AMERICAN QUARTER HQRSE ASSOCIATION 139

		MANEUVER DESCRIPTION	4SL	45R	3CR OoO	3CL OoO	LRB	RRB	5 & B			
•		MANEUVER	1	2	3	4	5	6	7	8	PENALTY	sco
DRAW	EXHB #	PENALTY									→ IO/AL	
3	225	SCORE	-	-/2	-1/2	0	-1	1	-1			65
			64	68/2	68		67	66	65	15.	<u> </u>	SCO
DRAW	EXHB#	PENALTY									→	
2	715	SCORE	0	0	0	-1/2	-12	-12	0		1	68
	 		20			69/2	69	682	<u> </u>		<u> </u>	SCO
DRAW	EXHB #	PENALTY				milition milition	22	2			→	
7	218	SCORE	0	0	0	-1/2	-1/2	-1/2	-1		18	4
		/		,	'	6	67	652	<u> </u>			SCO
DRAW	EXHB#	PENALTY						-18			->	
		SCORE]	
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DRAW	EXHB#	PENALTY										
		SCORE										
	1				1	·	1	···········				sco
DRAW	EXHB#	PENALTY									-	
		SCORE	·									
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DRAW	EXHB#	PENALTY										
		SCORE										
				l	1	r	T	T			 ->	sco
DRAW	EXHB#	PENALTY									-	
		SCORE		<u> </u>	<u> </u>						<u> </u>	
DRAW	EXHB#	PENALTY								· · · · · · · · · · · · · · · · · · ·	-	sco
		SCORE							<u>``</u>		-	
	į.				<u> </u>			<u> </u>				sco
DRAW	EXHB#	PENALTY									->	500
		SCORE								·		
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•				JUDGES SK	GNATURE	-/U	yen ye	a we	/"		-	

47

REINING SCORE SHEET PATTERN 8

AMERICAN QUARTER HQRSE ASSOCIATION

		INCITEOTER	4SL	4SR	3CR	3CL	1		y Good, + 1 1/2 I	.xcenerr	٦	
		DESCRIPTION			000	000	LRB	RRB	S & B			
	Τ΄	MANEUVER	1	2	3	4	5	6	7	8	PENALTY TOTAL	sco
DRAW	EXHB#	PENALTY		0	ļ						_	
	177	SCORE	0									C
•	1		70						<u> </u>			sco
DRAW	EXHB #	PENALTY					1				-	
2	165	SCORE	0	0	0	0	-/2	-/2	-12		1 1	67
			-70		<u> </u>		69/2		68/2	· · · · · · · · · · · · · · · · · · ·	<u> </u>	sco
DRAW	EXHB #	PENALTY									\rightarrow	
3		SCORE	-							<u></u>		
		<u></u>			<u> </u>	<u>.</u>	1	<u> </u>	<u> </u>		<u> </u>	sco
DRAW	EXHB#	PENALTY				· · · · · · · · · · · · · · · · · · ·	T			······	 	
		SCORE									-	
	L	<u> </u>			L	<u> </u>	<u></u>				<u> </u>	SCOI
DRAW	EXHB#	PENALTY				T -					->	3001
		SCORE					1				-	
	<u> </u>				}	<u> </u>	<u> </u>					
DRAW	EXHB#	PENALTY									-	SCOF
		SCORE							 			
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DR A W	EXHB #	PENALTY	<u> </u>	· · · · · · · · · · · · · · · · · · ·					T		 	SCO
		SCORE										
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DRAW	EXHB #	PENALTY					<u> </u>		<u> </u>		-	SCOF
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		SCORE										
DRAW	ЕХНВ#	PENALTY									->	SCOR
		SCORE										
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DRAW	ЕХНВ #	PENALTY			7					~	-	SCOR
		SCORE			<u> </u>							
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44

REINING SCORE SHEET PATTERN 8

AMERICAN QUARTER HQRSE ASSOCIATION

		MANEUVER DESCRIPTION	4SL	45R	3CR OoO	3CL OoO	LRB	RRB	\$ & B		ļ	
		MANEUVER	1	2	3	4	5	- 6	7	8	PENALTY	SCC
DRAW	EXHB#	PENALTY					0				TOTAL	
	125	SCORE	-\	1		-/n		<u> </u>			-	6
			69	68	67	662	L	<u> </u>	L			SCC
DRAW	EXHB#	PENALTY		0							->	
	174	SCORE	0								-	
			XO				<u> </u>		LL		1	sco
DRAW	EXHB #	PENALTY									→	_
	211	SCORE	0	0	0	0	-/2	-12	0			6
_•	Ţ		70	7"		*************	69/2	- 69			<u> </u>	sco
DRAW	EXHB #	PÉNALTY									-	
	123	SCORE	0	0	0	0	0	-7-5	0			6
	 *	I	70					69 h				SCO
DRAW	EXHB #	PENALTY		ļ	ļ						->	
		SCORE										
DRAW	ЕХНВ #	PENALTY		T	T	<u> </u>					->	sco
		SCORE								<u>-</u>		
	1			1	1			1		<u></u>	L	sco
DRAW	ЕХНВ#	PENALTY								-	→	•
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DRAW	EXHB #	PENALTY					··			- <u></u>	→	
		SCORE										
DRAW	ЕХНВ#	PENALTY	·				, <u>,</u>				->	SCO
		SCORE										
					L]]				<u></u> <u>_</u>		SCO
DRAW	EXHB#	PENALTY									->	
		SCORE										
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	•			JUDGES SIG	NATURE	· · · · · · · · · · · · · · · · · · ·	1/Sel	vy V	- 00-0//	11		

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AMERICAN QUARTER HQRSE ASSOCIATION

		103141000	J 25K	30.	RRB	LRB	S & B	2 Good, + 1 Very		Excellent	7	
		DESCRIPTION MANEUVER	000	000	 				4SL		-	
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- ··.p	211	SCORE	0	0	- 1/2	-\-		-			-	G
			70		17	69	0	0	0	·		
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	·L·		70	69/2	6.7	60/2		69			<u> </u>	0 0
DRAW	EXHB #	PENALTY		7		00.0		(9)			- >	5COR
	124	SCORE	0	·/r	-/2	-Y2	0	0	0			68
			20	61%	6a.	682	-			·	<u> </u>	SCORE
DRAW	EXHB #	PENALTY					,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	12			7	350,11
	120	SCORE	+1/2	0	-12	6	0	-1/2	0		1	69
			Tora		70			69/	. 17			SCORE
DRAW	EXHB #	PENALTY									 ->	
	225	SCORE	6	->2	-1/2	-1/2	ーンス	-12	0	····		67
	· · · · · · · · · · · · · · · · · · ·		20	67/2	69	68/2	68	67/2				SCORE
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		SCORE					•] .	
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DRAW	EXHB#	PENALTY		·							\rightarrow	-
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		SCORE										
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		SCORE				·			ļ			
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SHOW:		
CLASS:	152	
DATE:		

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty 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 Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lone departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#			Each he	······································			ER SCORES				,				7
WIO	#		1	-1 1 2	1/2 Extremely Po	s scored between	or, -1/2 Poor, 0 (Сопесt, +1/2 Go	ood, +1 Very Go	ood, +1 1/2 Exce	cellent		Į į į	 ≿ ≓	 #2	OFF PATTERN
	1	Гie-Breaker		201			5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	F PA1
	Maneuver D	escription	360	000	Stop	3425R	Stop	34256	S+B			 	-	_		e E
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





SHOW:		
CLASS:	153	
DATE.		

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1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
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- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

								R SCORES				,	T		T	Τ
W/O	#			-1.1	1/2 Extremely Po	scored between oor, -1 Very Por	n 0-100 points a or, -1/2 Poor, 0	and automaticall Correct, +1/2 Go	y begins the run) with a score o god, +1 1/2 Exc	of 70 points relient		10 POINT PENALTY	PENALTY TOTAL	Щ	OFF PATTERN
 	 '	<u> </u>	1	2	3	4	5	6	7	8	9	10	1 ऌ ≰	₹ ₹	SCORE	₽
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N	laneuver D	Description		000	Stop	34254	Stop	31/256	S+B				1			b
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	14	CONTENT	-)	1	-1	-1	- ×	- (-1				1	12	SOX	
			69	- 6°	4-0	06	657									
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	10	CONTENT	0	th	0	ナケュ	0	+>2	+/2				1 '		72	
	T		20	7.1%		71		212								
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	, [CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: /





SHOW:			
CLASS:	154		
DATE:			

1/2	Point Penalties:	

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
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- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
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- Slipping rein

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- Break of gait
- Freeze up in spins or rollbacks
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- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

	W/O # Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points)				Z		
W/O	#			-11	1/2 Extremely Po	oor, -1 Very Poo	r1/2 Poor, 0 (<u>Солесt,</u> +1/2 Go	y begins the run od, +1 Very Go	with a score of od, +1 1/2 Exce	f 70 paints elient		10 POINT PENALTY	PENALTY TOTAL	ш	OFF PATTERN
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		ie-Breaker	200	301						<u> </u>			유교	田产	જ	1 1
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	1	CONTENT	0	-72	~[-/2	-1	0	->/2			 	j !	5	613	
	-		70	6.72	64%		61		66.50				<u></u>	<u> </u>	اـــــا	
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			Gara		64	60	647	67								
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	100,	CONTENT	0	0	0	0	-/a	9	0			<u> </u>			694	
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	, [PENALTY														
		CONTENT				{							. [

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Class 139 All Breed 197

AMERICAN QUARTER

		MANEUVER	R SCORES: - 1 1	1/2 Extremely P	oor, - 1 Very Po	or, - 1/2 Poor,	O Correct, + 1/2	2 Good, + 1 Ver	y Good, + 1 1/2	Excellent		
		MANEUVER DESCRIPTION	4SL	4SR	3CR OoO	3CL OoO	LRB	RRB	S & B			
		MANEUVER	1	2	~3`\	4	5	6	7	8	PENALTY TOTAL	scoi
DRAW	EXHB #	PENALTY	21								- NOTAL	
	225	SCORE	-1	-1	-1/2	-1(2	-1/2	-4z	-1/2		3	62
	· · · · · · · · · · · · · · · · · · ·		66	65	641/2	64	631/2	63	62/2		<u> </u>	SCO
DRAW	EXHB#	PENALTY				<u></u>		1/2			->	Γ
	215	SCORE	0	0	0	0	-Yz	-0	D		12	69
DRAW	EXHB#	PENALTY		T	T	T 10	691/2	69	1		1 →	sco
	218	SCORE	-1/2	-1/2	-1	-17/2	-1	2	-1/2	-	18	4
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												SCOR
DRAW	ЕХНВ#	PENALTY									->	
-		SCORE	İ									

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

JUDGES SIGNATURE _

AMERICAN QUARTER HQRSE

larsen

Class 142

		IATION MANEUVER	R SCORES: - 1.1	/2 Extremely D	oor - 1 Von D	. 1/2.5						
		MANEUVER DESCRIPTION	4SL	4SR	3CR OoO	3CL 0o0	LRB	RRB	s&B	Excellent	7	
·		MANEUVER	1	2	3	4	5	6	7	8	PENALTY	SCOF
DRÁW	EXHB#	PENALTY		0							TOTAL	7
	177	SCORE	0							······································	0	
DRAW	EXHB#	PENALTY									!	SCOR
	1, 1		1.1/			1					 	
	1145	SCORE	+1/2	+1/2	0	-1/2	0	-1/z	-1/2		1	08"
DRAW	EXH8#	PENALTY	701/2			691/2	<u></u>	69	6812		L	SCOR
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AMERICAN QUARTER HQRSE ASSOCIATION

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AMERICAN QUARTER HQRSE ASSOCIATION

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Class 147 Am remije

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

JUDGES SIGNATURE





SHOW:	Sweetwater
CLASS:	K2- VIII

DATE:

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty 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 Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

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

10 Point Penalty:

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

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

- Breaking pattern
- inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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SHOW: CLASS: (53 DATE:

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern -
- Failure to remain a minimum of twenty 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 Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- · Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

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

10 Point Penalty:

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

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

- Breaking pattern
- inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O		j ,		MANUEVER SCORES Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points												
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SHOW:	
CLASS: (52)	
DATE: West	800 C

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern .
- Fallure to remain a minimum of twenty 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 Penalties:

- · Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Stipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

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

- 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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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JUDGE'S SIGNATURES

CHILTON MOORE

AMERICAN QUARTER HQRSE ASSOCIATION # 139

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142 CHILTON-MOORE

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CHILTON MOORE

AMERICAN QUARTER HQRSE ASSOCIATION 144 6-12

		MANEUVER DESCRIPTION	4SL	45R	1	1 002	LRB		ry Good, + 1 1/2	Excellent	7	
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AMERICAN QUARTER ASSOCIATION

147 148

CHILTON-mooke 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 MANEUVER 3 CR 3 CL RRB S & B DESCRIPTION 000 000 4SR MANEUVER 1 2 3 4 PENALTY 5 8 SCORE TOTAL DRAW EXHB# PENALTY SCORE SCORE DRAW EXHB# PENALTY 2 SCORE DRAW EXHB# PENALTY SCORE 6 DRAW EXHB# PENALTY SCORE DRAW EXHB# PENALTY **SCORE** 0 DRAW EXHB # PENALTY **SCORE** SCORE DRAW EXHB# PENALTY SCORE SCORE DRAW EXHB# PENALTY SCORE 5CORE DRAW EXH8# PENALTY SCORE SCORE DRAW EXHB# PENALTY SCORE JUDGES SIGNATURE andy Childen MOOF





	CHILTON
SHOW:	moore
CLASS:	152-10072
DATE:	6-12-20

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty 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 Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#			-11	2 Extremely Po	scored betweer or, -1 Very Poo	MANUEVEI 0-100 points a r, -1/2 Poor, 0 C	nd automaticall orrect, +1/2 Go	y begins the run	od, +1 1/2 Exce	ilent	?	IINT LTY	LTY AL	RE	OFF PATTERN
	T	ie-Breaker	1	2	3	4	5	6	7	. 8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	PAT
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SHOW:	CHILTON	mo	ORC
CLASS:	153		

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty 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 Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Fallure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Sperring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#			Each he	rcofrider team is		MANUEVE		ly begins the run	with a coore o	£ 70 nointa	7				Z
W/C	"	!!	<u> </u>	-11	1/2 Extremely Po	oor, -1 Very Poo	or, -1/2 Poor, 0 (Carrect, +1/2 Go	ood, +1 Very God	od, +1 1/2 Exce	ellent		10 POINT PENALTY	PENALTY TOTAL	1 12	OFF PATTERN
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SHOW:	CHILTON	mode
CLASS:	154	

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1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty 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 Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position.
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

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

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

- Breaking pattern
- inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
 Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

	laneuver D	Tie-Breaker Description	300 2	Each hors -111 2 2 000 0	se/rider team is 1/2 Extremely Po 3 Storp	scored between or, -1 Very Poo 4	MANUEVE n 0-100 points a or, -1/2 Poor, 0 0 5	and automatical Correct, ÷1/2 Go 6	y begins the run ood, +1 Very Go 7	n with a score of od. +1,1/2 Exce 8	70 points Hent 9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
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#139		MANEUVEI	R SCORES: - 1	1/2 Extremely Po	oor, - 1 Very Po	or, - 1/2 Poor,	0 Correct, + 1,	/2 Good. + 1 Ver	v Goód. + 1 1/2	Fycallant		
#131		MANEUVER DESCRIPTION	4SL	4SR	3CR OoO	3CL OoO	LRB	RRB	S & B	CACCHETT]	
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AMERICAN QUARTER HQRSE ASSOCIATION

	. Fr	MANEUVE	R SCORES: - 1	1/2 Extremely Po	or, - 1 Very Pe	oor, - 1/2 Poor,	. 0 Correct. + 1.	/2 Good. + 1 Ven	4 Good + 1 1/2 5	unalia aa		
# 142	N Youth	MANEUVER DESCRIPTION	4SL	4SR	3CR OoQ	3CL 0o0	LRB	RRB	5 & B	xcellent	7	
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AMERICAN QUARTER HQRSE ASSOCIATION

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# 147	* v -	DESCRIPTION	600	000	RRB	LRB	S&B	4SR	4SL			
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3	174	SCORE	0	-1/2	-1/2	-1/2	-1/2	0	0			68
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DRAW	EXHB#	PENALTY									→	
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SHOW:		. <u></u>
CLASS:	# 152	youth
DATE:	11.	0

1/2 Point	Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty 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 Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

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

10 Point Penalty:

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

w/o	#		MANUEVER SCORES 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 Poor1 Very Poor1/2 Poor. 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											Z		
			1	2 -1	1/2 Extremely P	oor, -1 Very Poo	r1/2 Poor, 0	Correct, +1/2 Go	od, +1 Very Go 7	ood, +1 1/2 Exc	ellent 9	10		 	뿚	
	Т	ie-Breaker	300	301								10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
	Maneuver D	escription	000	000	Stop	31(25)	Stop	34251	S+B				1 _	_		8
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<u>~</u>	100	CONTENT	-1/2	-0	1/2	-1/2	= 1/2	0	0.			<u> </u>			20-	
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2	169	CONTENT	+1/2	+1/2	9	+/2	-+ <i>0</i>	+1/2-	-+/2-						72%	
a serva		PENALTY				ορ		92	**-	***						
3	171	CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	0		- ***				68	OP
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SHOW:			
CLASS:	#154	open	
DATE:	6/19/20		

1/2	Po	int	Pen	alt	ies:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the walt or fence when approaching a stop and/or rollback
- · Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

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

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

- Breaking pattern
- inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	١			MANUEVER SCORES /												
W/O	#		<u> </u>	-1	1/2 Extremely Po	fer team is scored between 0-100 points and automatically begins the run with a score of 70 points tremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent						<u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u> <u></u>	یہ ۓ	·щ	ERN	
 	1	l lie-Breaker	1	2	3	4	5	6	7_	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Katter