AQHA
AMERICAN QUARTER HORSE ASSOCIATION

L1 AMATEUR (L1 YOUTH)

SHOW: TQHA Intro Show

CLASS:

DATE: 12/10/2022

WESTERN RIDING - Level 1 - Pattern 2

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 (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)

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 Description	W, J, LOG	TRANS	1ST X	2ND X	3RD X	O & 1st LINE	2nd LINE & O	LOG	S & B	PENALTY TOTAL	SCORE
			Maneuver	1	2	3	4	5	6	7	8	9		
1	634	PENALTY					1						1	67½
		MANUV.	0	+½	-1	-1	-½	0	0	+½	0			
2	243	PENALTY	½					0			OP		0
		MANUV	-½	0	-½	0	-1							
3	606	PENALTY				0					2 hand		0
		MANUV	+½	0	0									
4	619	PENALTY			1	1	1	3 1	.			7	57½
		MANUV	0	-½	-1	-1	-1	-1	-1	0	0			
5	247	PENALTY											71
		MANUV	0	+½	0	0	0	0	+½	0	0			
		PENALTY												
		MANUV												
		PENALTY												
		MANUV												
		PENALTY												
		MANUV												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: