

**Judge:**

**Tim Finkenbinder**

**Ranch Score Sheets**

**H**unt  
**C**ounty  
**H**orseman's  
**A**ssociation



**RANCH TRAIL**

13

SHOW: HCHA

CLASS: #9 Ranch Trail - Open

DATE: May 13 & 14, 2022

- 1. Post Penalties:**
- Clear order (per measured)
  - Out of frame (per measured)
  - Both Mt. Side or stepping on stop, back, plant or any component of the obstacle
  - Injured or break of gait at walk or trot for two strides or less
  - Both lead or hind feet in a single stride speak to a walk or trot
  - Slipping over or falling or stepping into required space
  - Incorrect number of strides, if specified
  - One or two steps on inside/turn or over ground to avoid shifting to desired
  - Spit leg in rope over
- 2. Post Penalties:**
- Wrong lead or out of lead
  - Strapped reins
  - Break or gal at stop
  - Break of gait at walk or trot for more than two (2) strides
  - Three to five steps on inside/turn or over ground to

- 3. Post Penalties:**
- Spurring in front of walk
  - Excess disobedience
  - Use of either hand to reach back/past
  - Knocking over, stepping out of, or falling off of an obstacle
  - Dropping an object required to be carried
  - 1st or 2nd cumulative refusal
  - Letting go of girth
  - Use of one clean on mouth/turnout or ground tie
- 3. Post Penalties:**
- Unatured Ranch Horse Appearance (Horse's tail is open and consistently carried in an unnatural manner in every movement)

- 5.5-6.5 Other (P):** (cannot speak above others who compete unless correctly)
- Breaking pattern
  - 2nd refusal
  - Repeated blatant disobedience
  - Failure to duty and remain quiet during the flag
  - Use of two hands (except in matter of maintenance)
  - More than one finger between upper and/or lower fingers between normal ribs
- Disqualification (DQ):**
- Abuse
  - Lateness
  - Disrespect or misconduct
  - Illegal equipment
  - Fail at horse/hor
  - Infringe western attire
  - Leaving arena before pattern is complete

**OBSTACLE SCORES**

Each obstacle worth a total between 0-20 points (0=did not do it/ability negative or with a score of 70 points  
+100 (Emergency Stop), +7 (Very Poor), +10 (Poor), 0 (Correct), +10 (Good), +11 (Very Good), +13 (Excellent)

NO.	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
		To-Breaker															
		Obstacle Description	1st	Loop	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th			
	128	Penalty		+1-1													
		Correct	0	1/2	0	0	0	0	0	1/2	0	+1	1/2		3	68.5	(1)
			70.5														
	204	Penalty										-1					
		Correct	1/2	1/2	+1	1/2	1/2	+1	1/2	1/2	0	0	0		-1	73	no circ
			70.5														
	128	Penalty		-3-1								-1					
		Correct	0	1/2	0	0	0	0	0	0	0	+1	0		-5	65.5	(1)
			65.5														
	100	Penalty		(up) 1						-1		-5-1					
		Correct	0	1/2	-1	-1	1/2	1/2	-1	1/2	-1	-1	1/2		-7	62	No Loop
			65.5														
	215	Penalty								-1-1							
		Correct	0	1/2	0	0	0	0	1/2	0	1/2	1/2	1/2		-2	67.5	(2)
			70.5														
	214	Penalty		-3-1													
		Correct	0	1/2	0	0	0	0	1/2	0	0	1/2	1/2		4	66	held rope
			65.5														
	184	Penalty		-1													
		Correct	1/2	1/2	1/2	0	1/2	1/2	0	1/2	0	1/2	-1	0	-1	71	no rally
			70.5														
	2020	Penalty		-1													
		Correct	0	0	0	0	1/2	0	0	1/2	+1	0			1	71	(1)
			69														
			69.5														
			70														
			71														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE

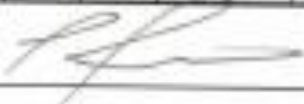
**RANCH TRAIL**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>One or both feet (per maneuver)</li> <li>Out of frame (per maneuver)</li> <li>Reach to, hit, or stepping on a log, cone, plank or any component of the obstacle</li> <li>Incorrect or break of gait at walk or trot for two strokes or less</li> <li>Both front or hind feet in a single wide space at a walk or trot</li> <li>Slipping over or falling to stay into required space</li> <li>Incorrect number of strokes, if specified</li> <li>One or two steps on roundabout and/or ground be cleared (walking to balance)</li> <li>Split leg in type over</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>Wrong lead or out of lead</li> <li>Dropped reins</li> <li>Break of gait at logs</li> <li>Break of gait at walk or trot for more than two (2) strokes</li> <li>Three to four steps on roundabout and/or ground be</li> </ul>	<p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>Spurring or flogging of ends</li> <li>Excess deceleration</li> <li>Use of either hand to walk backwards</li> <li>Knocking over, stepping out of, or falling off of an obstacle</li> <li>Stepping an object required to be carried</li> <li>Hit or hit successive object</li> <li>Leading go-if gate</li> <li>Control horse on roundabout or ground be</li> </ul> <p><b>30 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>Unnatural Ranch Horse Appearance (horse's tail is elevated and consistently carried in an unnatural manner in every maneuver)</li> </ul>	<p><b>Obstacles (O):</b> Cannot allow other riders who consider others correctly</p> <ul style="list-style-type: none"> <li>Breaking pattern</li> <li>Do retreat</li> <li>Repeated talent deficiencies</li> <li>Failure to fully and evenly adjust during the frog</li> <li>Use of the hands (except in stalls of or between)</li> <li>More than one finger between split bars or any fingers between round ends</li> </ul> <p><b>Obstacle Situation (OS):</b></p> <ul style="list-style-type: none"> <li>Blouse</li> <li>Lantern</li> <li>Obstacle or misconduct</li> <li>Legal equipment</li> <li>Fall of horse/ rider</li> <li>Improper motion after</li> <li>Leading area before pattern is complete</li> </ul>
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**OBSTACLE SCORES**

Each maneuver seen is scored between 0-100 points and is automatically legged to the left with a score of 10 points  
 \* 100 Correctly Done, \* 75 Very Good, \* 50 Good, \* 25 Fair, \* 10 Poor, \* 0 Very Poor, \* 100 Excellent

NO	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	DEF. PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		To-Breaker														
		Obstacle Description	W/C	Log	Tree	Gate	Gate	W/C	OS	Long Log	Split					
194		Penalty		-3												
		Correct	0	-1	0	-1/2	0	-1/2	0	0	+1	0		-3	64	①
				64		63.5		63		64						
577		Penalty		-1												
		Correct	1/2	-1/2	0	0	0	0	0	1/2	1/2	1/2		-2	62.5	②
				62		62		62.5		62.5	62.5	62.5				
189		Penalty		-1	-1											
		Correct	0	0	-1	0	-1	0	-1/2	0	0	0		-2	65.5	③
				62	62		62		62.5							
199		Penalty		-3					-1							
		Correct	0	-1	-1/2	0	-1/2	-1/2	0	0	0	0		-4	61.5	④
				64	62.5		62	61.5								
		Penalty														
		Correct														
		Penalty														
		Correct														
		Penalty														
		Correct														



## AQHA RANCH RIDING

SHOW: Hurt County Horseman Association

CLASS: 10 Wk Trot Lead Riding Open

DATE: May 13 & 14, 2022

**1 Point Penalty:**

- One (1) strike (per maneuver)
- One (1) strike (per maneuver)
- Two (2) strikes (per gallop)
- Strike at gallop or trot or lead for two (2) strikes or less

**2 Point Penalty:**

- Wrong lead or out of lead
- One (1) strike (per maneuver)
- Break of gait at trot
- Break of gait at walk or lead for more than two (2) strikes
- Out of lead or miscounting more than two (2) strikes when changing leads
- Trotting more than three (3) strikes when making a simple lead change
- Severe or multiple of any mistake

**3 Point Penalty:**

- Repeat disobedience (pins, stirr, back, rear, etc.) for each infraction

**10 Point Penalty:**

- Unusual Form / Horse Appearance (3 horses) all individuals who consistently perform in an unusual manner (3 extra maneuvers)

**10 Point Penalty (OP):** Cannot place above others who complete pattern correctly.

- Obsolete maneuver
- Incomplete maneuver
- Use of two hands (except joint and level 1 knees) shown in a traffic (backhand), more than one finger between girth and/or girth fingers between (total) wire clipped in the toe-heel.

**Classification (CC):**

- Right document including lead book, branded or banded manes, or tail extensions
- AQHA Name
- Major disobedience in schooling
- Lameness

**MANEUVER SCORES**

(Left-handed term is considered a 10 point maneuver unless begins the term with a score of 10 points  
 \* 10 (10) = 10, 11 (11) = 11, 12 (12) = 12, 13 (13) = 13, 14 (14) = 14, 15 (15) = 15, 16 (16) = 16, 17 (17) = 17, 18 (18) = 18, 19 (19) = 19, 20 (20) = 20

WD	#	Maneuver Description	Maneuver Scores															10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF FAULTS		
			Wk	Trot	Trot	Trot	Trot	Trot	Trot	Trot	Trot	Trot	Trot	Trot	Trot	Trot	Trot						
		Maneuver	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15						
	108	TROT																					
	108	LEAD	0	+1/2	+1/2	0	0	+1/2	+1/2	0											72	2	
			71			75			72														
	109	TROT							-1-1														
	109	LEAD	0	0	-1/2	+1/2	-1/2	-1/2	-1/2	0											2	6	
			69.5			70			69.5			69			66.5								
	110	TROT							-1														
	110	LEAD	0	-1	-1	-1	-1	-1	-1	-1											1	6	
			68			68			63.5														
	128	TROT																					
	128	LEAD	0	0	-1/2	0	-1/2	-1/2	-1/2	0												68	
			67.5			68			68.5			68											
	102	TROT																					
	102	LEAD	0	+1/2	-1/2	-1/2	-1	-1/2	+1/2	-1/2												67	
			67			68.5			67.5			67											
	113	TROT																					
	113	LEAD	0	0	0	0	0	0	0	0												0	
	114	TROT																					
	114	LEAD	0	-1/2	-1/2	-1	0	0	+1/2	0												68.5	
			67			68			68.5														
	116	TROT																					
	116	LEAD	0	+1/2	+1/2	0	0	0	0	0												71	
			71																				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

**1. Foot Penalties:**

- Disobedient (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait or walk or trot for less (2) strikes or less

**2. Foot Penalties:**

- Wrong lead or out of lead
- Clipped into (per maneuver)
- Break of gait at top
- Break of gait or walk or trot for more than two (2) strikes
- Out of position or cross-containing more than two (2) strikes when changing leads
- Telling more than three (3) strikes when making a simple lead change
- Devise or disturbance of any device

**3. Foot Penalties:**

- Feet not checked once (kick, file, buck, rear, etc.) for each manual

**10. Foot Penalty:**

- Structural Horse/Horse Appearance (Horse's tail subsides and immediately comes in an unusual manner in any maneuver)

**11. Pattern (PP):** Cannot allow other riders who complete pattern correctly:

- Obstructive maneuver
- Incomplete maneuver
- Use of feet hands (except prior and level 1 horses allowed in a walk-off/hackermore), more than one finger extended left and/or any fingers between (total) with (except in the severity)

**Equipment (EQ):**

- Illegal equipment including lead block, braked or banded reins, or tail extensions
- WHA Abuse
- Major disobedience or interfering
- Lameness

WFO	#	MANEUVER SCORES															50 POINT PENALTY	PENALTY TOTAL	SCORE	OFF RATION
		W/L	Ext Trot	Ext Trot	Ext Trot	Ext Trot	660 L	Ext Trot	Ext Trot	Ext Trot	Ext Trot	Ext Trot	Ext Trot	Ext Trot	Ext Trot	Ext Trot				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15				
	113							-1												
		0	-1/2	-1/2	-1	-1/2	0	-1/2	0									-2	65	(F)
		68			63			65												
	28							-1												
		1/2	1/2	0	0	0	0	1/2	0									-1	65	(F)
		65			71			67.5												
	78																			
		0	1/2	1/2	0	0	1/2	1/2	0										72	(F)
		71			73			72												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

## AQHA RANCH RIDING - Pattern 1

①

SHOW: Hunt County Horseman Association

CLASS: *R. Nov Am*

DATE: May 13 & 14, 2022

**1 Point Penalty:**

- One-handed (per maneuver)
- Out of frame (per maneuver)
- Top-line (per gait)
- Break of gait at walk or trot for two (2) strides or less

**2 Point Penalty:**

- Wrong lead or set of feet
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of feet or grab-containing more than two (2) strides when changing leads
- Failing more than three (3) strides when making a simplified change
- Severe or disturbance of any obstacle

**3 Point Penalty:**

- Worst dismounts (walk, lope, buck, rear, etc.) for each official

**10 Point Penalty:**

- Unintentional hand force Application (friction) to obvious and noticeably carried in an unusual manner in every maneuver

**20 Point (DP) - Cannot allow when others who complete pattern correctly:**

- Incomplete maneuver
- Incomplete maneuver
- One of feet lands (except jump and level 7 fences shown in a small to medium) more than one finger between split rails or any fingers between central wire (except in the low-sets)

**Disqualification (DQ):**

- Illegal equipment including mud block, blanket or banded mane, or tail extensions
- Wild Horses
- Player disobedience or cheating
- Lameness

W/O	#	MANEUVER DESCRIPTION	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERNS	
			W	T	Lo	Co	Li	Di	Ri	Lo L (RL)	Colet	Lo T	W/Os	SWR					
			1	2	3	4	5	6	7	8	9	10	11	12					
	492	MANEUVER	0	0	0	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1				-1	1	64	
			64.5 63 63 63.5 61 66 64																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

**1 Point Penalties:**

- One-handed (per maneuver)
- Out of frame (per maneuver)
- Two-hits (per gate)
- Break of gait at walk or trot for two (2) strides or less

**2 Point Penalties:**

- Wrong lead or out of lead
- Dropped 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
- Stops or disturbance of any stride

**3 Point Penalties:**

- Excess disobedience (kick, bite, back, rear, etc.) for each wheel

**10 Point Penalty:**

- Structural Faults: Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver

**Disqualification (DQ):** Cannot allow others who complete pattern correctly:

- Eliminate maneuver
- Incomplete maneuver
- Use of two hands (except prior and/or final 1 hand shown in a snaffle bit bridleman's, more than one finger between split bars of any bit/s or between snaffle bars (snaffle in the two-bit)

**Disqualification (DQ):**

- Repeat maneuvers including nod, blink, loaded or banded nocks, or tail whiskers
- WHSI Rules
- Major disturbances or schooling
- Lameness

WD	#	MANEUVER SCORES												SE POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		W	W <sub>1/2</sub>	T	Lo	Lo <sub>1/2</sub>	Lo <sub>3/4</sub>	Lo <sub>1</sub>	Lo <sub>1 1/2</sub>	Lo <sub>2</sub>	Lo <sub>2 1/2</sub>	Lo <sub>3</sub>	Lo <sub>3 1/2</sub>				
		1	2	3	4	5	6	7	8	9	10	11	12				
200			-1														
		WHSI	1/2	0	0	1/2	0	0	1/2	0	1/2	0	1/2	1/2		-1	72
			67.5		70			70.5		71		71.5	72				
188																	
		WHSI	0	1/2	1/2	0	0	0	0	1/2	0	1/2	0				7
			70.5	70						70.5		71					
205					-1	-1			-1								
		WHSI	0	0	0	-1	-1	0	0	-1/2	0	-1/2	-1/2	-1		-8	57.5
					68	66			68.5		69	67.5	67.5				
139			-1														
		WHSI	0	-1/2	-1/2	-1/2	0	0	0	0	0	0	0			-1	67.5
			68	67.5													
577			-1-1														
		WHSI	0	0	0	0	-1	-1	0	-1/2	1/2	-1/2	0	-1		-2	64.5
			68			67	66		66.5	66	66.5	66.5	66.5				
200			-1														
		WHSI	0	0	0	1/2	0	0	0	1/2	0	0	0			-1	70
			67		68.5					70							
214			-1														
		WHSI	0	-1/2	0	-1/2	-1/2	-1	0	-1/2	0	-1/2	0	0		-1	65
			68.5		68	67.5	66.5	66.5		66		65.5					
89			-1-1														
		WHSI	0	-1/2	0	-1/2	0	0	0	1/2	0	1/2	-1/2			-2	67.5
			67.5		67					67.5		68	67.5				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

## AQHA RANCH RIDING - Pattern 6

<p><b>I Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Out of lead (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per gait)</li> <li>- Break of gait or walk or trot for less (2) strikes or less</li> </ul> <p><b>II Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Dropped reins (per maneuver)</li> <li>- Break of gait or stop</li> <li>- Break of gait or walk or trot for more than two (2) strikes</li> <li>- Out of lead or cross-cantering more than two (2) strikes when changing leads</li> <li>- Trotting more than three (3) strikes when making a single lead change</li> <li>- Reverses or disturbances of any distance</li> </ul> <p><b>III Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Steers or disobedience - (kick, bite, buck, rear, etc.) for each infraction</li> </ul>	<p><b>IV Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Stance - Horse Appearance - If horse's tail is drooped and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>OR- Pattern KOP: - Cannot stand above other's who completes pattern correctly.</b></p> <ul style="list-style-type: none"> <li>- Incomplete maneuver</li> <li>- Incomplete maneuver</li> <li>- Use of two hands (except jump and level) - Horses shown in a snaffle (with hackamore), must have one finger between both reins or any fingers between normal reins (except in the slow ride)</li> </ul> <p><b>Qualification (Q):</b></p> <ul style="list-style-type: none"> <li>- Regal equipment including head blocks, braided or beaded manes, or tail extensions</li> <li>- Saddle shoes</li> <li>- Major disobedience or schooling</li> <li>- Lameness</li> </ul>
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MANEUVR	#	MANEUVR SCORES												15 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		W	WT	SL	SL (SL)	T	R (T OR M)	W	T	D/T	LL	SAB	SPR				
		1	2	3	4	5	6	7	8	9	10	11	12				
216		0	1/2	0	1/2	0	1/2	0	0	1/2	-1/2	-1/2	1/2		-1	69.5	3
		70.5				67.5				70				67.5	67.5		

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: 



<p><b>1 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>Over/under (per maneuver)</li> <li>Out of frame (per maneuver)</li> <li>Top down (per gait)</li> <li>Break of gait at walk or trot for two (2) strides or less</li> </ul> <p><b>2 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>Wrong lead or out of lead</li> <li>Dropped reins (per maneuver)</li> <li>Break of gait at lope</li> <li>Break of gait at walk or trot for more than two (2) strides</li> <li>Out of lead or cross-cantering more than two (2) strides when changing leads</li> <li>Trotting more than three (3) strides when making a simple lead change</li> <li>Reversal or disturbance of any obstacle</li> </ul> <p><b>3 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>Blatant disobedience (kick, bite, buck, rear, etc.) for each offense</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>Unsound Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an artificial manner 2 days minimum)</li> </ul> <p><b>20 Point (20%) Cannot place above others who complete pattern correctly:</b></p> <ul style="list-style-type: none"> <li>Disobeying maneuver</li> <li>Incomplete maneuver</li> <li>Use of facilities (except prior and/or 1 horse shown in a traffic bottleneck), more than one finger between split wire or any fingers between normal wire (placed in the low wire)</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>Steps including including hoof block, loaded or loaded manes, or tail extensions</li> <li>WRU Abuse</li> <li>Major disturbances or interfering</li> <li>Lateness</li> </ul>
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W/O #	M	MANEUVER SCORES												SE POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
		W	WT	KL	TrL (PL)	T	L (1/2 R)	W	T	TrT	LL	MR	SR							
		1	2	3	4	5	6	7	8	9	10	11	12							
	109																75	②		
				1/2	0	0	0	0	0	1/2	0	1/2	0							
				70.5					71			71.5								
①	200		-1														-1	73.5	①	
			1/2	0	1/2	1/2	0	1/2	1/2	1/2	1/2	1/2	1/2	0						
				70.5					71			71.5								
③	216																	71	③	
			0	1/2	0	0	0	1/2	0	0	1/2	0	-1/2	0						
				70.5					71			71.5								
② Q	109																	73		
			0	1/2	0	1/2	0	0	1/2	0	1/2	0	1/2	1/2						
				70.5					71			71.5								
	214		-1															-1	65.5	⑤
			0	1/2	1/2	1/2	-1/2	-1	0	0	0	0	-1/2	0						
				68.5					67			66								
	188		-1															-1	67	④
			0	1/2	0	0	0	-1/2	0	0	0	0	-1/2	-1/2						
				68.5					68			67.5								
③	K/S		-1															-4	64.5	⑥
			0	0	0	-1/2	0	0	0	0	-1/2	0	-1/2	0						
				67					67			67.5								
⑤	118		-1															4	64	⑦
			0	1/2	0	0	0	0	0	0	0	-1	0	-1/2						
				68.5					67.5			67								

JUDGE'S NAME (PRINTED)

JUDGE'S SIGNATURE