

AQHA

AQHA RANCH TRAIL

Date:	6/24/20
Show:	CMEA - JUNE
Class:	#22 RANCH TRAIL AMATEUR
Judge:	

1 point

- over-tipped (per maneuver)
- out of frame (per maneuver)
- each hit, lift 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 sid or space at a walk or trot
- slipping over or falling to step into required space
- split gate in lunge over
- incorrect number of strides, if specified
- 1 to 2 steps on mound/demolish or ground to except shifting to balance
- wring lead or out of lead for 2 strides or less

2 points

- break of gait at walk or trot for more than 2 strides
- break of gait at lunge, except when correcting an incorrect lead
- wring lead or out of lead for more than 2 strides
- dragged reins (per maneuver)
- 3 to 4 steps on mound/demolish or ground to
- lunge for more than 3 strides in lunge departures or exiting a rollback
- knocking over or severely disturbing an obstacle
- stepping out of or falling off an obstacle with 1 foot
- missing or wedging a part of obstacle with 1 foot

3 points

- spurring in front of chest
- stated disobedience (hit, lift, back, rear, etc.) for each refusal
- use of either hand to hold halter/trace
- stepping out of or falling off an obstacle with more than 1 foot
- dropping an object required to be carried
- hit or 2nd cumulative refusal
- letting go of gate
- 5 or more steps on mound/demolish or ground to
- missing or wedging a part of obstacle with more than 1 foot

Off-Factors (OP):

- to be placed below horses performing all maneuvers
- eliminate or add maneuver
- incomplete maneuver
- 3rd refusal
- repeated stated disobedience
- failure to fully and remain inflated 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 nasal reins (except in the two side)
- failure to open and shut gate, or failure to complete gate

Disqualified - 0 Score

- injury
- deranged or misconnected
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- hit of horse/rider

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

WO Entry #

MANEUVER SCORES

Each maneuver combination is scored between 0-100 points and automatically begins the run with a score of 75 points
 * 1-12 Entries: Pass if any Pass; 12 Pass; 12 Pass; 12 Good; 12 Good; 12 Very Good; 12 Excellent

MANEUVER DESCRIPTION MANEUVER	MANEUVER SCORES									Natural Horsemanship Points Applicable	Penalty Total	Score	Off Pattern
	lope over	gate	sidepass	bridge	serpentine	lope over	log drag	back chute					
	1	2	3	4	5	6	7	8	9				
141		0	+1	+1	0	0	+1	0	0			73	
144		+½	+1	+1	0	0	+½	0	-½			171½	
145		3	-1	+1	0	0	0	+1	-1	0		565 OP	
167		3	-1	+1	+1	0	0	0	+1	0		666	
482		+1	0	+1	0	0	0	+½	+½			668 OP	
	RESULT												
	MANEUVER SCORE												
	RESULT												
	MANEUVER SCORE												
	RESULT												
	MANEUVER SCORE												

Judge's Signature: _____