



SHOW:	Fall Classic # 3
CLASS:	400 All Breed
DATE:	9 / 11 / 22
Off-Pattern (OP):	Cannot place above others who complete pattern correctly
	- Breaking pattern
	- 3rd refusal
	- Repeated blatant disobedience
	- Failure to dally and remain dalled during the drag
	- Use of two hands (except in snaffle bit or hackamore)
	- More than one finger between spilt reins or any fingers between normal reins
Disqualification (DQ):	
	- Abuse
	- Lameness
	- Disrespect or misconduct
	- Illegal equipment
	- Fall of horse/rider
	- Improper western attire
	- Leaving arena before pattern is complete

[illegible]



SHOW:	Fall Classic #3
CLASS:	400 All breed
DATE:	9 / 11 / 22
Off-Pattern (OP):	Cannot place above others who complete pattern correctly
	- Breaking pattern
	- 3rd refusal
	- Repeated blatant disobedience
	- Failure to dally and remain dalled during the drag
	- Use of two hands (except in snaffle bit or hackamore)
	- More than one finger between split reins or any fingers between romal reins
Disqualification (DQ):	
	- Abuse
	- Lameness
	- Disrespect or misconduct
	- Illegal equipment
	- Fall of horse/rider
	- Improper western attire
	- Leaving arena before pattern is complete

W/O		#	OBSTACLE SCORES										OFF PATTERN	
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1/12 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											
			OBSTACLE DESCRIPTION										SCORE	
			Tie-Breaker										10 POINT PENALTY	
			Obstacle Description										PENALTY TOTAL	
			PENALTY										6	
			CONTENT										63 1/2	
			9											
			1											
			2											
			3											
			4											
			5											
			6											
			7											
			8											
			9											
			10											
			11											
			12											
			13											
			14											
			15											
			16											
			17											
			18											
			19											
			20											
			21											
			22											
			23											
			24											
			25											
			26											
			27											
			28											
			29											
			30											
			31											
			32											
			33											
			34											
			35											
			36											
			37											
			38											
			39											
			40											
			41											
			42											
			43											
			44											
			45											
			46											
			47											
			48											
			49											
			50											
			51											
			52											
			53											
			54											
			55											
			56											
			57											
			58											
			59											
			60											
			61											
			62											
			63											
			64											
			65											
			66											
			67											
			68											
			69											
			70											
			71											
			72											
			73											
			74											
			75											
			76											
			77											
			78											
			79											
			80											
			81											
			82											
			83											
			84											
			85											
			86											
			87											
			88											
			89											
			90											
			91											
			92											
			93											
			94											
			95											
			96											
			97											
			98											
			99											
			100											

1
5
4
7
2
4
3

NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE





VERSATILITY RANCH HORSE - TRAIL

SHOW: Fall Steeple Chase #3
CLASS: 403 Ama
DATE: 9/11/22

- 1 Point Penalties:**
- Over-thrilled (per maneuver)
 - Out of frame (per maneuver)
 - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
 - Incorrect or break of gait at walk or trot for two strides or less
 - Both front or hind feet in a single-stride space at a walk or trot
 - Skipping over or failing to step into required space
 - Incorrect number of strides, if specified
 - One or two steps on mount/dismount on or ground tie (except shifting to balance)
 - Split log in rope over
- 3 Point Penalties:**
- Wrong lead or out of lead
 - Draped reins
 - Break of gait at lope
 - Break of gait at walk or trot for more than two (2) strides
 - Three to four steps on mount/dismount on ground tie

- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
 - 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 gait
 - 5 or more steps on mount/dismount or ground tie
- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- Disqualification (DQ):**
- Abuse
 - Lameness
 - Disrespect or misconduct
 - Illegal equipment
 - Fall of horse/rider
 - Improper western attire
 - Leaving arena before pattern is complete

- Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Breaking pattern
 - 3rd refusal
 - Repeated blatant disobedience
 - Failure to dally and remain dalled during the drag
 - Use of two hands (except in snaffle bit or hackamore)
 - More than one finger between split reins or any fingers between roman reins

W/O	#	Obstacle Description	Tie-Breaker	10 POINT PENALTY	SCORE	OFF PATTERN
1	205	112	112	112	3	112
2	210	112	112	112	1	112
3	207	112	112	112	5	112
4	232	112	112	112	2	112
5	214	112	112	112	8	112
6	213	112	112	112	1	112
7	224	112	112	112	1	112
8	252	112	112	112	3	112

W/O	#	Obstacle Description	Tie-Breaker	10 POINT PENALTY	SCORE	OFF PATTERN
1	205	112	112	112	3	112
2	210	112	112	112	1	112
3	207	112	112	112	5	112
4	232	112	112	112	2	112
5	214	112	112	112	8	112
6	213	112	112	112	1	112
7	224	112	112	112	1	112
8	252	112	112	112	3	112

JUDGE'S NAME (PRINTED): Darrin
JUDGE'S SIGNATURE: [Signature]



JUDGE'S NAME (PRINTED):

	
RANCH TRAIL	
SHOW:	
CLASS:	Youth
DATE:	9/11/22

[illegible]



SHOW: Fall Classic #3
CLASS: 407 SR
DATE: 9 / 11 / 22

- 1 Point Penalties:**
- Over-thrilled (per maneuver)
 - Out of frame (per maneuver)
 - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
 - Incorrect or break of gait at walk or trot for two strides or less
 - Both front or hind feet in a single-stride space at a walk or trot
 - Skipping over or falling to step into required space
 - Incorrect number of strides, if specified
 - One or two steps on mound/dismount on/or ground tie (except shifting to balance)
 - Split log in rope over
- 3 Point Penalties:**
- Wrong lead or out of lead
 - Draped reins
 - Break of gait at lope
 - Break of gait at walk or trot for more than two (2) strides
 - Three to four steps on mound/dismount on ground tie

- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
 - 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 gate
 - 5 or more steps on mound/dismount or ground tie
- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

- Disqualification (DQ):**
- Abuse
 - Lameness
 - Disrespect or misconduct
 - Illegal equipment
 - Fall of horse/rider
 - Improper western attire
 - Leaving arena before pattern is complete
- Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Breaking pattern
 - 3rd refusal
 - Repeated blatant disobedience
 - Failure to daily and remain dailied during the drag
 - Use of two hands (except in snaffle bit or hackamore)
 - More than one finger between split reins or any fingers between roman reins

W/O	#	Tie-Breaker	Obstacle Description	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
				1	2	3	4	5	6	7	8	9	10				
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																	
			24 drop														
			log bridge														
			crate back														
			log														
			CL														
			2L														
			dog strip														
			5R														
			180R														
			4H gate														
				1													

JUDGE'S NAME (PRINTED): Davis

JUDGE'S SIGNATURE: [Signature]

VERSATILITY RANCH HORSE - RANCH RIDING

DATE: 9 / 11 / 22
CLASS: 410 VRA Youth
SHOW: Fall Show #3

- 1 Point Penalties:
 - Over-birdied (per maneuver)
 - Out of frame (per maneuver)
 - Too slow (per maneuver)
 - Break of gait at walk
 - Break of gait at walk or trot for two (2) strides or less
- 3 Point Penalties:
 - Wrong lead or out of lead
 - Draped reins
 - 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 strides w
 - Trotting more than three strides when making a simple
- 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 carries in every maneuver)
- Off-Pattern (OP): Cannot place above others who complete pattern correctly:**
 - Breaking pattern
 - 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
- Disqualification (DQ):**
 - Abuse
 - Lameness
 - Disrespect or misconduct
 - Fall of horse/rider
 - Improper western attire
 - Leaving arena before pattern is complete

#	W/O	MANEUVER 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 Poor, -1 Very Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent					
		Tie-Breaker					
		Maneuver Description	walk L	cyl L	trot	S+L	EX ^{walk}
		PENALTY					1
		CONTENT	0	+1/2	+1/2	0	-1/2
1	235						
		10 POINT PENALTY					
		PENALTY TOTAL					
		SCORE					
		OFF PATTERN					

[illegible]

JUDGE'S NAME (PRINTED): David

JUDGE'S SIGNATURE:

97 Davis

143

1 Point Penalties: - Over-bid/d (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Break of gait at walk or trot for two (2) strides or less	3 Point Penalties: - Wrong lead or out of lead - Draped reins - 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 strides when changing leads - Trotting more than three strides when making a simple lead change
10 Point Penalty: Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)	5 Point Penalties: - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise
Off-Pattern (OP): Cannot place above others who complete pattern correctly: - Breaking pattern - 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	Disqualification (DQ): - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete

SHOW: Fall Classic #3	CLASS: 411 VRH	DATE: 9 / 11 / 22
-----------------------	----------------	-------------------





VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Fall Classic H3
CLASS:	408 All breed
DATE:	9 / 11 / 22

10 Point Penalties: - 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: - 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 Disqualification (DQ): - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete	3 Point Penalties: - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at trot for more than two (2) strides - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change 5 Point Penalties: - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise
--	--

W/O	#	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
1	241	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
2	213	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
3	254	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
4	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
5	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
6	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
7	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
8	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
9	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
10	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
11	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
12	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
13	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
14	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
15	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
16	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
17	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
18	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
19	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
20	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
21	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
22	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
23	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
24	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
25	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
26	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
27	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
28	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
29	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
30	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
31	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
32	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
33	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
34	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
35	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
36	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
37	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
38	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
39	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
40	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
41	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
42	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
43	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
44	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
45	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
46	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
47	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
48	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
49	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
50	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
51	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
52	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
53	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
54	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
55	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
56	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
57	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
58	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
59	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
60	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
61	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
62	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
63	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
64	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
65	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
66	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
67	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
68	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
69	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
70	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
71	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
72	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
73	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
74	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
75	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
76	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
77	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
78	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
79	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
80	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
81	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
82	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
83	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
84	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
85	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
86	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
87	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
88	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
89	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
90	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
91	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
92	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
93	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
94	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
95	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
96	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
97	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
98	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
99	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN
100	212	Maneuver Description	10 POINT PENALTY	SCORE	OFF PATTERN

JUDGE'S NAME (PRINTED):	David
JUDGE'S SIGNATURE:	[Signature]

AQHA RANCH RIDING - Pattern 3

:MOHS

CLASS: 7220 All breed

DATE: 9 / 10 / 22

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 disturbances 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:

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

Each horse/order team is scored between 0-100 points and automatically begins the run with a score of 70 points

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

SHOW: Fall Classic
CLASS: 229 LT open
DATE: 9/10/22

1 Point Penalties:	3 Point Penalties:	5 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	- 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	Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

10 Point Penalties:	Disqualification (DQ):	Off-Pattern (OP):
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) - 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 low-rein).	- Illegal equipment including hoof black, braided or banded manes, or tail extensions - Willful Abuse - Major disobedience or schooling - Lameness	Cannot place above others who complete pattern correctly.

MANEUVER SCORES	W/O	#
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	Maneuver	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W	1	W, S&B	11		
T	2	S, 360 each way	10		
LL	3	TO's	9		
CL	4	Collect	8		
RL	5	ExT	7		
ExL	6				
	7				
	8				
	9				
	10				
	11				

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

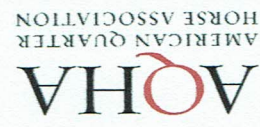
Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

Maneuver	CONTENT	PENALTY
1	1/2	3
2	1/2	
3	1/2	
4	1/2	
5	1/2	
6	1/2	
7	1/2	
8	1/2	
9	1/2	
10	1/2	
11	1/2	

1 Point Penalties:	- Over-dribled (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 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 low-rein).
Disqualification (DQ):	- Illegal equipment including including hoof black, braided or banded manes, or tail extensions - Willful Abuse - Major disobedience or schooling - Lameness



AQHA RANCH RIDING - Pattern 3

SHOW: Fall classic
CLASS: L2 open
DATE: 09/10/22

- 10 Point Penalties:**
- 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 normal reins (except in the low-rein).
- Disqualification (DQ):**
- Illegal equipment including hoof black, braided or banded manes, or tail extensions
 - Willful Abuse
 - Major disobedience or schooling
 - Lameness
- 3 Point Penalties:**
- Break of gait at trot for two (2) strides or less
 - Break of gait at walk or trot for more than two (2) strides
 - 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

MANEUVER SCORES													10 POINT PENALTY TOTAL		OFF PATTERN																
Each horse/ride 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															W/O	#	Maneuver Description	Maneuver	1	2	3	4	5	6	7	8	9	10	11		
															W	T	LL	CL	RL	Ex L	Ex T	Collect	TO's	S, 360 each way	W, S&B						
															CONTENT	PENALTY															
															9	2	0	0	+1/2	0	0	+1/2	0	+1/2	0	+1/2					
															72 1/2																
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															
															CONTENT	PENALTY															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

AQHA RANCH RIDING - Pattern 3

SHOW: fault Circuit

CLASS: 231 LJ & RK youth

DATE: 9 / 10 / 22

:sa

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

es:

- 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

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:

- Eliminate 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 normal 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

[illegible]

AQHA RANCH RIDING - Pattern 3

SHOW: Fan Classic

CLASS:

DATE: _____

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:

- 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 low-rein).

Disqualification (DQ):

- Illegal equipment including hoof black, braided or banded manes, or tail extensions

- Willing to Abuse
- Major disobedience or schooling

5 Point Penalties:

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

5 Point Penalties:

- 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

- Severe or disturbance of any obstacle

MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points

W/O #	#	MANEUVER SCORES													10 POINT PENALTY	SCORE	OFF PATTERN								
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points - 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																							
Maneuver Description		Maneuver	1	2	3	4	5	6	7	8	9	10	11	W, S&B	S, 360 each way	TO's	Collect	Ex T	Ex L	RL	CL	LL	T	W	
1	212	PENALTY						3																	
		CONTENT																							
2	250	PENALTY	1																						
		CONTENT																							
3	224	PENALTY																							
		CONTENT																							
4	205	PENALTY																							
		CONTENT																							
5	201	PENALTY																							
		CONTENT																							

SHOW: Fall Classic
CLASS: JR 235
DATE: 9 / 10 / 22

- 1 Point Penalties:**
- Over-bred (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-centering 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 Penalties:

- 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 low-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 Description	Maneuver
		W	1
		T	2
		LL	3
		CL	4
		RL	5
		Ex L	6
		Ex T	7
		Collect	8
		TO's	9
		S, 360 each way	10
		W, S&B	11

Maneuver	W/O	#	Maneuver Description	Maneuver
1	206		W	1
2	209		T	2
3	231		LL	3
4	201		CL	4
5	221		RL	5
6	202		Ex L	6
7	203		Ex T	7
8	204		Collect	8
9	205		TO's	9
10	206		S, 360 each way	10
11	207		W, S&B	11

JUDGE'S NAME (PRINTED): D. G. W. R. D.
JUDGE'S SIGNATURE: [Signature]

AQHA RANCH RIDING - Pattern 3

SHOW: Fall CLASSIC

CLASS:

DATE: 01 / 10 / 22

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 low-rein).	3 Point Penalties: - Break of gait at walk or trot for two (2) strides or less - Too slow (per gait) - Out of frame (per maneuver) - Over-bridled (per maneuver) 10 Point Penalties: - Wrong lead or out of lead - Draped reins (per maneuver) - Break of gait at lope - Break of gait 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 - Tying - Severe or disturbance of any obstacle 5 Point Penalties: - Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
--	---

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

[illegible][illegible]

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

AQHA RANCH RIDING - Pattern 3

SHOW: Fall Classic

CLASS: 5r 238

DATE: 9/10/22

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:

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

Disqualification (DQ):

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

5 Point Penalties:

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

[illegible]

CLASS: 239 All breed

27.10.1

W/O		#	MANUEVER SCORES									
			-1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent									
Manuever Description		Manuever										
S+B		1										
4L		2										
4 1/2 P		3										
000 P		4										
000 L		5										
PBP		6										
RKL		7										
Step		8										
		9										
PENALTY TOTAL												
SCORE												

[illegible][illegible][illegible][illegible][illegible]

													MANDU			
													PENALTY			

											MANUV.			
											PENALTY			

[illegible][illegible]

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

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

AMERICAN QUARTER
HORSE ASSOCIATION

ΑΙΘΡΑ

SHOW: Fall Classic

SHOW: Fall Classic

DATE: 9 / 10 / 22

David

REINING - Blank

AMERICAN QUARTER
HORSE ASSOCIATION

ΑΙΘΕΡΑ

:MOHS

CLASS:

DATE: 9 / 10 / 11

CLASS: 244 LJ PK Ama

Far Classic

[illegible][illegible]

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

01.12.20

8.2

AMERICAN QUARTER
HORSE ASSOCIATION

SHOW: Fall Classic

CLASS: 248

Select Am

DATE:

9 | 10 | 22

[illegible]

JUDGE'S NAME (PRINTED):

David

JUDGE'S SIGNATURE:

6.2