

AQHA RANCH TRAIL

Date:	11/10/25	
Show:	WCR 25	
Class:	Beginnes	
Judge:	Leta Bassacrets	•

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 For more information on how classes are judged visit warm ask

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

WO E	ntry #		FOR MORE INFORMATION ON HOW Classes are judge 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	Nunivers 9 9	Off Pattern	
MANEUVER DESCRIPTION MANEUVER		Job-	WALK 2	Artilys 3	PICKUD	G-ATE	LOPE-	ROPE	WALK	1	Natura orse A _l	enali	သိ	Off P	
	128	PENALTY	7,	~		414-1	3	0	/	8	9	Ť	<u></u>	1000	
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	-1	+1/2	0	+1/2				71 1/2	
		PENALTY	1				65 OP	2.	<i>y</i>						
2	118	MANEUVER SCORE	0	0	0	-1	-11/2	-11/2	-11/2	-1/2			11	53	-1
		PENALTY	1					jeg :							
3	109	MANEUVER SCORE	+1/2	+1/2	0	0	0	0	-1	0			e e	69	
4	132	PENALTY MANEUVER													
-		SCORE	+1/2	+1/2	0	+1/2	+1/2	0	-1/2	+1/2				72	
		PENALTY									***************************************				
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Judge's Signature:	300ggc	6
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