



| ApHC RANCH TRAIL REFERENCE SHEET

Scoring: Each obstacle should be scored on the following basis, ranging from plus 1½ to minus 1½. +1½ is excellent; +1 is very good; +½ is good; 0 is correct; -½ is poor; -1 is very poor; -1½ is extremely poor

1 Point Penalty:

- Each bite or stepping on log, pole, cone or obstacle
- Break of gait at walk or jog for 2 or less strides
- Splitting log in lope-over (log between the 2 front feet or 2 hind feet)
- 1-2 steps on mount/dismount or ground tie, except shifting to balance
- Wrong lead or out of lead for 2 strides or less
- Over-bridled (per maneuver)
- Out of frame (per maneuver)

3 Point Penalty:

- Break of gait at walk or jog for more than 2 strides
- Out of lead for 2 strides or more or break gait at lope (except when correcting an incorrect lead)
- Knocking down elevated pole, barrel or plant or severely disturbing obstacle
- Stepping outside the confines or falling off obstacle with 1 foot
- 3-4 steps on mount/dismount or ground tie
- Trotting more than 3 strides in lope departure or exiting rollback into a lope from stop or walk

5 Point Penalty:

- Dropping slicker or object required to be carried on course
- First refusal, balk or attempt to evade an obstacle by shying or backing more than 2 strides away
- Loss of control or letting go of gate, rope or drag
- Stepping outside confines of, falling or jumping off an obstacle with more than one foot
- Blatant disobedience (kicking out, biting, rearing, striking)
- Failure to ever demonstrate the correct lead or gait if designated
- Failure to complete obstacle
- 2nd refusal, balk or attempt to evade obstacle by shying away or backing more than 2 strides away
- Use of either hand to instill fear or praise
- 5 or more steps on mount/dismount or ground tie
- Missing or evading part of a log/obstacle with more than 1 foot

DQ:

- Lameness
- Abuse
- Leaving work area before pattern is complete
- Illegal equipment
- Disrespect or misconduct
- Inappropriate western attire
- Fall of horse and rider

Off Pattern (OP):

- Incomplete maneuver
- Eliminating or adding a maneuver
- Failure to follow line of travel, work obstacle by shying or backing away more than 2 strides
- 3rd refusal, balk or attempt to evade an obstacle by shying or backing away more than 2 strides
- Repeated blatant disobedience
- Use of 2 hands, more than one finger between split reins or any fingers between romal reins
- Failure to open and shut gate or failure to complete gate