0	1/2	-/2			69-	
	<b>1</b> 50	PENALTY MANEUVER SCORE	2 -/2	-1/2	1/2	0	0	- 1/2	1-1/2	1-1/2		4/2	62/2	
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Judge's Signature:

PENALTY

MANEUVER

SCORE



## **VRH LTD COW WORK**

Date:				
Show:				
Class:	31	Lim	Am	
Judge:				

### 1 point

- A Loss of working advantage
- D Failure to drive cow past middle marker on second drive before time expires
- P Working out of position
- S Slipping rein
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)
- E Driving cow down the opposite fence (changing sides)

### 3 points

- K Knocking down the cow without having a working advantage
- L Losing a cow while boxing

### 5 points

- B Spurring in front of cinch
- C Blatant disobedience
- E Use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers

- A Turning tail
- B Use of two hands (except in snaffle bit or hackamore)
- C More than one finger between split reins or any fingers between romal reins
- E Repeated blatant disobedience
- J Schooling after entering the arena prior to calling for cow
- K Schooling horse between cows, if new cow is awarded
- L While boxing the cow at the opposite end, if the rider loses control and allows the cow to cross the center line, the judge will whistle the end of the run
- N Failure to attempt any part of the class

### Disqualified - 0 Score

- A Abuse
- B Lameness
- D Disrespect or misconduct
- G Illegal equipment
- F Fall of horse/rider N - Improper western attire
- H Leaving arena before run is complete

For more information on how classes are judged visit www.aqhuniversity.com

WO	Entry #	Each horse	e/rider combinati 1 1/2 Extremely I	on is scored be Poor, -1 Very Pi	tween 0-100 pc	ER SCORES hints and autom Correct, +1/2 (	atically begins ti	he run with a so	ore of 70 points cellent		PENA	LTIES	Total	ē	ttern
	TIE-BREAKER		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)		Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT	Penalty Total	Score	Off Pattern
	(	PENALTY													
	4	MANEUVER	+1	+ 1/2	+1/2	+1/2	+1/0		+1/2	7				721	
		SCORE	1.1	12	+/2	12	+/2		+/2	0				100	
	1,1	PENALTY							MA						
	19	MANEUVER SCORE	+ 1/2	+/2	0	+1/2	+1/2	0	0	+/2				72/2	
				. 760		. 700	10			10				TUTA	
	10	PENALTY												14	
	10	MANEUVER SCORE	-/	-1/2	-1/2	0	-1/2	0	0	-1/2				61	
			<u> </u>												
	20	PENALTY	. 1/			. 5/2	. 1/			111				79	
	) 30	MANEUVER SCORE	1/2	(').	+/2	+/2	+/2	0	0	0				10	
		PENALTY	<u> </u>												
		MANEUVER								100	1				
		SCORE													
		PENALTY								111					
		MANEUVER SCORE													
		PENALTY							MA						
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

	0.4
udge's Signature:	S As



## **VRH RANCH REINING**

Date:			
Show:			
Class:	34	Rowhit	Am
Judge:			

### 1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

### 1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

### 2 points

- jogging beyond 2 strides, but less than 1/2 circle or
- 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

### 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

### Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

### 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 mor	e informa	ation on I	now class	es are ju	dged visi	t www.ac	hunivers	ity.com
WO En						MANEUVER SO en 0-100 points ar -1/2 Poor, 0 Corre	d automatically t			points	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	TIE-BREAKER UVER DESCRIPT	TION	S	3 1/2 L	S	3 1/2 R	SB 1/4	R 00	L 00	S	Nat	Pen		₽
	34%	PENALTY  MANEUVER SCORE	-1/2	-1/2	2 -1/2	-1/2	1/2	-1/2	52	2 -1		11/2	5 <b>3</b> %	
	346	PENALTY  MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	4	-1/2	-1/2		4	61%	
		PENALTY												
		MANEUVER SCORE												
					-							No.		
		PENALTY												
		MANEUVER SCORE												
	, , , ,					-								
		PENALTY												
		MANEUVER SCORE			_									
							(managed 1)						,	
		PENALTY												
		MANEUVER SCORE												
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		WALLS III		1	-	-								
		PENALTY												
		MANEUVER SCORE												

	SINT	
<b>Judge's Signature:</b>	2 /-	



## **VRH ROOKIE COW WORK**

Date:			
Show:	30		
Class:	35	Roshie	Am
Judge:			

4	-	_ :	nt

- A Loss of working advantage
- P Working out of position
- S Slipping rein
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

K - Knocking down the cow without having a working advantage

L - Losing a cow while boxing

### 5 points

- B Spurring in front of cinch C Blatant disobedience
- E Use of either hand to instill fear/praise

Off Pattern	(OP)	- to be	nlaced	helow	horees	nerfo	mina	all	maneuver

- A Turning tail
- B Use of two hands (except in snaffle bit or hackamore)
- C More than one finger between split reins or any fingers between romal reins
- E Repeated blatant disobedience
- J Schooling after entering the arena prior to calling for cow
- K Schooling horse between cows, if new cow is awarded
- N Failure to attempt any part of the class

### Disqualified - 0 Score

- A Abuse
- B Lameness
- D Disrespect or misconduct
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

For more information on how classes are judged visit www.aqhuniversity.com

			MAN	EUVER SCO	RES								
wo	Entry #	-1 1/	se/rider combine lomatically begin 2 Extremely Poo +1/2 Good, +1	r, -1 Very Poor. Very Good, +1	-1/2 Poor, 0 Co 1/2 Excellent	rrect,		PENALTIES		COMMENTS	Penalty Total	Score	Off Pattern
TIE-BF	REAKER	Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	1 POINT	3 POINT	5 POINT		Pena	S	l∰0
	34%	7	6	- (	0	-1/2						671/2	
	346	0	-1/2	-/2	0	-/2						68/2	
			Γ								$\overline{}$		
						1							

Lew Judge's Signature: \_



## VRH RANCH REINING

Date:				
Show:				
Class:	360	Rochie	Yth	
Judge:				

### 1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

### 1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

### 2 points

- jogging beyond 2 strides, but less than 1/2 circle or
- 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

### 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

### Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

### 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 mor	e informa	ation on l	now class	ses are ju	dged visi	t www.aq	hunivers	ity.com
WO E	Entry #					MANEUVER So en 0-100 points ar -1/2 Poor, 0 Corre	nd automatically l			points	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
	TIE-BREAKER										Vatur rse /	ena	S	#0
MA	NEUVER DESCRIP	PTION	S	3 1/2 L	S	3 1/2 R	SB 1/4	R <sub>0</sub> O	LoO	S	_ £	م م		
	349	PENALTY MANEUVER SCORE	-1/2	-1/2	1/2	-1/2	5-1	2512	<del>16</del>	-1/2		23/2	40/2	
					,	, , ,		_						
		PENALTY												
		MANEUVER SCORE												
		-												
		PENALTY												
		MANEUVER SCORE												
									A	Assessment				
		PENALTY												
		MANEUVER SCORE												
						*****			Mary	1	HE			
		PENALTY												
		MANEUVER SCORE												
									Tailing to the					
		PENALTY												
		MANEUVER SCORE												
	70llis Villago													All obs. Wall
		PENALTY												
		MANEUVER SCORE												
							,		,0	_				
		PENALTY												
		MANEUVER SCORE												

	WOK	
Judge's Signature:	100	



## **VRH ROOKIE COW WORK**

Date:			
Show:			
Class:	37	Rookie	Vth
Judge:		1.00/.00	

	0	

- A Loss of working advantage
- P Working out of position
- S Slipping rein
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

### 3 points

- K Knocking down the cow without having a working advantage
- L Losing a cow while boxing

### 5 points

- B Spurring in front of cinch
- C Blatant disobedience
- E Use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers

- A Turning tai
- B Use of two hands (except in snaffle bit or hackamore)
- C More than one finger between split reins or any fingers between romal reins
- E Repeated blatant disobedience
- J Schooling after entering the arena prior to calling for cow
- K Schooling horse between cows, if new cow is awarded
- N Failure to attempt any part of the class

### Disqualified - 0 Score

- A Abuse
- B Lameness
- D Disrespect or misconduct
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

For more information on how classes are judged visit www.aqhuniversity.com

wo	Entry #	1 1/.	se/rider combin- tomatically beging 2 Extremely Poor +1/2 Good +	or, -1 Very Pool 1 Very Good, +	DRES between 0-100 a score of 70 po t-1/2 Poor, 0 Co 1 1/2 Excellent	orrect,		PENALTIES		COMMENTS	Penalty Total	Score	Off Pattern
TIE-BR	REAKER	Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	1 POINT	3 POINT	5 POINT		enalt	Sc	Off P
	349	-1/2	0	0	+1/2	+/2	A				1	70	
			_										
									,				
							0	r A	1				



## PATTERN CLASS SCORE SHEET

Class: 50 0AB 10 V

Showmanship

Show:

Horsemanship

Equitation

Date:

HSP Partiann #SMS/Levoi   II-37			60.5	6		78	BIDER E&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2	nd (4) G = Goo	Very Goo	ent (5) VG =	nt = Excelle	3 Excelle	Good, +	+2 Very	1 Good	Correct, +	oor, 0 (	oor, -1 P	-2 Very F	-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent
HSP Pattorn #SMSLeved III-37  Entry # 1 2 3 4 5 6 7 8 9 10 Penalty F&E Score Comments Score # # Score Resource Walk 270Å Trad Set Up Impared Back 49 8 9 10 Penalty F&E Score Comments Score # # Score 270Å 70		1	2	+	-	79.5	<b>PENALTIES: 3, 5, 10</b>			points	ore of 70	with a sco	the run v	v begins	omatical	and aut	v points	0-Infinit	d hetweer	ach rider is score
HSP Pattern #SMSLevel III-37  Entry # 1 2 3 4 5 6 7 8 9 10 Penalty F&E Score Comments Tools # # Score # \$ \$600			31.5	0	1	79														
HSP Pattern #SMSLevel III-37  Entry# 1 2 3 4 5 6 7 8 9 10 Panalty F&E Soore Comments Tools 100-98 175 8000 9 10 Panalty F&E Soore Comments Tools 100-98 175 9 100-98 1775			62			79.5						-			-	-	-	-		
HSP Pattern #SMSLovel III-37  Entry # 1 2 3 4 5 6 7 8 9 10 Panalty F&E Score Comments Score # # Score pattern #SMSLovel III-37    100.981   77.5   70.0   4.5 6 7 8 9 10 Panalty F&E Score Comments   100.981   77.5			32.5	0		80						+	+		+	+	+			
HSD Pattern #SMSLevel III-37  Entry# 1 2 3 4 5 6 7 8 9 10 Penalty F&E Score Comments Socie # 8 Score Network Facuration Walk 270%* Troil Setup Mayord Prof. 8 9 10 Penalty F&E Score Comments Socie # 8 Score Pattern Facuration Walk 270%* Troil Setup Mayord Prof. 8 9 10 Penalty F&E Score Comments Socie # 8 Score Pattern Facuration Walk 270%* Troil Setup Mayord Prof. 8 9 10 Penalty F&E Score Comments Socie # 8 Score Pattern Facuration Walk 270%* Troil Setup Mayord Prof. 9 10 9 10 9 10 9 10 9 10 9 10 9 10 9 1			63			80.5					1	1	-	-	-	-	-	_		
HSD Pattern #SMS/Level   1-37			33.5	0		81						-		-			-		-	
HSP Pattern #SMS/Lovel III-37  Entry # 1 2 3 4 5 6 7 8 9 10 Penalty F&E Score Comments Score # # Score			64			81.5						+	+	+		+	+			
HSP Pattern #SMSLevel   II-37   Rate   Penalty   F&E   Score   Comments   Score   # # Score   Entry # 1   2   3   4   5   6   7   8   9   10   Penalty   F&E   Score   Comments   Score   # # Score   Rate   Rate   Score   Rate			34.5	6		82								-	-	-	-	-		
HSP Pattern #SMS-Level   III-37			65			82.5							-		-	-	-			
HSP Pattern #SMSLevel III-37  Entry # 1 2 3 4 5 6 7 8 9 10 Penalty F&E Score Comments Score # # Score # 77.5  Party # 1 2 3 4 5 6 7 8 9 10 Penalty F&E Score Comments Score # # Score # 77.5  Party # 1 2 3 4 5 6 7 8 9 10 Penalty F&E Score Comments Score # # Score # 77.5  Party # 1 2 3 4 5 6 7 8 9 10 Penalty F&E Score Comments Score # # Score # 77.5  Party # 1 2 3 4 5 6 7 8 9 10 Penalty F&E Score Comments Score # # Score # # Score # # Score # # \$ Score #			5.5	6		83									-	+	+	-		
HSP Pattern #SMS/Level    III-37			66			83.5							1	-	1	-	-	-	-	
HSP Pattern #SMS/Level    H-37			6.5	6		84								-	-	-	+	-		
HSP Pattern #SMS/Level   1-37			67			84.5								+	+		+	+	1	
HSP Pattern #SMS/Level     1-37			57.5	6		85						1		-	-	-	-	-		
HSP Pattern #SMS/Level   III-37			68			85.5					l				-		-	-	-	
HSP Pattern #SMS/Level   III-37			8.5	6		86								1	+	+	+			
HSP Pattern #SMS/Level   III-37			69	_		86.5						-	-	-	-	-	+	-		
HSP Pattern #SMS/Level			9.5	6		87							F	-	-	-	-			
HSP Pattern #SMS/Level	1		70			87.5							1	1	+	+	-			
HSP Pattern #SMS/Level   III-37			0.5	7		88									+	-	-	-	-	
HSP Pattern #SMS/Level III-37			71			88.5									ŀ		H	-	-	
HSP Pattern #SMS/Level III-37	ı		1.5	7	_	89							1		+	+	+	-	-	
HSP Pattern #SMS/Level       -3			72			89.5										-	-	-		
HSP Pattern #SMS/Level   III-37	1		2.5	7.		90											-	-	_	
HSP Pattern #SMS/Level III-37	1		73			90.5						1			1	+	+	1		
HSP Pattern #SMS/Level			3.5	7.		91										-	+	_		
HSP Pattern #SMS/Level III-37	10		74	-		91.5						-			F					-
HSP Pattern #SMS/Level III-37	1		4.5	7.	_	92		6		5					1	1	1	,	C	1
HSP Pattern #SMS/Level   1-37			75	-		93		\		1			1			-	-	-		
HSP Pattern #SMS/Level III-37			5.5	7:		94		-							2	- 1				911
HSP Pattern #SMS/Level III-37  Entry # 1 2 3 4 5 6 7 8 9 10 Penalty F&E Score Comments Score # # Score # # Score # # 77.5  neuver Walk 270Ű Trot Set Up Inspect Back Trot			76	7		95		50	•				1	3	2	14.	7		7	1745
HSP Pattern #SMS/Level III-37			6.5	71	_	96		7 9					1	1	9		+		2	
HSP Pattern #SMS/Level III-37	1		77	7		97										Up Insp				
HSP Pattern #SMS/Level III-37  Entry # 1 2 3 4 5 6 7 8 9 10 Penalty F&E Score Comments Score # # Score			7.5	7.		100-98								מת	+		+		+	
	#	#				Score	Comments	Score	₽ 00 E	Penalty	10	9	<b>∞</b>	7				3	_	W.O. Entry#
		+			-											7	/el III-3	MS/Lev	attern #S	HSP F



## PATTERN CLASS SCORE SHEET

Class:SIOAB All

Showmanship

Show:

Horsemanship Equitation

Judge:

Date:

W.O. Entry # Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent Description Maneuver 一方 362 7 HSP Pattern #SMS/Level III-37 Walk 270Ű + S Trot 1 ω Set Up Inspect. +/ 5 + Back 6 45° & Trot ſ 7 8 9 6 Penalty G 2 63 F&E P Score PENALTIES: 3, 5, 10 Comments Score 100-98 81.5 83.5 84.5 85.5 86.5 87.5 87 88.5 90 90.5 91.5 79.5 80.5 82.5 91 82 81 83 84 85 89 93 94 97 79 80 86 96 # # Score 64.5 68 67.5 61.5 62.5 63.5 66.5 69 69.5 70.5 70 71.5 74.5 60.5 72.5 73.5 75.5 76.5 63 2 74 75 76 77 67 62 65 71 72 362 175 # # DQs 60 #

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2







# PATTERN CLASS SCORE SHEET

Youth L1 W/T Level 1 Youth Youth 13 < Amateur L1 W/TLevel 1 AmateurYouth 14-18 Amateur Amateur Select

Showmanship

Show: 52 Rochie

Judge:

Equitation

Horsemanship

HSP	HSP Pattern #SMS/Level III-37	#SMS/	Level I	II-37	<b>У</b> 1	თ	7	<b>c</b>	9	6	Penalty	71 00 EI	Score	Comments	Score	*	#	Score	e #		#
<b>-</b>							45° &								100-98			77.5	Ch	5	5
Description	Walk	270Ű	Trot	Set Up	Inspect.	Back	Trot								97			77	י וח	n '	1
F	X	S	)	)	D		>				n	D	5		95			76	-   (1		
-	C	-	C	C	C		C				(	<	7		94	1		75.5	CTI	Ċη	.5
>		1			2						,	0	1		93	1		75	٠.		
200	)	15	3	′	2	-	3				0	7	ンナ		92			74.5	(T)	5	5
0	C	-		-	1	-	<					4			91.5			74	4		
															91			73.5	CD	5	5
															90.5			73	1000		
															90			72.5	(1)	5	5
															89.5			72	10	2	2
															89			71.5	in	.51	25
															88.5			7	71		
															88			70.5	in	).5	).5
						1									87.5			7	70	Ö	Ö
															87			99	25	69.5	9.5
						1									86.5			6	69	39	39
						1									86			6	00	68.5	8.5
															85.5				68	88	68
															85			6	7.	67.5	7.5
															84.5				67	67	67
															84			6	6.	66.5	6.5
															83.5				8	66	36
															83			6	5	65.5	5.5
															82.5				55	65 15	35 14
															82	1		φ.	4	64.5	4.5
						1	1								81.5				12	64	64
															81			6	3	63.5	3.5
															80.5			0	ယ်	63	33
															80			6	2	62.5	2.5
															79.5			0	N	62	22
														1	79			6	-	61.5	1.5
Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points	ed betw	een 0-In	ifinity po	oints and	autom	atically t	egins th	e run wi	th a scor	re of 70	points			PENALTIES: 3, 5, 10	78.5			61	_		
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent	ır, -2 Ver	y Poor,	-1 Poor,	, 0 Corre	ect, +1 (	300d, +2	Very G	ood, +3	Excellen	#		lii	)		78			60.5	100	57	551
										-		)		100000000000000000000000000000000000000							

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2







# PATTERN CLASS SCORE SHEET

Amateur L1 W/TLevel 1 AmateurYouth 14-18 Youth L1 W/T Level 1 Youth Youth 13 < Amateur Select Amateur

Showmanship

Horsemanship

Show:

W.O. Entry # Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent Description Maneuver 7 HSP Pattern #SMS/Level III-37 Walk 270Ű Trot ω Set Up Inspect 1 93 Back 6 45° & Trot 9 6 Penalty ef 5 Score 5 Equitation PENALTIES: 3, 5, 10 Comments Score 100-98 91.5 81.5 87.5 88.5 89.5 90.5 80.5 82.5 83.5 84.5 85.5 86.5 79.5 91 93 80 <del>2</del> 82 84 85 86 87 88 89 90 92 95 96 83 79 # Score 62.5 63.5 64.5 65.5 66.5 67.5 68.5 69.5 70.5 71.5 72.5 73.5 74.5 75.5 76.5 62 66 67 83 69 71 72 73 74 75 76 77 63 64 65 # # DQs 60

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2



Judges Signature: Sylving





## PATTERN CLASS SCORE SHEET

Amateur L1 W/TLevel 1 Amateur Youth 14-18 Youth L1 W/T Level 1 Youth Youth 13 <

Amateur Amateur Select

Showmanship

show: 55 Rookie

Date: 56

Judge:

Equitation

Horsemanship

W.O. Entry # Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points Description Maneuver 5630 325 2950 4 5 T. = 3 75+ HSP Pattern #SMS/Level III-37 Walk S. اکھ + 270Ű 4 ı 1 ١ 5 2 + + Trot ω Set Up Inspect. + ) 1 0 9 4 + رلع ) + + 7 5 40 + 1 Back 1 + 0 + 1 1 + 45° & Trot œ 10 Penalty 5 0 0 5 F&E 20 500 Score **PENALTIES: 3, 5, 10** Comments Score 100-98 89.5 90.5 91.5 86.5 87.5 84.5 88.5 90 83.5 85.5 79.5 80.5 81.5 82.5 84 86 87 88 89 91 92 93 94 95 96 97 84 83 85 80 82 79 78 # Score 67.5 68.5 69.5 70.5 71.5 73.5 74.5 75.5 76.5 62.5 63.5 64.5 65.5 66.5 72.5 61.5 67 68 69 70 71 73 74 77 63 2 65 66 72 75 76 62 9 # \* DQs 60

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2







## PATTERN CLASS SCORE SHEET

Youth L1 W/T Level 1 Youth Youth 13 < Amateur L1 W/TLevel 1 AmateurYouth 14-18 Amateur

Showmanship

Show:

Amateur Select Horsemanship Equitation

Date:

Maneuver Description  Maneuver  Description	9 10 Pen	alty F&E	Score Com	Comments	Score 100-98 97 96 95 94 93 92 91.5 91.5 90.5	#	# Score 77.5 77.5 76.5 75.5 74.5 73.5 73.5 72.5	**	*
					90		72.5	5	-
					89	-	71.5	5	1
					88.5		70.5	51	-
					87.5		70		
					87		69.5	5	
					86.5		69		
					85.5	-	68		
					85		67.5	5	
			-		84	-	66.5	5	
					83.5		66	5	
					82.5		65		
					82		64.5	5	
					81.5	-	63.5	5	
					80.5		63		- 1
					80		62.5	5	
					79.5		62		
The state of the s	ith a spore of 70 points	,	DENAI TIE	ES: 3 5 10	79		61.5	5	1
Each rider is scored between 0-infinity points and automatically begins the run with a score of 70 points	vith a score of 70 points			TENAL HEG. 3, 5, 10	78.5		61		
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent				5	78		60.5	5	1





## PATTERN CLASS SCORE SHEET

Amateur L1 W/TLevel 1 AmateurYouth 14-18 Youth L1 W/T Level 1 Youth Youth 13 <

Showmanship

Show: 500 PM

Horsemanship

Amateur Select Amateur

Date:

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#

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points W.O. Entry # Description Maneuver 258 3F HSP Pattern #SMS/Level III-37 + Walk 49+ 270Ű + Trot ω Set Up Inspect. + 土 +21+21+2 +2 +2 0 Back 6 45° & Trot 6 Penalty 3 F&E 90 3 83 艾 Score 8 Equitation PENALTIES: 3, 5, 10 Comments Judge: 100-98 Score 79.5 80.5 81.5 82.5 83.5 84.5 85.5 86.5 87.5 91.5 88.5 89.5 90.5 81 83 91 79 80 82 84 85 86 87 88 90 89 93 94 95 96 # \* Score 62.5 63.5 64.5 65.5 67.5 66.5 68.5 69.5 70.5 71.5 72.5 73.5 74.5 77.5 67 62 63 75.5 76.5 64 65 66 67 69 83 70 71 72 73 74 75 76 77 # # DQs

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2







## PATTERN CLASS SCORE SHEET

Horsemanship Showmanship

Date:

Show:

Class: 59 ABRA Yth

HCD Dattorn Equitation Judge:

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent	Each rider is scored between U-Infinity points and automatically begins the run with a score of 70 points	1																													062	2 - 2	Description	Maneuver	W.O. Entry #	HSP
, -2 Ven	ed betwe																														0		KIDAA	_	1	Pattern
Poor, -	en 0-In																													9	اور	s	707	370%°	2	#SMS
1 Poor,	linity poi																														1		100	T <sub>2</sub>	ω	HSP Pattern #SMS/Level III-37
0 Corre	nts and																													-	1		og op	0 24	4	II-37
ct, +1 G	automa																													<	او		oar ob mapour	innant.	5	
ood, +2	tically b								Ī																						1			Back	6	
Very G	egins th																														1	n	Trot	45° &	7	
ood, +3	ie run w																																		00	
Excelle	ith a sco	1																																	9	
nt	or /u	20 of 70																																	10	
	points																															>			Penalty	
																															2	9			F@E	
																														,	5	7			Score	,
	FENALLIES, 3, 5, 10	DENIAL TIES: 3 5 10																																	Comments	
78	78.5	79	79.5	80	80.5	81	81.5	82	82.5	83	83.5	84	84.5	85	85.5	86	86.5	87	87.5	88	88.5	89	89.5	90	90.5	91	91.5	92	93	94	95	96	97	100-98	Score	
																																			#	
																																			#	
60.5	61	61.5	62	62.5	63	63.5	64	64.5	65	65.5	66	66.5	67	67.5	68	68.5	69	69.5	70	70.5	71	71.5	72	72.5	73	73.5	74	74.5	75	75.5	76	76.5	77	77.5	Score	
																																			#	
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															DQs														_					60	#	

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2





## **Buckskin Color Score Sheet**

ludge			ocore c	<b>D</b> 1	
Judge:				Date:	
Exhibitor Number:	362	225			
Ear Frames. A dark outer lining of the ear is preferred. (0-5)	*	4:			
Mane / Forelock / Tail. Dark Brown to Black is preferred. Guard hairs/frosting may be evident and is acceptable not to exceed 25% of total hairs. (0-5)		4			
Body Color. Body should be the color of light cream to dark bronze. One body color is not oreterred over another. White hairs throughout the body are undesirable. (0-5)	3	4			
Leg Color. Should be dark brown to black. (0-5)	4	Ц			
Conformation (0-10)	6	7			
White Deductions (Maximum Deductions 20) Bald Face (-4) Stocking (-4) Sock (-3) Blaze (-3) Pastern (-2) Coronet (-1) Star (-1) Strip (-1)		-2,			
Primitive Markings Deductions (Max -10) Dorsal Stripe (-4) Cob Webbing (-2) Mottling/Leg Barring (-2)	X				
Final Score:	15	20			



SCOTT



## **Dun Factor Score Sheet**

Judge:				Date:	
Exhibitor Number:	362	228			
Neck Markings. Stripes and Patches should show definition and contrast and may be single or in combination. Preferred to body coat shadowing. (0-5)	0	l			
Shoulder Stripe & Rib Barring. Definite contrasting striping over the withers and along rib lines is preferred to cape markings or body coat shadowing. (0-5)	1	Ø			
Dorsal Stripe. A definite, contrasting stripe running the full length of the back is preferred to a partial stripe or one (1) that represents only a darker hair coat along the backbone. A clearly defined saw-tooth dorsal is the most desirable of all. (0-5)	5	5		-	
Leg Barring & Mottling. Horizontal striping on the legs evaluated on the amount of striping and contrast. Diversified blotching may be in conjunction with barring or alone. Scored on contrast and extent. (0-5)	4	2			
Conformation (0-10)	6	7			
White Deductions (Maximum Deductions 20) Bald Face (-4) Stocking (-4) Sock (-3) Blaze (-3) Pastern (-2) Coronet (-1) Star (-1) Strip (-1)		-2 -1			

16 13

Sulle



Showmanship

Date: 8

Show:

HSP Pattern #HMS/Walk Trot-47 Horsemanship Equitation

Score         #         #         Score         #         #           100-98         77.5	-3 Externely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent  BINER EXEC = Excellent (E) VC = Very Cood (A) C = Cood (3) A = Average (0.3)	o Established a second of the political	Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points																										1 0 0 + 0			374+11+10-1/2 100-1		Description was July Back	<b>T</b>	W.O. Entry# 1 2 3 4 5 6 7 8 9 10 Penalty F&E Score Comments	HSP Pattern #HMS/Walk Trot-47 Equitation
# Score # # 77.5 76.5 76.5 76.5 77.5 77.5 77.5 77.5	78	78.5	79	79.5	80	80.5	81	81.5	82	82.5	83	83.5	84	84.5	85	85.5	86	86.5	87	87.5	88	88.5	89	89.5	90	90.5	91	91.5	92	93	94	95	96	97	100-98	Score	Judge:
Score         #         #           77.5         #           77.5         76.5           76.5         76.5           76.5         76.5           77.5         77.5           74.5         77.5           72.5         72.5           70.5         70.5           70.5         70.5           69.6         69.5           68.5         66.6           67.5         66.7           66.5         66.5           64.5         64.5           63.5         63.5           61.5         61.5																					-																
#																																					
71	60.5	61	61.5	62	62.5	63	63.5	64	64.5	65	65.5	66	66.5	67	67.5	68	68.5	69	69.5	70	70.5	71	71.5	72	72.5	73	73.5	74	74.5	75	75.5	76	76.5	77	77.5	Score	
							0																												_	#	
																DQs																				#	

Judges Signature:

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2



Class:

## PATTERN CLASS SCORE SHEET

Horsemanship Showmanship

Show:

Date:

Score         #         #         Score         #         #           100-98         77.5	RIDER E&F: E = Excellent (5) V.G = Very Good (4) G = Good (3) A = Average (0-2)		Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points																									(	1262 0-2 0 0 -1	2		C+ S + 0 1 + 0 1 + 0 1	3	Description LE Lobe 360° R NE LOPE Jog 1HL	Stop & BI I On Ext.	W.O. Entry# 1 2 3 4 5 6 7 8 9 10 Penalty F&E Score	HSP Pattern #HMS/Level III-47 Equi	
Jore         #         Score         #         #           -98         77.5         77 <td< td=""><td>3) A = Average (0-2</td><td></td><td>ENALTIES: 3, 5, 10</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td>Comments</td><td></td><td></td></td<>	3) A = Average (0-2		ENALTIES: 3, 5, 10																																	Comments		
# Score # # 77.5 76.5 76.5 76.5 76.5 77.5 77.5 77.5	/8	78.5	79	79.5	80	80.5	81	81.5	82	82.5	83	83.5	84	84.5	85	85.5	86	86.5	87	87.5	88	88.5	89	89.5	90	90.5	91	91.5	92	93	94	95	96	97	100-98	Score	udge:	
Score         #         #           77.5         #           76.5         76.5           76.5         76.5           76.5         76.5           77.5         77.5           74.5         77.5           72.5         72.5           70.5         70.5           70.5         70.5           69.5         69.5           68.5         66.5           66.5         66.5           64.5         64.5           63.5         63.5           61.5         61.5																																				-		
#																											_							Т	-			
#	50.5	61	61.5	62	62.5	63	63.5	64	64.5	65	65.5	66	66.5	67	67.5	68	68.5	69	69.5	70	70.5	71	71.5	72	72.5	73	73.5	74	74.5	75	75.5	76	76.5	77	77.5			
	_	+			_																												-		-			
	-															DQs																			3	#		

Judges Signature:

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)



# PATTERN CLASS SCORE SHEET

Youth L1 W/T Level 1 Youth Youth 13 <

Amateur Select Amateur

> Horsemanship Showmanship

Show: 144 L1 4th WT

Date:

Equitation

Judge:

Small Fry

HSP Pattern #HMS/Walk Trot-47

Amateur L1 W/TLevel 1 AmateurYouth 14-18

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points W.O. Entry # Maneuver Description Walk Jog 2 Jog Ext. Stop & Back 5 6 7 œ 6 Penalty F&E Score **PENALTIES: 3, 5, 10** Comments 100-98 Score 78.5 79.5 80.5 81.5 82.5 83.5 84.5 85.5 86.5 87.5 88.5 89.5 90.5 91.5 81 84 91 79 80 82 83 85 86 87 88 89 90 93 94 96 97 # Score 61.5 64.5 67.5 68.5 71.5 62.5 63.5 65.5 66.5 69.5 70.5 72.5 73.5 74.5 75.5 61 63 68 69 62 64 65 66 67 70 71 72 73 74 75 76 77 DQs 60 #

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2







W.O. Entry #

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Penalty

F&E

Score

Comments

Score 100-98

#

Score

#

#

60

Equitation

Judge:

HSP Pattern #HMS/Level III-47

Description Maneuver

LL Lope

Stop & RL LOpe

Jog

Stop & Back 1HL

2060

+

V

+

Small Fry

# PATTERN CLASS SCORE SHEET

Amateur L1 W/TLevel 1 AmateurYouth 14-18 Youth L1 W/T Level 1 Youth Youth 13 < Amateur Select Amateur

Horsemanship

Showmanship

Show: 146

Date:

61.5 64.5 67.5 71.5 62.5 63.5 65.5 66.5 68.5 69.5 72.5 74.5 70.5 73.5 75.5 77.5 76.5 63 64 68 62 65 66 67 69 70 71 73 72 74 75 76 77

87.5

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90.5

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91.5

95 94 93 92

96

RIDER F&E: E = Excellent (6) VG = Very Good (4) G = Good (3) A = Average (0-2

PENALTIES: 3, 5, 10

78.5

61

79

80.5

80

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-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points





# PATTERN CLASS SCORE SHEET

Amateur

Showmanship

Show:

Date:

Youth L1 W/T Level 1 Youth Youth 13 <

Small Fry

Amateur L1 W/TLevel 1 AmateurYouth 14-18

Amateur Select

Horsemanship

Comments         Score         #         #         Score         #	-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent  RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good		Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points																							200 0 -2 -1 0 -2 60	98/		362-1-1000	2 2 1 1		71/0-1+1+1+1	9	Description Le Lebe 360° R Ne Lebe Jog 1HL	Stop & Ext.	W.O. Entry# 1 2 3 4 5 6 7 8 9 10 Penalty F&E Score	HSP Pattern #HMS/Level III-47 Eq
# # Score # # #	G = Good (3) A = Average (0-2		PENALTIES: 3 5 10		an																					06			C	)		+	14			Comments	Equitation Jud
# Score # # 77.5 76.5 76.5 76.5 76.5 77.5 78.5 78.5 79.5 79.5 70.5 70.5 69.6 69.5 68.5 68.5 68.5 68.5 68.5 68.5 68.5 68	78	78.5	79	79.5	80	80.5	81	81.5	82	82.5	83	83.5	84	84.5	85	85.5	86	86.5	87	87.5	88	88.5	89	89.5	90	90.5	91	91.5	92	93	94	95	96	97	100-98	Score	ge:
Score         #         #           77.5         #           76.5         76.5           76.5         76.5           76.5         76.5           77.5         77.5           77.5         77.5           77.5         77.5           77.5         77.5           70.5         70.5           70.5         70.5           69.5         68.5           68.5         68.5           66.7         66.5           65.5         65.5           64.5         64.5           63.5         63.5           61.5         61.5																																					
# #	60.5	61	61.5	62	62.5	63	63.5	64	64.5	65	65.5	66	66.5	67	67.5	68	68.5	69	69.5	70	70.5	71	71.5	72	72.5	73	73.5	74	74.5	75	75.5	76	76.5	77	77.5		
																																				#	





# PATTERN CLASS SCORE SHEET

Youth L1 W/T Level 1 Youth Youth 13 < Amateur

Showmanship

Show: 148 LI AM WT

Date:

HSP Pattern #HMS/Walk Trot-47 Small Fry Amateur L1 W/TLevel 1 AmateurYouth 14-18 Amateur Select Horsemanship Equitation Judge:

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points W.O. Entry # -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent Description Maneuver 222 639 63 Walk 0 + Dog Jog. ω Stop & Back + 5 6 8 9 6 Penalty F&E 4 Score PENALTIES: 3, 5, 10 Comments Score 100-98 83.5 87.5 91.5 78.5 79.5 80.5 81.5 82.5 84.5 85.5 86.5 88.5 89.5 90.5 80 8 82 83 84 85 86 87 88 89 90 91 92 94 95 97 79 96 # # Score 67.5 73.5 61.5 62.5 63.5 64.5 65.5 66.5 68.5 69.5 70.5 71.5 72.5 74.5 75.5 76.5 77.5 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 # # DQs 60 #

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2













Small Fry

W.O. Entry #

HSP Pattern #HMS/Level III-47

Description Maneuver

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# PATTERN CLASS SCORE SHEET

Youth L1 W/T Level 1 Youth Youth 13 < Amateur L1 W/TLevel 1 AmateurYouth 14-18

Showmanship

Show:

Date:

Judge:

Equitation

Amateur Select Amateur

Horsemanship

	1	2		1					Can +21	d +3 Von	by Poor -1 Poor 0 Correct +1 Good +2 Very Good +3 Excellent	2	0007
	61	6	78.5				Commo	20000					
	61.5	6.	79	DENAITIES: 3 5 10			70 noints	ween 0-Infinity points and automatically begins the run with a score of 70 noints	the run wit	ally begins	d automatic	points an	en 0-Infinity
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	62.5	6,	80										
	63	9	80.5										
	63.5	6;	81										
	64	6	81.5										
	64.5	ō.	82										
	65	9	82.5										
	65.5	6	83										
	66	9	83.5										
	66.5	6	84										
	67	6	84.5										
	67.5	6.	85										
DQs	68	6	85.5										
	68.5	6	86										
	69	-	86.5										
	69.5	6	87								-		
	70		87.5	7014	+	5					+	1	
	70.5	7	88		77	0						-	>
	71		88.5		,		1						
	71.5	7	89		7	2					0	1	1
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- BO	77		97										360° R
,	77.5	7	100-98								Stop &	Ope Ext.	Stop & RL LOne
7	1	;	1000	000000000000000000000000000000000000000									

Each rider is scored between 0-Infinity po

-3 Extremely Poor, -2 Very Poor, -1 Poor

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)







# Small Fry

W.O. Entry #

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Penalty

Score

#

77.5

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HSP Pattern #HMS/Level III-47

Description Maneuver

LL Lope

Stop & RL LOpe

Jog

Stop & Back 1HL

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# PATTERN CLASS SCORE SHEET

Amateur L1 W/TLevel 1 AmateurYouth 14-18 Youth L1 W/T Level 1 Youth Youth 13 <

Showmanship

Show:

	Horsemanship		
1	Ü	/	
	Date		

Amateur Amateur Penalty	Amateur Select  nalty F&E	Score Score	Horsemanship Equitation  Comments	Date: / S Judge: / C Score 100-98 97 96 95 94 93 92 91.5	
	29	72	0	97 96 95	
	9		<b>N</b>	94	1
	9	7		93	- 1
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	(			91.5	1
	_		5	91	
		Contract of the contract of th		90	
	0	カイ	<b>D</b>	89.5	
	9	1	0	89	
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	)			85.5	1 1
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		)	DAILCOR	83.5	
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Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

+

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellept(5) VG = Very Good (4) G = Good (3) A = Average (0-2

PENALTIES: 3, 5, 10

78.5

78

79.5

80

62.5

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63.5

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64.5

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65.5

66

79

61.5

61







W.O. Entry #

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HSP Pattern #HMS/Level III-47

Class:

Maneuver Description

LL Lope Stop & RL LOpe

Jog

Stop & Back 1HL

# PATTERN CLASS SCORE SHEET

Showmanship

Date:

Horsemanship Equitation

Judge:

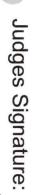
Show:

9 10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
					100-98			77.5			3
					97			77			60
1		0	1		96			76.5			
		2.	1		95			76			
					94			75.5			
					93			75			
					92			74.5			
					91.5			74			
					91			73.5			
					90.5			73			
					90			72.5			
					89.5			72			
					89			71.5			
					88.5			71			
					88			70.5			
					87.5			70			
					87			69.5			
					86.5			69			
					86			68.5			
					85.5			68			DQs
					85			67.5			
					84.5			67			
					84			66.5			
					83.5			66			
					83			65.5			
					82.5			65			
					82			64.5			
					81.5			64			
					81			63.5			
					80.5			63			
					80			62.5			
					79.5			62			
2 200 of 70				DENIAL TIES: 3 E 40	79			61.5			
a score or no points	politis			- FINAL I.E.O. 0, 0, 10	78.5			61			
cellent		i N			78			60.5			
E = Excelle	ent (5)-VG = 1	ery Good	(4) G = Good	E: E = Excellent (5) $\sqrt{G}$ = Very Good (4) G = Good (3) A = Average (0-2)							
. E - LAUGIN	all (0)	very Coon	(#) 0 - 0000	(3) A - Average (or							

Each rider is scored between 0-Infinity points and automatically begins the run with a

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Exc

RIDER F&E







Class:

# PATTERN CLASS SCORE SHEET

Showmanship

Equitation

Horsemanship

Date:

Show:

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points W.O. Entry # Description Maneuver HSP Pattern #HMS/Level III-47 LL Lope Stop & RL LOpe 1 Jog Stop & Back 1HL 6 7 RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2 9 6 Penalty F&E Score PENALTIES: 3, 5, 10 Comments Judge: Score 100-98 79.5 80.5 81.5 82.5 83.5 84.5 87.5 78.5 85.5 86.5 86 88.5 90 90.5 91.5 80 84 82 79 83 84 87 91 85 88 89 78 93 94 97 95 96 # # 70.5 Score 61.5 62.5 63.5 64.5 67.5 65.5 66.5 68.5 69.5 71.5 73.5 73 72.5 72 74.5 75.5 77.5 61 62 63 64 65 67 68 69 76.5 70 71 74 75 76 77 # \* DQs 60 #



Date:	
Show:	
Class:	159 VRH TR
Judge:	

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

Judge's Signature: \_

### 5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- 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)

- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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wo	Entry	#		Each	horse/rider c -1 1/2 Ex	ombination is tremely Poor	scored between	een 0-100 poil	ER SCORES nts and auton Correct, +1/2	natically begi Good, +1 Ve	ns the run with ry Good, +1 1	a score of 70 2 Excellent	0 points		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEU	VER DESC	RIPTION	W	W/Os	RL	XRL	Т	S, 540R	W	T	XT	LL	S&B	SP-R	itura se Ap	nalt	Sci	ff P.
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Date:				
Show:				
Class:	160	VRH	JR	
Judge:		V // 11		

### 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 distrubing 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 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

	1 3 2 5 3		NAME OF TAXABLE PARTY.					ormation	on how	classes	are judg	ed visit	www.aql	nunivers	ity.com
WO En	ntry #		Each horse/	rider combinati 1/2 Extremely I	on is scored bet Poor, -1 Very Po	ween 0-100 pc	VER SCORES pints and autome Correct, +1/2 G	atically begins th lood, +1 Very G	he run with a so lood, +1 1/2 Exc	ore of 70 point. cellent	5	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANE	UVER DESCRI	PTION	Gate	Ext T	Rope	Drag	Bridge	Walk	Trot	LL	SB SD	atura se Ap	nalt	Sc	# P
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Date:				
Show:				
Class:	16	AOHA .	SZ	
Judge:				

### 1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

Judge's Signature: \_

### 5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- 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)

### Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions

For more information on how classes are judged visit www.aqhuniversity.com

- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

WO Entry #	,		Each i				en 0-100 poin		atically begins Good, +1 Very			) points		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESC		W	W/Os	RL	XRL	T	S, 540R	W	Т	(A)	LL	S&B	SP-R	Natur rse A	enal	Š	Off
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62	PENALTY  MANEUVER SCORE	0	+%	0	0	+/2	+ /2	0	+ 1/2	+)	0	- f,	0		(	72	) '
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Date:				
Show:				
Class:	162	AQHA	SR	
Judge:				

### 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
- solit pole in lone-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 distrubing 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

  For more information on how classes are judged visit www.aqhuniversity.com

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

MANEUVER SCORES Natural Ranch Horse Appearan Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WO Entry # Score -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent **Penalty** SB SD Ext T Rope Drag Bridge Walk Trot LL MANEUVER DESCRIPTION Gate 7 MANEUVER 1 2 3 4 5 6 8 PENALTY MANEUVER PENALTY MANEUVER SCORE PENALTY PENALTY 0 + PENALTY OP MANEUVER SCORE 6 PENALTY PENALTY MANEUVER MANEUVER SCORE

Judge's Si	gnature:
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Date:		
Show:		
Class:	163	VRH SR
Judge:		

### 1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

Judge's Signature: \_

### 5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

### Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- 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)

### Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions

For more information on how classes are judged visit www.aqhuniversity.com

- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

wo	Entry #			Each l					ts and autom	iatically begin Good, +1 Verj			) points		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
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	00	PENALTY															71	
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Date:		1162		
Show:				
Class:	164	VRH	SR	
Judge:				

### 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

PENALTY

3			

- 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 distrubing 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

MANEUVER SCORES

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

For more information on how classes are judged visit www.aqhuniversity.com

Penalty Total Natural Ranch Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WO Entry # Score -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent Gate Ext T Rope Drag Bridge Walk Trot SB SD MANEUVER DESCRIPTION MANEUVER 3 4 5 6 7 8 9 11 PENALTY + 1, MANEUVER SCORE 2 PENALTY MANEUVER PENALTY MANEUVER SCORE PENALTY PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE PENALTY

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Judge's Signature:		



Date:			
Show:			
Class:	165	VRH	Cowbay
Judge:			

### 1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

Judge's Signature: \_

### 5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- 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)

### Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions

For more information on how classes are judged visit www.aqhuniversity.com

- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

wo	Entry #			Each		ombination is s remely Poor,		en 0-100 poir					points		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEU	ER DESC	RIPTION	W	W/Os	RL	XRL	Т	S, 540R	W	т	XT	LL	S&B	SP-R	latur rse A	ena	Š	#0
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Date:			
Show:			
Class:	166	VRH	Cawboy
Judge:			

### 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 distrubing 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 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

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

			ASSESSED FOR			For	more info	ormation	on how	classes	are judg	ed visit	www.aq	hunivers	ity.com	
WO Er	ntry #			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 Poar, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent  Gate Ext T Rope Drag Bridge Walk Trot LL SBSD  1 2 3 4 5 6 7 8 9												
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Judge's Signature:	



Date:			
Show:			
Class:	167	ACHA	Select
Judge:			0000

### 1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

Judge's Signature:

### 5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

### Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- 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)

- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

m a week deposits to	N FILE Y	# D50 110	S a composition in	ME WE	(a. 8. V. 9. A)	9	For mor	e infor	mation	on how	classe	es are ju	ıdged v	isit ww	w.aqhu	iniversi	ty.com
WO Entry #			Each	horse/rider o	ombination is tremely Poor,	scored betwe -1 Very Poor,	en 0-100 poir	R SCORES its and autor Correct, +1/2	natically begin Good, +1 Ver	s the run with y Good, +1 1/	a score of 70 2 Excellent	0 points		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESC	tone loansuit ()	W	W/Os	RL	XRL	T	S, 540R	W	T	XT	LL	S&B	SP-R	latura rse Ap	analt	Sc	H P.
MANEUVE	R	1	2	3	4	5	6	7	8	9	10	11	12	~ 5	ď		
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	PENALTY															r i	
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	PENALTY		1														
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8	MANEUVER SCORE	0	-1/2	0	+1/2	0	-1/2	0	Ŏ	0	-1	0	0		5	63%	
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	SCORE																



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### 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 distrubing an obstacle
- stepping out of or falling off an obstacle with 1 foot - missing or evading a part of log/obstacle with 1 foot

- 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 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

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

WO E	ntry #		Each horse/	rider combinati 1/2 Extremely i	on is scored be Poor, -1 Very Po	MANEUN tween 0-100 pc	/ER SCORES pints and autome Correct, +1/2 G	atically begins th	he run with a sc	ore of 70 point	s are judge	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANI	EUVER DESCRI	PTION	Gate	Ext T	Rope 3	Drag	Bridge 5	Walk 6	Trot 7	LL 8	SB SD	Natura Horse Ap	Penali	Sc	Off P
10	62	PENALTY  MANEUVER SCORE	+1	+1/2	6	+1/2	+1/2	0	+1/2	+1/2	W			72	1
	35	PENALTY  MANEUVER SCORE	+1/2	1/2	+5	-1/2	0	1 -1/2	1/2	-/	1-1/20		4	63/	
	350	PENALTY MANEUVER SCORE	0	0	-11/2	-1/2	-1/2	0	0	-1/2	1/20			64/2	/
	72	PENALTY  MANEUVER SCORE	+1/2	+ 1/2	+1/2	+1/2	1/2	+1/2	+1/2	0	*2 %			74%	
	60	PENALTY  MANEUVER SCORE	+1/2	+1/2	+1/2	3 -1/2	+1/2	0	+ 1/2	0	0 /2		6	62/2	-
	360	PENALTY  MANEUVER SCORE	0	0	0	08	-1/2	0	DQ					DG	OP
	61	PENALTY MANEUVER SCORE	0	0	0	+1/2	0	Ô	+ 1/2	0	00			71	/
	36	PENALTY MANEUVER SCORE	0	0	-1	1	0	0	0	30	1-/2-		3	62	/

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### 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
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- split pole in lope-over
- incorrect number of strides, if specified
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- 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 distrubing an obstacle
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- 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 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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For more information on how classes are judged visit www.aqhuniversity.com MANEUVER SCORES Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WO Entry # Penalty Total Off Pattern -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 Ext T Rope | Drag | Bridge | Walk | Trot SB SD MANEUVER 1 8 3 51 PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE PENALTY

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Date:				
Show:			in.	
Class:	169	AGHA	Am	
Judge:			Linksonhead	

### 1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

### 5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

### Off Pattern (OP) - to be placed below horses performing all maneuvers

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- incomplete maneuver
- repeated blatant disobedience
- 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)

### Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions

For more information on how classes are judged visit www.aqhuniversity.com

- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

wo	Entry #			Each					ts and autom		s the run with y Good, +1 1/		) poin <b>ts</b>		l Ranch opearance	y Tota	ore	attern
MANEL	IVER DESC	RIPTION	W	W/Os	RL	XRL	T	S, 540R	W	T	XT	LL	S&B	SP-R	Vatura rse Ai	enalt	Sc	Off P.
_	MANEUVE	3	1	2	3	4	5	6	7	8	9	10	11	12	~ £	Ъ		
		PENALTY														16.4	1	
	380	MANEUVER SCORE	0	-1	0	0	-1/2	0	0	0	+1/2	+1/2	0	+1/2			70	1

MANEOVER		1 2	3	4	3	b	1	8	9	10	11	12	I			
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PENALTY MANEUVER SCORE	0	0	+ 1/2	+1/2	+1/2	0	+/2	+%	+/2	0	+/2	+1/2			74	
299 PENALTY MANEUVES SCORE	0	-1/2	0	0	Ô	-1/a	3-1%	0	-1/2	+1/2	Ò	0	No.	3	64/2	
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Class:	170	AGHA	Am	
Judge:				

### 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 distrubing 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

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- 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

	A. 岩水和 4.		1 St - 2 : 155 P		For	more infe	ormation	n on how	/ classes	are judg	ed visit	www.aq	hunivers	sity.com
WO Entry#		Each horse.	/rider combinati 1/2 Extremely	ion is scored be Poor, -1 Very Pa	tween 0-100 pc	VER SCORES oints and autome 0 Correct, +1/2 G	atically begins to Good, +1 Very G	he run with a sc Good, +1 1/2 Ex	core of 70 point.	s	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER D		Gate	Ext T	Rope			Walk	Trot	LL	SB SD	Natura orse Ap	enalt	Sc	Off P
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000	MANEUVER SCORE	1/2	+1/2	-/2	-	0	0	1/2	0	00		$\Box$	60	-
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31	MANEUVER SCORE	0	0	-1/2	0	0	0	0	-1/2	1/21/2		10	63	-
	PENALTY	T							T			715	Sales one	-
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	SCORE		1							1				





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### 1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

Judge's Signature: \_

### 5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

### Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
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- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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wo	Entry #			Each				en 0-100 poir		natically begin Good, +1 Ver			) points		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEU	VER DESCR	RIPTION	W	W/Os	RL	XRL	T	S, 540R	W	Т	XT	LL	S&B	SP-R	Vatur rse A	enal	Š	#C
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	400	PENALTY MANEUVER SCORE	0	- 1/2	-1/2	-1/2	0	0	0	0	0	-1/2	0	0			68	è
	116	PENALTY															10	
	34	MANEUVER SCORE	+1/2	0	+1/2	+/2	0	+1/2	0	0	0	+/2	0	-/2			12	
		PENALTY										Ė						
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### 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
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- break of gait at walk or trot for more than 2 strides
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- knocking over or severely distrubing 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
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- 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 Natural Ranch Horse Appearance Penalty Total Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WO Entry # -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 Ext T Rope Drag Bridge Walk SB SD Trot LL MANEUVER 2 3 6 7 8 5 MANEUVER SCORE MANEUVER PENALTY MANEUVER SCORE PENALTY PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE MANEUVER SCORE

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Date:				
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Judge:				

### 1 point

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- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- wrong lead or out of lead for 2 strides or less

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- trotting more than 3 strides in lope departures or when exiting a rollback
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Judge's Signature: \_\_

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- fall of horse/rider

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wo	Entry	,		Each	horse/rider -1 1/2 E	combination is xtremaly Poor,	scored betwe -1 Very Poor,	en 0-100 poi	ER SCORES nts and autor Correct, +1/2	matically begin	ns the run with ry Good, +1 1	h a score of 70 /2 Excellent	) points		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEU	VER DESC	RIPTION	W	W/Os	RL	XRL	Т	S, 540R	W	Т	XT	LL	S&B	SP-R	atura se Ap	nalt	Sc	ff P
	MANEUVE	R	1	2	3	4	5	6	7	8	9	10	11	12	Hor	Pe		0
	37	PENALTY  MANEUVER SCORE	0	-1/2	0	+1/2	1/2	0	0	+1/2	+1/2	1/2	0	+/2			73%	
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Show:			F-2-41IV	
Class:	174	AOHA	Vth	
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### 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 distrubing 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 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

### Disgualified - 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 Penalty Total Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WO Entry # Score -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent SB SD Ext T Rope Drag Bridge Walk Trot MANEUVER DESCRIPTION Gate LL MANEUVER 4 5 6 7 8 9 PENALTY PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE PENALTY PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE

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Date:					
Show:					
Class:	177	VRH	Lim	Am	
Judge:		4-1-4-		1.11	

### 1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

Judge's Signature: \_

### 5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- 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)

### Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions

For more information on how classes are judged visit www.aqhuniversity.com

- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

WO Enti	WANEUVER 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											al Ranch ppearance	Natural Ranch Horse Appearance Penalty Total		Off Pattern			
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Date:				
Show:				
Class:	178	VRH	Lim	Am
Judge:				

### 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 lone-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

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		ts

- 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 distrubing 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 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

For more information on how classes are judged visit www.aqhuniversity.com MANEUVER SCORES Penalty Total Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points Natural Ranch Off Pattern WO Entry # Score -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 Ext T Rope Drag Bridge Walk SB SD Trot MANEUVER 5 3 4 7 6 8 PENALTY 8 MANEUVER SCORE MANEUVER SCORE PENALTY MANEUVER SCORE d MANEUVER SCORE PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE

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Date:				
Show:				
Class:	182	VRH	Rachit	Am
Judge:				

### 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

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

### 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 distrubing 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 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

For more information on how classes are judged visit www.aqhuniversity.com

- fall of horse/rider

Entry#			rider combinati 1/2 Extremely i	Natural Ranch Horse Appearance	Penalty Total	Score								
MANEUVER DESCR		Gate	Ext T	Rope	Drag 4	Bridge 5	Walk 6	Trot 7	LL 8	SB SD	Natura Horse A	Penal	Š	
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	JUNE.			70		1/0	70	10					110	_
116	PENALTY											(	7/1/	
11/2	MANEUVER SCORE	0	0	+/2	0	11/2	0	+/2	1/2	1/2			11/2	
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Date:			
Show:			
Class:	181	VRH	Roohie Am
Judge:		137	TOO BY

### 1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

Judge's Signature: \_

### 5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- 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)

- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

		110	Total Control	w to the	7 = 50 mon		For mor	e infor	mation	on how	classe	s are ju	idged v	isit ww	w.aqhu	niversi	ty.com
WO Entry#			Each	horse/rider o -1 1/2 Ex	ombination is tremely Poor,	scored betwe -1 Very Poor,	en 0-100 poir	R SCORES its and autor Correct, +1/2	natically begin Good, +1 Ver	s the run with y Good, +1 1	a score of 70 2 Excellent	) points		Natural Ranch Horse Appearance Penalty Total	ty Total	Score	Off Pattern
MANEUVER DESCRIP	TION	W	W/Os	RL	XRL	T	S, 540R	W	Т	XT	LL	S&B	SP-R	latura 'se A	na	Š	₩.
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Date:					
Show:					
Class:	183	VRH	Roohie	VHh	
Judge:	10-		100/110		

### 1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

### 5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- 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)

### Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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 #  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												Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern			
	IVER DESC		W	W/Os	RL	XRL	T	S, 540R	W	Т	XT	LL	S&B	SP-R	Vatura rse A	enali	Sc	Off P
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Judge's Signature:	SW	N



Date:				
Show:				
Class:	184	VRH	Roohie	Vth
Judge:				

### 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

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- 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 distrubing 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 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

- lamenes
- 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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Entry #		Each horse/i	rider combinati 1/2 Extremely F	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern							
MANEUVER DESCRI	PTION	Gate	Ext T	Rope	Drag	Bridge	Walk	Trot	LL	SB SD	Vature rse A	enal	Sc	O# P
MANEUVER		1	2	3	4	5	6	7	8	9	_ £	- Ğ		
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1344	MANEUVER SCORE	-1/2	-	-1/2	-1/2	0	-1/2	+1/2	0	-(		1		9
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Date:				
Show:				
Class:	185	AGHA L	1 Am	
Judge:				

### 1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

Judge's Signature:

### 5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- 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)

### Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions

For more information on how classes are judged visit www.aqhuniversity.com

- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

WO Entry#			Each i					ts and autom		s the run with / Good, +1 1/		) points		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIP	PTION	W	W/Os	RL	XRL	T	S, 540R	W	Т	XT	LL	S&B	SP-R	Vaturi rse A	enal	Š	# 1
MANEUVER		_ 1	2	3	4	5	6	7	8	9	10	11	12	£	<u> </u>		
10	PENALTY MANEUVER SCORE	-1/2	-'/2	0	0	0	+1/2	0	0	0	0	0	+ 1/2			70	
()	PENALTY		8	_	41/_	(1/	4			À 1/	. 1/	137				794	
	ANEUVER SCORE	0	0	U	1/2	1/2	0	0	0	+1/2	+ 1/2	+/2	0			17043	5
105	PENALTY	6		1/0		\$	4	A				16	V			14	
713	MANEUVER SCORE	0	0	-1/2	-/2	0	0	0	0	0	0	1/2	1/2			100	
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Date:					
Show:				- 1	
Class:	186	AQHA	L	Yth	
Judge:					

### 1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

### 5 points

WO Entry #

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

### Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- 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)

### Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions

For more information on how classes are judged visit www.aqhuniversity.com

- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

### Horse Appearance Penalty Total Natural Ranch Off Pattern Score -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 W W/Os RL S, 540R W LL SP-R MANEUVER 5 12 2 3 6 8 9 10 11 20 3 MANEUVER SCORE PENALTY

MANEUVER SCORES

Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points

	MANEUVER SCORE														
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Judge's Signature:	240	
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Date:				
Show:				
Class:	189	ABRA	Am	
Judge:				

### 1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

Judge's Signature:

### 5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

### Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- 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)

### Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions

For more information on how classes are judged visit www.aghuniversity.com

- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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											Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
MANEU	VER DESC	RIPTION	W	W/Os	RL	XRL	Т	S, 540R	W	Т	XT	LL	S&B	SP-R	atura se Ap	nali	Sc	# P
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Date:				
Show:				
Class:	196	ABRA	Am	
Judge:				

### 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 distrubing 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 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

For more information on how classes are judged visit www.aqhuniversity.com MANEUVER SCORES Penalty Total Natural Ranch Off Pattern Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WO Entry# -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent Ext T Rope Drag Bridge Walk Trot SB SD MANEUVER DESCRIPTION Gate LL MANEUVER 4 5 6 7 8 1 PENALTY MANEUVER SCORE PENALTY PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE PENALTY MANEUVER PENALTY MANEUVER PENALTY

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Judge's Signature:	



### ALL WALK JOG

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DATE:

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sticle D	escription	Gate	360	Back	Jog	Jog	Jog	Side	Walk					PENALTY	SCODE
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JUDGE'S NAME (PRINTED):



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JUDGE'S NAME (PRINTED):



## ALL NOVICE, L1 AND ROOKIE

SHOW:			
CLASS:	205	L)	(Green)

DATE:

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JUDGE'S NAME (PRINTED):



## ALL NOVICE, L1 AND ROOKIE

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JUDGE'S NAME (PRINTED):



## ALL WALK JOG

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JUDGE'S NAME (PRINTED):



### ALL NOVICE, L1 AND ROOKIE

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CLASS:		
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JUDGE'S NAME (PRINTED):



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# **AQHA TRAIL**

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JUDGE'S NAME (PRINTED):



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	TE TE	PENALTY OBS SCORE	+1/2	0	0	+1/2	1	+1/2	+/2	0	+1/2				2	70
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CLASS: 222 ABRA Oper

DATE:

# **AQHA TRAIL**

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osticle De	escription	Gate	360	Back	RL	Jog	LL	LL	Side	Walk				PENALTY	SCORE
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JUDGE'S NAME (PRINTED):



Small Fry

# PATTERN CLASS SCORE SHEET

Amateur L1 W/TLevel 1 AmateurYouth 14-18 Youth L1 W/T Level 1 Youth Youth 13 <

Amateur

Amateur Select

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76.5

77

97 96 95 94 93 92

75.5

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Score 77.5

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Score 100-98

Comments

Score

F&E

Penalty

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W.O. Entry #

HSP Pattern #HSE/Level III-33

Back

Stop & 180° R Forehand

RL Lead LL Canter Change Canter

Sitting Trot

Trot LD

Trot LD Trot RD & & Change Change Diagonal Diagonal

Walk

Description Maneuver

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Date:	Judge
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Date:	Judge:
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251 Roohic Show: 252 LI 446

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3)/A = Average (0-2

60.5

61

78.5

78

79

PENALTIES: 3, 5, 10

DQs

68.5

69

86.5

87

67.5

67

84.5

85

89

85.5

98

66.5

65.5

99

83.5

84

64.5

64

65

82.5

82

83

63.5

62.5

62

79.5

80

63

80.5

81

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent





Small Fry

# PATTERN CLASS SCORE SHEET

Amateur L1 W/TLevel 1 AmateurYouth 14-18 Youth L1 W/T Level 1 Youth 13 <

Amateur Select Amateur

Horsemanship

Showmanship

Show:

GOOMIT AM

Date:

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	#																																Γ
	#																																t
	Score	77.5	77	76.5	92	75.5	75	74.5	74	73.5	73	72.5	72	71.5	71	70.5	70	69.5	69	68.5	89	67.5	29	66.5	99	65.5	65	64.5	64	63.5	63	62.5	000
	#																																
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Judge:	Score	100-98	26	96	92	94	93	92	91.5	91	90.5	06	89.5	88	88.5	88	87.5	87	86.5	98	85.5	85	84.5	84	83.5	83	82.5	82	81.5	81	80.5	80	1
Equitation	Comments																																
	Score			7	5																												
	F&E						6	1																									
	Penalty																																
	10	Back						1/5																									
	6	Stop &				\																											
	œ	3	Canter				3	PY																									
	7	Lead	Change					3																									
	9	되 .	anter			1	2	SE																									
	2	Sitting	_				V	0																									
23	4	Trot LD Si	_					_															_										
el III-3								1														-	-										
E/Lev		D Trot RD	ge Change hal Diagonal	9	1	1								_																			
rı #HS	7	Trot LD		F				ī																									
HSP Pattern #HSE/Level III-33	-	Walk			0			0																									
HSP	V.O. Entry #	Maneuver	Description	700	P		703	9																									
HSP	W.O. Entry #	Maneuver	Description	\( \mathcal{D}(1) \)	P	)	707.	3																									

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent





PENALTIES: 3, 5, 10

61.5

62

79.5

60.5

61

78.5 79

78

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2