

AQHA


PATTERN CLASS SCORE SHEET

41200

AMERICAN QUARTER HORSE ASSOCIATION

Circle Division
 Youth Walk Trot Youth Level 1 Youth 13 < Youth 14-18
 Amateur Walk Trot Amateur Level 1 Amateur Select Amateur

Circle Class
 Showmanship Horsemanship
 Equitation

Show: Indian Summers Show
 Date: 25/9/22
 Judge: Palmer
 Signature: 

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

WO	Entry #	Maneuver Description	Circle Division										F&E	Total Penalty	Score	Comments			
			1	2	3	4	5	6	7	8	9	10							
3	31	Walk																	
		Trot																	
		STOP 360°																	
		Back																	
		180°																	
		Trot																	
		Walk to Judge																	
		STOP's set up																	
		Supertrot																	
		90° walk																	
			70	70	70	70	70	70	70	70	70	70	70	70	70	70	70	70	70
Penalty	Maneuver																		
Penalty	Maneuver																		
Penalty	Maneuver																		
Penalty	Maneuver																		
Penalty	Maneuver																		

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (0-2)
 For more information on how exhibitors are scored visit www.aqhauniversity.com



AMERICAN QUARTER HORSE ASSOCIATION

PATTERN CLASS SCORE SHEET

Circle Division

YOUTH

Circle Class

Youth Walk/Trot Youth Level 1 Youth 13 < Youth 14-18

Showmanship

Horseshanship

Amateur Walk/Trot Amateur Level 1 Amateur Select Amateur

Equitation

Show: Indian Summer Show
Date: 05/26/2021
Judge: HELENA HOWELL
Signature: [Signature]

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

WO	Entry #	Maneuver Description										F&E	Total Penalty	Score	Comments		
		1	2	3	4	5	6	7	8	9	10						
13	Penalty	Walk	Trot	STOP 360°	Back	180°	Trot	Walk to Judge	STOP set up	Inspect to go.							
		Maneuver		+1/2	-1	+1	0	0	-3	0	0	0	2		OP		
	Penalty																
	Maneuver																