PATTERN CLASS SCORE SHEET

AQHA
AMERICAN QUARTER HORSE ASSOCIATION

Circle Division: Youth Walk/Trot | Youth Level 1 | Youth 13 < | Youth 14-18 | Ama Walk/Trot | Amateur Level 1 | Amateur Select | (Amateur)

Circle Class: Showmanship | Horsemanship | (Equitation)

Show: Q21 Cup
Date: 30.07.2021
Judge:
Signature:

Each rider is scored between 0-infinity points and automatically begins the run with a score of 70 points
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

WO	Entry #		1	2	3	4	5	6	7	8	9	10	F&E	Total Penalty	Score	Comments
Maneuver Description			walk	trot	canter (r.e)	change	canter (r.e)	trot	sitting trot	stop, b-up						
1	9 3	Penalty							3				1	3	68½	5e
		Maneuver	0	+1	0	-½	0	+1	-1	0						
2	7 9	Penalty		3				3					3	6	72½	3e
		Maneuver	+1	0	0	+1	+1	-½	+2	+1						
3	5 9	Penalty											2	1	74	2e
		Maneuver	+½	+1	0	-½	-½	+1	0	+½						
4	5 7	Penalty						3					2	3	69½	4e
		Maneuver	+½	+1	+1	-2	0	-1	0	0						
5	8	Penalty											2	1	73½	+ 1e RAIL WORK
		Maneuver	0	+½	-1	0	-½	+1	+1	+½						
		Penalty														
		Maneuver														
		Penalty														
		Maneuver														
		Penalty														
		Maneuver														

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) [illegible]age (0-2)
For more information on how exhibitors are scored visit www.aqhuniversity.com

PATTERN CLASS SCORE SHEET

AQHA
AMERICAN QUARTER HORSE ASSOCIATION

Show: QR1 Cup
Date: 30.07.2021
Judge: Maj-Britt Le May
Signature:

Circle Division
Youth Walk/Trot | Youth Level 1 | Youth 13 < | Youth 14-18
Ama Walk/Trot | Amateur Level 1 | Amateur Select | (Amateur)

Circle Class
Showmanship | Horsemanship
(Equitation)

Each rider is scored between 0-infinity points and automatically begins the run with a score of 70 points
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

WO	Entry #		1	2	3	4	5	6	7	8	9	10	F&E	Total Penalty	Score	Comments	
		Maneuver Description	walk	trot	canter (r.l)	change	canter (r.l)	trot	sitting trot	stop, b-up		Rail					
1	9 3	Penalty							3								
		Maneuver	0	+1/2	0	0	0	+1/2	-1/2	0			2	3	69,5	Break	3.
2	7 9	Penalty		3				3									
		Maneuver	+1	-1	+2	+2	+1	-1/2	+1	+1		+	4	6	70,5	wrong D.a	2.
3	5 9	Penalty															
		Maneuver	0	0	-1	0	-1/2	+1/2	0	-1/2		-	2		70,5		2.
4	5 7	Penalty				3		1									
		Maneuver	0	0	-1	-1	-1/2	-1	0	0		.	2	6	62,5	wrong Dia To many steps walk	5.
5	8	Penalty				3											
		Maneuver	0	0	-1	-1	-1/2	0	0	0			2		66,5	walk.	4.
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															
		Penalty															
		Maneuver															

FORM AND EFFECTIVENESS: Excellent (5) Very Good (4) Good (3) Average (2)
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