

PATTERN CLASS SCORE SHEET

Circle Division

Youth Level 1

Youth 13 <

Youth 14-18

Amateur Level 1

Amateur Select

Amateur

Circle Class

Showmanship

Horsemanship

Equitation

Show:

Date:

Judge:

Signature:

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										F&E	Total Penalty	Score	Comment	Score	#	#	Rail Work	Score	#	#	Rail Work
		1	2	3	4	5	6	7	8	9	10					97-100				70			
	Maneuver Description															93-96				69.5			
																89-92				69			
1																86-88				68.5			
																85.5				68			
2																85				67.5			
																84.5				67			
3																84				66.5			
																83.5				66			
4																83				65.5			
																82.5				65			
5																82				64.5			
																81.5				64			
6																81				63.5			
																80.5				63			
7																80				62.5			
																79.5				62			
8																79				61.5			
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																70.5							

RIDER FORM & EFFECTIVENESS: E = Excellent (5) VG = Very Good (4) G = Good (2-3) A = Average (0-1)

PENALTIES: Minor = 3 Major = 5 Severe = 10

SHOW:

CLASS:

DATE:

AQHA RANCH RIDING - Pattern 1

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

5 Point Penalties:

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

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly:

- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein).

Disqualification (DQ):

- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

W/O	#		MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
Maneuver Description			W	T	Ex T/S	360 (L)	LL	CL	RL	Ex L (RL)	Collect	Ex T	WO's	S&B				
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12				
		PENALTY																
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

REINING - Pattern 5

SHOW:

CLASS:

DATE:

W/O	#	MANEUVER SCORES -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent									PENALTY TOTAL	SCORE	
Maneuver Description		3 CL OOo	4 SL	3 CR OOo	4 SR	LC RC	RRB	LRB	S & B				
Maneuver		1	2	3	4	5	6	7	8	9			
		PENALTY											
		MANUV.											
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

AQHA TRAIL

SHOW:

CLASS:

DATE:

W/O	#		OBSTACLE SCORES												PENALTY TOTAL	SCORE
			-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Obstacle Description																
Obstacle			1	2	3	4	5	6	7	8	9	10	11	12		
		PENALTY														
		OBS SCORE														
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

TRAIL OBSTACLE SCORES:

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

PENALTY 1/2:

Each tick of log, pole, cone or obstacles

PENALTY 1:

Hit, bite or step on; Incorrect gait at walk or jog 2 strides or less; Both feet in space; Skip space; Split pole, failure to meet the correct strides on trot over & lope over log, incorrect number of strides, if specified

PENALTY 3:

Break gait at walk or jog over 2 strides; Out of lead or break of gait at lope; Knockdown: Step out or jump off with 1 foot; Missing or evading a pole that is part of an obstacle with one foot

PENALTY 5:

Drop object; 1st refusal or evade; 2nd refusal; Loss of control at gate; Use of either hand to instill fear or praise; Step out or jump off obstacle with more than 1 foot; Blatant disobedience; Failure to complete obstacle: Holding saddle

PENALTY SCORE 0:

Failure to follow the correct line of travel within or between obstacles; Use of 2 hands; Use of romal other than outlined; Performing obstacles incorrectly or other than specified order; No attempt to perform obstacle; Equipment failure; Excessively or repeatedly touching the horse on the neck to lower the head; Fall to ground; Failure to enter, exit or work obstacle from correct side or direction, including overturns of more than 1/4 turn; Failure to work an obstacle other than how it is described; Outside boundary marker of arena or course area; 3rd refusal; Failure to demonstrate correct lead or gait; On line of demonstrate correct lead or gait; Excessive schooling anywhere on course; Failure to open and shut gate or to complete gate