

HORSE EVALUATION AND SELECTION

Purpose

The purpose of this contest is to stimulate high school agriculture students to learn and study equine science, selection, management, and production.

Objectives

Students completing activities in the State Horse Evaluation and Selection Contest should be able to:

- I. Identify and evaluate all types and/or breeds of horses.
- II. Develop skills in the selection and management of horses.
- III. Identify and evaluate conformation traits and performance of horses.
- IV. Provide a set of oral reasons for placing a halter and performance class of horses.
- V. Develop a proficiency to communicate effectively in the terminology of the equine industry.

Crosswalk with Show Me Standards

Objectives – Students participating in the Career Development Event should be able to:		Show-Me Standards	
		Knowledge Standards (Content Areas)	Performance Standards (Goals)
1.	Identify and evaluate all types and/or breeds of horses.	CA.1, CA.3, CA.4, CA.5, CA.6 SC.3	1.8
2.	Develop skills in the selection and management of horses.		2.1, 2.2
3.	Identify and evaluate conformation traits and performance of horses.		3.1, 3.5
4.	Provide a set of oral reasons for placing a halter and performance class of horses.		4.1, 4.4, 4.8
5.	Develop a proficiency to communicate effectively in the terminology of the equine industry.		

Corresponding Secondary Agriculture Curriculum			
Course and/or Curriculum:	Agricultural Science I	Unit(s):	Equine Science
	Advanced Livestock Production and Management		Unit II – Enterprises, Lesson 6 – Horse Enterprises Unit III – Selection, Lesson 7 – Selecting Horses Unit IV – Breeding, Lesson 6 – Breeding Horses Unit V – Parturition, Lesson 4 – Foaling Unit VI – Animal Health, Lesson 7 – Health Problems in Horses, Lesson 8 – Herd Health for Horses Unit VII – Facilities and Equipment, Lesson 5 – Facilities and Equipment for Horses Unit VIII – Animal Feeding, Lesson 2 – Feeding Livestock and Poultry Unit IX – Herd/Flock Management, Lesson 9 – Management Practices for Horse Production

Event Format

1. The Horse Evaluation CDE consists of four components.
2. Written Exam - The written exam will consist of 50 multiple choice or true/false questions from the test references noted on Page 5 of these guidelines
Time allowed will be approximately one hour.
3. Halter Evaluation Classes –
 - A. Halter Classes (3) may represent the following breeds and types. A breed/gender combination should only be used once as a halter class per contest. **All horses used in a Halter Class are to be of the same gender (all mares OR all geldings).**
 - a. Quarter Horses
 - b. Paint
 - c. Appaloosa
 - d. Morgan
 - e. Arabian
 - f. Foxtrotters
 - g. Thoroughbred
 - h. Saddlebred
 - B. Of the three Halter Classes, two will be stock (quarter) type in breed and the third will be at the discretion of the superintendent. This would include Quarter Horses, Paint horses, Appaloosa, or grade horses that are quarter-type in conformation.
 - C. The remaining Halter Class should be chosen from any other light horse breed listed above, but could also be a stock (quarter) type class if other suitable horses cannot be found.
 - D. It is recommended that horses NOT be duplicated within the halter classes. Example: 4 halter classes would be comprised of 16 different horses. However, halter horses may also be used in performance classes.
4. Performance Evaluation Classes –
 - A. Performance Classes (2) may include:
 - a. Western Pleasure
 - b. Western Riding
 - c. Reining
 - d. English Pleasure (Saddle Seat)
 - e. Hunter Under Saddle (Hunt Seat)
 - f. Ranch Riding
 - g. Showmanship at Halter
 - h. Ranch Trail
 - i. Ranch Rail Pleasure
 - j. Horsemanship
 - k. Trail
 - l. Hunt Seat Equitation
 - m. Hunter Hack

- B. Performance classes will be judged as presented (unsoundness to be penalized accordingly).
- C. American Quarter Horse Association reining patterns one or two will be used in the reining class as located in the AQHA Handbook.
- D. Western Discipline performance classes will consist of stock type horse breeds only. Example: no Arabians in Western Pleasure.
- E. During performance classes, printed copies of the patterns will be provided to students during the CDE. Students will also receive a copy of a scorecard for each performance class.

5. Oral Reasons –

- A. There will be two sets of oral reasons. One set on a halter class and one set on a performance class. Classes will be chosen by the superintendent or judges and will be announced while judging. The chosen performance class will be one of the following:
 - a. Western Pleasure
 - b. Reining
 - c. Ranch Rail
 - d. Hunt Seat
 - e. Horsemanship
 - f. Hunt Seat equitation
- B. Approximately 15 minutes will be allowed for each class. An additional five minutes will be allowed for oral reasons classes.

- The Missouri FFA Placing Card (Form 2) will be used for placing the animals.

Event Scoring

Events	Points
Written Exam - 50 Questions @ 2 points each	100 points
Halter Classes – Three (3) Classes @ 50 points each	150 points
Performance Classes – Two (2) @ 50 points each	100 points
Oral Reasons - 1 Halter and 1 Performance @ 50 points each	100 points
TOTAL	450 points

- Tie scores among teams in all events should be broken using the high individual team member's score.** In case the scores are tied, the scores of the second high individual on each team should be used.

Event Rules and Regulations

- The superintendent and judges will select the classes of horses to be judged. It is preferred and recommended that the individual securing the classes and arranging them should not be the only person officiating, but that the contest chairman would be encouraged to use an outside committee.
- Each horse will be clearly numbered for identification.
- Contestants will not be allowed to communicate with one another. Infractions of this rule will be cause for elimination or a point penalty at the superintendent's discretion.
- Contestants will not be allowed to handle the livestock.
- Contestants will be allowed to bring steno-pads, but must be CLEAN or NOT WRITTEN ON prior to the start of the contest.

Test Reference

National Council For Agriculture Equine Science curriculum/National FFA equine curriculum
<https://ffa.app.box.com/s/out1u83soliagqc11wy87jmu13qeneiq>

Equine Science Unit (1995; available from the: IML, available via DESE website under the Animal Science curriculum tab

Training References

AQHA Handbook of Official Rules and Regulations, American Quarter Horse Association, P.O. Box 200, Amarillo, TX 79168; Phone: 806-376-4811; <http://www.aqha.com>

Equine Science Unit (1995; available from the: IML, available via DESE website under the Animal Science curriculum tab.

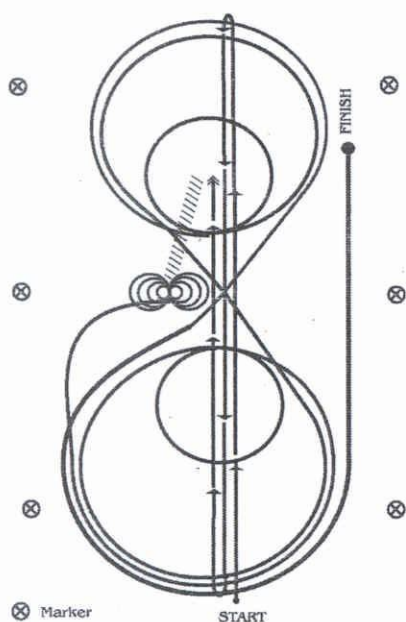
Heird. Competitive Horse Judging (1st edition). 1990; The American Quarter Horse Association, P.O. Box 200, Amarillo, TX 79168; Phone: 806-376-4811

Official judging guide and audiovisuals from each of the various breed associations

Evans, Borton, Hintz, & Van Vleck. The Horse (2nd edition). W.H. Freeman & Company. Publisher's address: 41 Madison Avenue, New York, NY 10010. ISBN 0-7167-118-1

The Horse Industry Handbook, American Youth Horse Council: 4093 Iron Works Pike, Lexington, KY 40511-8434

AQHA REINING PATTERN Number 1



□ Mandatory Marker Along Fence or Wall

The judge shall indicate with markers on arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

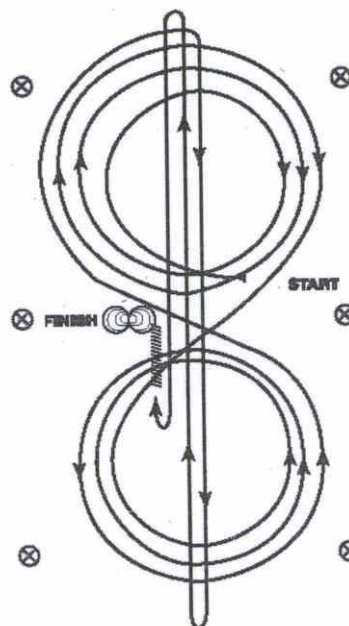
Ride pattern as follows:

1. Run at speed to the far end of the arena past the end marker and do a left rollback - no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback - no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet. Hesitate.
4. Complete four spins to the right.
5. Complete four and on-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large fast circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet from wall or fence. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

<https://www.aqha.com/media/16327/reining-blank.pdf>

AQHA REINING PATTERN Number 2



□ Mandatory Marker Along Fence or Wall

The judge shall indicate with markers on arena fence or wall the length of the pattern. Markers within the area of the pattern are not permitted.

Ride pattern as follows:

Horse must walk or stop prior to starting pattern.

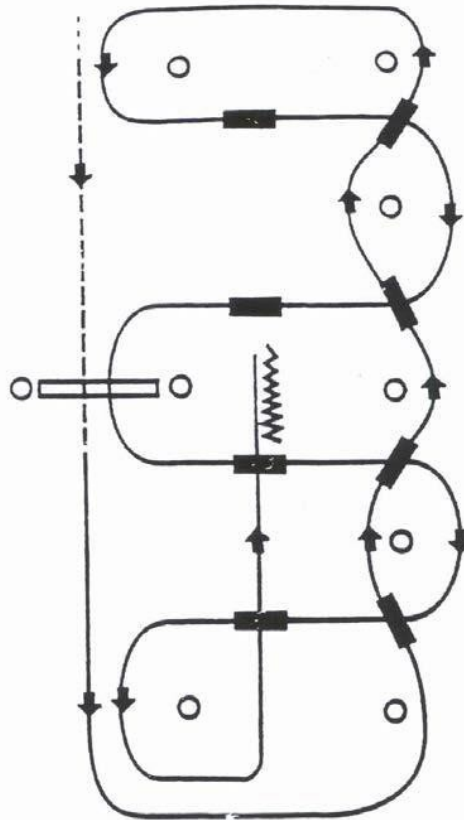
Beginning at the center of the arena facing the left wall or fence.








1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback - no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback - no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (3 meters). Hesitate.
6. Complete four spins to the right.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

Rider may drop bridle to the designated judge.

<https://www.aqha.com/media/16327/reining-blank.pdf>

WESTERN RIDING PATTERN
Number 1

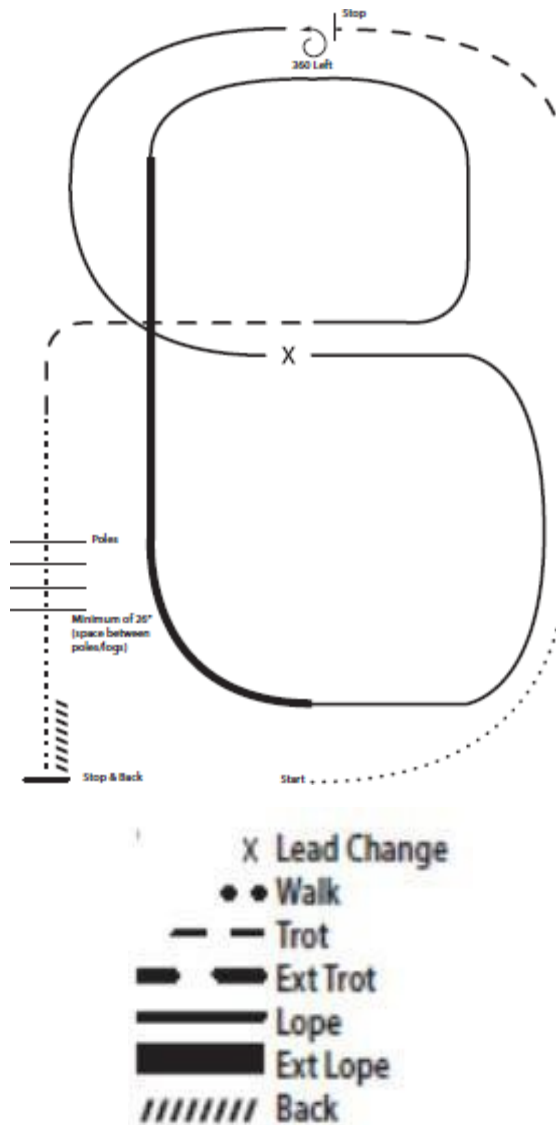


	BACK		LOG
	LOPE		MARKER
	JOG		Recommended Changing Area
	WALK		

1. Walk and jog over log.
2. Transition to lope and lope around end.
3. First line change.
4. Second line change.
5. Third line change.
6. Fourth line change and lope around the end of arena.
7. First crossing change.
8. Second crossing change.
9. Lope over log.
10. Third crossing change.
11. Fourth crossing change.
12. Lope up the center, stop and back.

<https://www.aqha.com/media/3211/westernriding-blank.pdf>

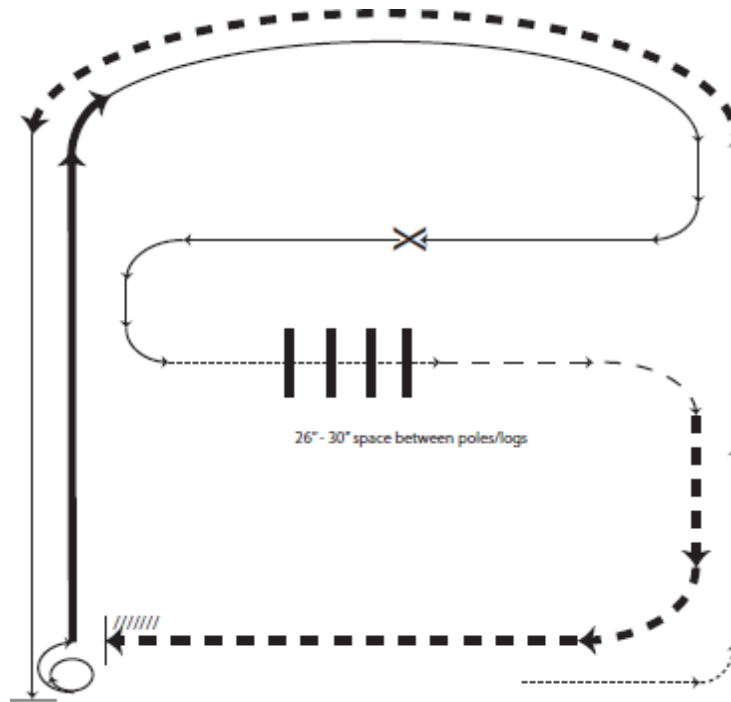
RANCH RIDING PATTERN
Number 1



1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop.
4. 360 degree turn to the left
5. Left lead ½ circle, lope to the center
6. Change leads (simple or flying)
7. Right lead ½ circle
8. Extended lope up the long side of the arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles
12. Stop and back

<https://www.agha.com/media/9610/ranch-riding-blank.pdf>

RANCH RIDING PATTERN
Number 2



26" - 30" space between poles/logs

- X Lead Change
- • Walk
- - Trot
- — Ext Trot
- — Lope
- — Ext Lope
- //// //// Back

1. Walk
2. Trot
3. Extended trot
4. Left lead lope
5. Stop, 1 ½ turn right
6. Extended lope
7. Collect to working lope-right lead
8. Change leads (simple or flying)
9. Walk
10. Walk over logs
11. Trot
12. Extended trot
13. Stop and back

<https://www.agha.com/media/9610/ranch-riding-blank.pdf>

SHOW: _____

CLASS: _____

DATE: _____

WESTERN RIDING - Pattern 1

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:

- Out of lead beyond the next designated change area (note: failures to change, including cross-canting. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)
- Overture of more than 1/4 turn

MANEUVER SCORES															PENALTY TOTAL	SCORE
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		W, J, LOG	TRANS	1ST LINE	2ND LINE	3RD LINE	4TH LINE	1ST X	2ND X	LOG	3RD X	4TH X	S & B			
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12			
		PENALTY														
		MANUV.														
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		MANUV.														
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		MANUV.														
		PENALTY														
		MANUV.														
		PENALTY														
		MANUV.														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

WESTERN RIDING - Pattern 2

SHOW: _____

CLASS: _____

DATE: _____

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:

- Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DO) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)
- Overturn of more than 1/4 turn

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, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	MANEUVER SCORES											PENALTY TOTAL	SCORE	
Maneuver Description		W, J, LOG	TRANS	1ST X	2ND X	3RD X	O, 1ST LINE	2ND LINE	3RD LINE	4TH LINE, O	LOG	S & B			
Maneuver		1	2	3	4	5	6	7	8	9	10	11			
		PENALTY													
		MANUV.													
		PENALTY													
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		PENALTY													
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		PENALTY													
		MANUV.													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

REINING - Pattern 1

SHOW: _____

CLASS: _____

DATE: _____

W/O	#		MANEUVER SCORES								PENALTY TOTAL	SCORE	
			LRB	RRB	S & B	4 SR	4 1/4 SL	3 CL OoO	3 CR OoO	S			
Maneuver Description			1	2	3	4	5	6	7	8	9		
Maneuver													
		PENALTY											
		MANUV.											
		PENALTY											
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		PENALTY											
		MANUV.											

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

REINING - Pattern 2

SHOW: _____

CLASS: _____

DATE: _____

W/O	#		MANEUVER SCORES								PENALTY TOTAL	SCORE	
			-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			3 CR o00	3 CL o00	RRB	LRB	S & B	4 SR	4 SL				
Maneuver			1	2	3	4	5	6	7	8	9		
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
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		MANUV.											

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



AMERICAN QUARTER
HORSE ASSOCIATION

SHOW:

CLASS:

DATE:

AQHA RANCH RIDING - Pattern 1

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 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 tow-rein).

Disqualification (DO):

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

W/O	#	MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	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 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
Maneuver Description		W	T	Ex T/S	360 (L)	LL	CL	RL	Ex L (RL)	Collect	Ex T	WO's	S&B					
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12					
		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																
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		PENALTY																
		MANEUV.																
		PENALTY																
		MANEUV.																

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

AQHA RANCH RIDING - Pattern 2

SHOW: _____

CLASS: _____

DATE: _____

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 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 (DO):

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

W/O		#	MANEUVER SCORES													10 POINT PENALTY	PENALTY TOTAL	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 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																			
Maneuver Description			W	T	Ex T	LL	S, 1 1/2 R	Ex L	Collect (RL)	CL	W	WO's	Trot	Ex T	S&B				
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12	13				
		PENALTY																	
		MANEUV.																	
		PENALTY																	
		MANEUV.																	
		PENALTY																	
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		PENALTY																	
		MANEUV.																	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



AQHA RANCH TRAIL

Date:	
Show:	
Class:	
Judge:	

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 disturbing 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

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

For more information on how classes are judged visit www.aqhuniversity.com

WO Entry #		MANEUVER SCORES									Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		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												
MANEUVER DESCRIPTION		1	2	3	4	5	6	7	8	9				
MANEUVER														
	PENALTY													
	MANEUVER SCORE													
	PENALTY													
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	MANEUVER SCORE													
	PENALTY													
	MANEUVER SCORE													

Judge's Signature: _____

SHOW: _____

CLASS: _____

DATE: _____

AQHA TRAIL

W/O	#	OBSTACLE SCORES												PENALTY TOTAL	SCORE
		-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Obstacle Description															
Obstacle		1	2	3	4	5	6	7	8	9	10	11	12		
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
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		OBS SCORE													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

TRAIL OBSTACLE SCORES:

+1 1/2 – Excellent, +1 – Very Good, +1/2 – Good, 0 – Correct, -1/2 – Poor, -1 – Very Poor, -1 1/2 – Extremely Poor

PENALTY 1/2:

Each tick of log, pole, cone or obstacles

PENALTY 1:

Hit, bite or step on; Incorrect gait at walk or jog 2 strides or less; Both feet in space; Skip space; Split pole, failure to meet the correct strides on trot over & lope over log, incorrect number of strides, if specified

PENALTY 3:

Break gait at walk or jog over 2 strides; Out of lead or break of gait at lope; Knockdown: Step out or jump off with 1 foot; Missing or evading a pole that is part of an obstacle with one foot

PENALTY 5:

Drop object; 1st refusal or evade; 2nd refusal; Loss of control at gate; Use of either hand to instill fear or praise; Step out or jump off obstacle with more than 1 foot; Blatant disobedience; Failure to complete obstacle: Holding saddle

PENALTY SCORE 0:

Failure to follow the correct line of travel within or between obstacles; Use of 2 hands; Use of romal other than outlined; Performing obstacles incorrectly or other than specified order; No attempt to perform obstacle; Equipment failure; Excessively or repeatedly touching the horse on the neck to lower the head; Fall to ground; Failure to enter, exit or work obstacle from correct side or direction, including overturns of more than 1/4 turn; Failure to work an obstacle other than how it is described; Outside boundary marker of arena or course area; 3rd refusal; Failure to demonstrate correct lead or gait; On line of demonstrate correct lead or gait; Excessive schooling anywhere on course; Failure to open and shut gate or to complete gate



AMERICAN QUARTER
HORSE ASSOCIATION

AQHA HUNTER HACK

CREDIT:

- STYLE OVER FENCES
- EVEN HUNTING PACE
- WAY OF GOING
- FLAT WORK
- MANNERS

FAULTS:

- BEING ON WRONG LEAD OR WRONG DIAGONAL AT THE TROT
- EXCESSIVE SPEED
- EXCESSIVE SLOWNESS
- BREAKING GAIT
- FAILURE TO TAKE GAIT WHEN CALLED FOR
- HEAD CARRIED TOO HIGH OR TOO LOW
- NOSING OUT OR FLEXING BEHIND THE VERTICAL
- OPENING MOUTH EXCESSIVELY
- STUMBLING

DISQUALIFICATIONS:

- HEAD CONSISTENTLY TO LOW OR OVER FLEXED EXCEPT IN LEVEL 1

PENALTIES:

- SAME AS WORKING HUNTER

JUMP HEIGHTS:

- 2 FEET 3 INCHES TO 3 FEET

Show: _____

Date: _____

Judge: _____

Signature: _____

W. O.	Entry #	JUMPS 70% (0-100)			Way of Going	Score	Comments	Score	#	#	Rail Work 30%	Score	#	#	Rail Work 30%
		1	2	3											
1							97-100				67.5				
							93-96				67				
2							89-92				66.5				
							86-88				66				
3							85.5				65.5				
							85				65				
4							84.5				64.5				
							84				64				
5							83.5				63.5				
							83				63				
6							82.5				62.5				
							82				62				
7							81.5				61.5				
							81				61				
8							80.5				60.5				
							80				60				
9							79.5				59.5				
							79				59				
10							78.5				58.5				
							78				58				
11							77.5				57.5				
							77				57				
12							76.5				56.5				
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13							75.5				55.5				
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14							74.5								
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19							69.5								
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20							68.5								
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