



VRH RANCH REINING

Date:	11/5/12/3
Show:	World
Class:	Nov Am
Judge:	Hubbard

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

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

TIE-BREAKER		MANEUVER DESCRIPTION									Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		S	3 1/2 L	S	3 1/2 R	SB	OK	OL	S					
1	3748	PENALTY												
		MANEUVER SCORE	-1	-1	-1/2	-1	-1	-1	-1	-1	-1/2	-10 1/2	51 1/2	
			68		66 1/2	65 1/2	62	58	52					
2	3657	PENALTY				2	1/2							
		MANEUVER SCORE	0	0	0	-1/2	+1/2	0	0	0	0	-2 1/2	67 1/2	
			68											
3	3730	PENALTY	2		2		2	2	1/2					
		MANEUVER SCORE	-1	0	-1	-1/2	-1	-1	-1	-1/2	0	-10 1/2	53 1/2	
			67		64		60 1/2	57 1/2	54 1/2					
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature:

Cur Hubbard



VRH RANCH REINING

Date:	7-11-23
Show:	WORLD
Class:	# 236 / 4272
Judge:	TYRRELL

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

Each horse/nder 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

TIE-BREAKER		MANEUVER DESCRIPTION								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		8	3 1/2 R	8	3 1/2 L	8+B	00 R	00 L	8				
1.	3748	PENALTY					1	21			4	61 1/2	
		MANEUVER SCORE	-1/2	-1 1/2	-1/2	-1	0	-1/2	-1/2	0			
		68								61.5			
2.	3653	PENALTY										70	
		MANEUVER SCORE	0	0	0	0	0	0	0	0			
		70											
3.	3730	PENALTY			1	1		2				63 1/2	
		MANEUVER SCORE	-1/2	0	-1/2	-1/2	0	-1/2	-1/2	0	0		
		69.5 68 66.5								64 63.5			
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature: _____



VRH RANCH REINING

Date:	
Show:	Nov Amet.
Class:	# 4272
Judge:	Thompson

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- If a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

MANEUVER SCORES

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

WO Entry #		TIE-BREAKER MANEUVER DESCRIPTION								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		5	3 1/2 L	5	3 1/2 R	5 1/3	1/4	CL	CR	5			
1	3748	PENALTY						2	2 1/2		8	52 1/2	
		MANEUVER SCORE	-1	-1 1/2	-1	-1 1/2	-1	-1	-1 1/2	-1			
			69	67 1/2	66 1/2	65	64	61	53 1/2	52 1/2			
2	3657	PENALTY					2	1/2			2 1/2	66	
		MANEUVER SCORE	-1/2	+1/2	0	-1/2	-1/2	-1/2	0	0			
			69 1/2	70		69 1/2	67	66					
3	3730	PENALTY	2				2	2	2		8	55	
		MANEUVER SCORE	-1	-1/2	-1	-1	-1	-1 1/2	-1	-1			
			67	66 1/2	65 1/2	64 1/2	61 1/2	59	56	55			
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature: _____



NA

VRH RANCH REINING

Date:	
Show:	
Class:	#236 4272
Judge:	

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- wilful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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WO Entry #

MANEUVER SCORES

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

TIE-BREAKER		MANEUVER DESCRIPTION								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		S	3 1/2 L S	3 1/2 R	S/B	CC	CC	S					
1	3748	PENALTY											
		MANEUVER SCORE	-1/2	-1	-1/2	-1	-1/2	-1/2	-1	-1/2	-1/2	57 1/2	
69 1/2 68 1/2 68 67 66 1/2 63 1/2 60 1/2 58													
2	3657	PENALTY											
		MANEUVER SCORE	+1/2	+1/2	0	+1/2	-1/2	-1/2	0	0	2	68 1/2	
71 71 1/2 69 68 1/2													
3	2730	PENALTY	2		1/2 2		2	2	2				
		MANEUVER SCORE	-1	-1/2	-1/2	0	-1/2	-1/2	-1/2	0	-1/2	10 1/2	56
67 66 1/2 63 61 1/2 59 56 1/2													
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature: _____

[Signature]



VRH RANCH REINING

Date:	
Show:	
Class:	235
Judge:	DOYLE

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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
TIE-BREAKER MANEUVER DESCRIPTION		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													
														</	

Judge's Signature: _____

Melissa Doyle



VRH RANCH REINING

Date:	
Show:	
Class:	3482 Amateur
Judge:	Thompson

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

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MANEUVER SCORES

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

WO Entry #

TIE-BREAKER										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		5	3 1/2 L	5	3 1/2 R	5/R	CL	CR	5				
1	3645	PENALTY											
		MANEUVER SCORE	0	0	+1/2	-1/2	0	0	+1/2			70 1/2	
					70 1/2	70			70 1/2				
2	3795	PENALTY				OP		2			2		OP
		MANEUVER SCORE	-1	0	-1/2	-1 1/2	-1/2	0	-1/2	-1		63	OP
			69		68 1/2	67	66 1/2	64 1/2	64	63			
3	3711	PENALTY		OP	2			2 1/2	2 1/2		5 1/2		OP
		MANEUVER SCORE	-1	-1 1/2	-1 1/2	-1	-1	-1	-1 1/2	-1 1/2		51 1/2	OP
			69	67 1/2	64	63	62	57 1/2	52	51 1/2			
4	3647	PENALTY							1		1		
		MANEUVER SCORE	0	+1/2	-1/2	0	0	+1/2	-1/2	+1/2		69 1/2	
					70 1/2	70			70 1/2	69			
5	3604	PENALTY						1			1		
		MANEUVER SCORE	-1 1/2	-1/2	-1 1/2	-1/2	-1 1/2	-1/2	-1/2	-1/2		62	
			68	66 1/2	66	64 1/2	63	62 1/2	62				
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature: _____



VRH RANCH REINING

Date:	
Show:	#235 3482
Class:	
Judge:	

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
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Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

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WO Entry #

MANEUVER SCORES

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

TIE-BREAKER		MANEUVER DESCRIPTION								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		S	3 1/2 L	S	3 1/2 R	S/B	CC	CC	S				
1	3645	PENALTY											
		MANEUVER SCORE	+0	0	0	0	+0	+0	+1/2		0	70 1/2	
2	3795	PENALTY				(OP)		21			3		(63)
		MANEUVER SCORE	-1	0	0	-1 1/2	0	-1/2	0	-1			
3	3711	PENALTY		OP				12	22		7		(54 1/2)
		MANEUVER SCORE	-1	-1	-1	-1	-1 1/2	-1	-1	-1			
4	3641	PENALTY						1			1	68	
		MANEUVER SCORE	0	0	-1/2	-1/2	0	0	68	0			
5	3604	PENALTY			1		1	1			4	60	
		MANEUVER SCORE	-1	-1/2	-1	-1 1/2	-1	-1/2	-1	-1/2			
6		PENALTY											
		MANEUVER SCORE											
7		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature: _____



VRH RANCH REINING

Date:	
Show:	
Class:	# 3597
Judge:	Thompson

- 1/2 point**

 - starting a circle or exiting a roll-back at a trot for up to 2 strides
 - delayed change of lead by 1 stride where the lead change is required by the pattern description
 - failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
 - over-spin or under-spin up to 1/8 turn

1 point

 - over-bridled (per maneuver)
 - out of frame (per maneuver)
 - out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
 - over or under spinning 1/8 to 1/4 turn
 - slipping rein

2 points

 - jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
 - break of gait
 - freeze up in spins or rollbacks
 - failure to stop or walk before executing a lope departure on trot-in patterns
 - on run-in patterns, failure to be in a lope prior to the first marker
 - if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

 - breaking pattern
 - inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
 - trotting in excess of 1/2 circle or 1/2 length of the arena
 - repeated blatant disobedience
 - 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)

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

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WO Entry #		MANEUVER SCORES										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER MANEUVER DESCRIPTION		5	3 1/2 L	5	3 1/2 R	5/B	CL	CR	5						
1	3679	PENALTY												67	
		MANEUVER SCORE	-1	0	-1	-1/2	-1/2	0	0	0					
			69		68	67 1/2	67								
2	3605	PENALTY												65	
		MANEUVER SCORE	-1	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2					
			68 1/2	67 1/2	67	66 1/2	66	65 1/2	65						
3	3709	PENALTY	2			OP		85 1/2	2					42	OP
		MANEUVER SCORE	-1	-1 1/2	-1	-1 1/2	-1	-1 1/2	-1 1/2	-1					
			67	65 1/2	64 1/2	63	62	45 1/2	43	42					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: _____



VRH RANCH REINING

Date:	
Show:	
Class:	#234 3597
Judge:	m. Ball

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

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

TIE-BREAKER		MANEUVER DESCRIPTION								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION													
1	3679	PENALTY											
		MANEUVER SCORE	-1	-1/2	-1	-1/2	-1/2	-1/2	-1/2	0		65 1/2	
			69	68 1/2	67 1/2	67	66 1/2	66	65 1/2				
2	3605	PENALTY											
		MANEUVER SCORE	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1		65	
			69		68	67 1/2	67	66 1/2	66	65			
3	3709	PENALTY	2		1/2	(OP)			5822		19 1/2		(41 1/2)
		MANEUVER SCORE	-1	-1	-1	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1			
			67	66	64 1/2	63	61	59 1/2	57 1/2	40 1/2			
4		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature: _____

m. Ball



VRH RANCH REINING

Date:	11 Jul 23
Show:	World
Class:	PB AmT
Judge:	

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

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 -1/2 Excellent

TIE-BREAKER		MANEUVER DESCRIPTION								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		S	3 1/2 L	S	3 1/2 R	SB	OOK	OOL	S				
1	3679	PENALTY											
		MANEUVER SCORE	-1	-1/2	-1/2	-1/2	-1/2	-1/2	0	0		66 1/2	
			68 1/2	68		67							
2	3605	PENALTY											
		MANEUVER SCORE	-1/2	-1/2	-1	-1/2	0	-1/2	-1/2	-1/2		66	
			69	68		67							
3	3709	PENALTY	2		1/2	OP	82	2					
		MANEUVER SCORE	-1	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1/2	-1 1/2		+14 1/2		45
			67	63 1/2	62		49	46 1/2					
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature:

Tom M. Beath



VRH RANCH REINING

Date:	7-11-23
Show:	WORLD
Class:	234 / 3597
Judge:	CURL

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

Each horse/nder 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

TIE-BREAKER		MANEUVER DESCRIPTION										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1.	2679	PENALTY	2										2	64	
		MANEUVER SCORE	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1/2	0	0				
			67.5	67	66	65.5	65			64					
2.	3605	PENALTY												65 1/2	
		MANEUVER SCORE	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0				
			69		68	67.5	67			66	65.5				
3.	3709	PENALTY	22	OP 1/2	OP			2582	2						36 1/2
		MANEUVER SCORE	-1	-1/2	-1/2	-1/2	-1	-1/2	-1	-1	0				OP x2
			65	63.5	61.5	60	59	40.5	37.5	36.5					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: _____

J. Curl



VRH RANCH REINING

Date:	7-11-23
Show:	WORLD
Class:	233 / 3681
Judge:	CURL

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- If a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

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

TIE-BREAKER		MANEUVER DESCRIPTION									Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		5	3 1/2 L	5	3 1/2 R	SB	00R	00L	3					
1.	3644	PENALTY										2	66	
		MANEUVER SCORE	0	0	0	-1/2	0	-1	-1/2	0	0			
69.5 66														
2.	3730	PENALTY		2 OP		1/2		1/2	1/2	2		11		49 1/2 OP x 1
		MANEUVER SCORE	-1	-1 1/2	-1	-1	-1	-1 1/2	-1 1/2	-1	0			
69.5 63 62 49.5														
3.	3647	PENALTY											69	
		MANEUVER SCORE	0	-1/2	0	0	-1/2	0	0	0	0			
69														
4.	3812	PENALTY											65	
		MANEUVER SCORE	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1	0			
69 68 67.5 67 66 65														
5.	3604	PENALTY											64 1/2	
		MANEUVER SCORE	-1/2	-1/2	-1	-1/2	-1	-1/2	-1/2	-1	0			
68 67.5 66.5 66 65.5 64.5														
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: _____

S. Curl



VRH RANCH REINING

Date:	11 Jul 23
Show:	World
Class:	Select
Judge:	McBeath

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

MANEUVER SCORES

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 - 1/2 Excellent

WO Entry #

TIE-BREAKER		MANEUVER DESCRIPTION									Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		S	3 1/2 L	S	3 1/2 R	S B	0 OR	0 OL	S					
1	3644	PENALTY												
		MANEUVER SCORE	0	0	-1/2	-1/2	0	-1/2	0	0		-1	67 1/2	
2	3730	PENALTY	2	0 1/2	2			1 2	1 2	2		-12		50 1/2
		MANEUVER SCORE	-1	-1 1/2	1/2	-1	-1/2	-1	-1	-1				
3	3647	PENALTY												
		MANEUVER SCORE	0	0	-1/2	0	0	0	0	0			69 1/2	
4	3812	PENALTY												
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	-1/2			67	
5	3604	PENALTY						1						
		MANEUVER SCORE	-1	0	-1	-1/2	-1	-1/2	-1/2	-1		-1	63 1/2	
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature:

Tom McBeath



VRH RANCH REINING

Date:	
Show:	#233 3681
Class:	
Judge:	M. Ball

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

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

TIE-BREAKER		MANEUVER DESCRIPTION								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		S	3 1/2 L	S	3 1/2 R	S/B	CC	CC	S				
1	3644	PENALTY						1	1		2	65 1/2	2
		MANEUVER SCORE	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	0			
					69 1/2	69	68 1/2	67	65 1/2				
2	3730	PENALTY	0	OP				12	12		4		57
		MANEUVER SCORE	-1	-1	-1/2	-1	-1/2	-1	-1	-1			
			68	67 1/2	66 1/2	66	62	58	57				
3	3647	PENALTY			1/2						1/2	69	1
		MANEUVER SCORE	0	0	-1/2	0	0	0	0	0			
					69								
4	3812	PENALTY										64 1/2	4
		MANEUVER SCORE	-1	-1	-1	-1/2	-1/2	0	-1/2	-1			
			68	67	66 1/2	66		65 1/2	64 1/2				
5	3604	PENALTY										65	3
		MANEUVER SCORE	-1/2	0	-1	0	-1	-1/2	-1	-1			
			69 1/2	68 1/2	67 1/2	67	66	65					
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature: _____

M. Ball



VRH RANCH REINING

Date:	
Show:	
Class:	233
Judge:	DOYLE

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

MANEUVER SCORES

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

WO Entry #

TIE-BREAKER											Natural Horse A	Penal	S	Off
MANEUVER DESCRIPTION		S	3 1/2 L	S	3 1/2 R	S/B	00	00	S					
1	3644	PENALTY					1	1				2	67	
		MANEUVER SCORE	0	0	0	-1/2	0	-1/2	-1/2	+1/2	0			
						69 1/2	67	66 1/2	67					
2	3730	PENALTY	2	(OP) 2	1/2		121	12 1/2	2					
		MANEUVER SCORE	-1	(-1 1/2)	-1	-1	0	-1/2	-1	-1	0	13 1/2	49	(49 1/2)
			67	65 1/2	62 1/2	61		60 1/2	52 1/2	49 1/2				
3	3647	PENALTY											70 1/2	
		MANEUVER SCORE	0	+1/2	0	0	0	0	0	0	0			
				70 1/2										
4	3812	PENALTY											65	
		MANEUVER SCORE	-1	-1	-1	-1/2	+1/2	-1/2	0	-1/2	0			
			69	68	67	66 1/2	66	65 1/2						
5	3604	PENALTY											66 1/2	
		MANEUVER SCORE	-1/2	0	-1	0	-1	0	0	-1				
			69 1/2		68 1/2		67 1/2			66 1/2				
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: _____

Melene Doyle



VRH RANCH REINING

PB

Date:	
Show:	#232 703
Class:	
Judge:	

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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 reins)

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

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

TIE-BREAKER												Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		5	3 1/2	5	3 1/2	5/B	CC	CC	5						
1	3669	PENALTY											5 1/2	62	3
		MANEUVER SCORE	0	-1/2	-1/2	-1/2	0	0	-1	0					
			69	68					62						
2	3605	PENALTY											0	64	2
		MANEUVER SCORE	-1	-1	-1	-1/2	-1/2	-1/2	-1/2	-1					
			69	68	67	66 1/2	66	65 1/2	65	64					
3	3805	PENALTY							1				1	70 1/2	1
		MANEUVER SCORE	+1/2	0	+1/2	0	+1/2	-1/2	0	+1/2					
			71				71 1/2	70							
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: _____

Melana Meyer



VRH RANCH REINING

Date:	
Show:	
Class:	# 703
Judge:	Hubbard

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

Each horse/nder 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

TIE-BREAKER		MANEUVER DESCRIPTION								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION													
1	3669	PENALTY											
		MANEUVER SCORE	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2	5 1/2	60
			69 1/2	69	68	67 1/2	67	61	60 1/2				
2	3605	PENALTY											
		MANEUVER SCORE	-1/2	-1/2	-1	0	-1/2	0	0	-1	-1/2	13	66
			69 1/2	69	68		67 1/2			66 1/2			
3	3805	PENALTY											
		MANEUVER SCORE	+1/2	-1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	1/2	71 1/2
			70 1/2	70	70 1/2		71	70 1/2		71			
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature:



VRH RANCH REINING

Date:	11Jul23
Show:	World
Class:	PB Open
Judge:	Grünwald

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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 roman reins (except in the two rein)

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

Each rider/horse 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

TIE-BREAKER		MANEUVER DESCRIPTION										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		5	3 1/2	5	3 1/2	5	5	5	5	5	5				
1	3669	PENALTY													
		MANEUVER SCORE	0	0	-1/2	0	0	-1/2	-1	-1/2	-1/2	-1/2	-2 1/2	64 1/2	
		69 67 1/2													
2	3605	PENALTY													
		MANEUVER SCORE	0	-1/2	-1/2	-1/2	0	-1/2	-1	-1	-1	-1	-3	62	
		68 1/2 67 65													
3	3805	PENALTY													
		MANEUVER SCORE	+1/2	0	+1/2	0	+1/2	-1/2	-1/2	+1	+1/2	+1/2	-2	70	
		71 70													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature:

Dan Grünwald



VRH RANCH REINING

Date:	7-11-23
Show:	WORLD
Class:	#232 / 703
Judge:	TYRRELL

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

MANEUVER SCORES

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

WO Entry #	TIE-BREAKER MANEUVER DESCRIPTION	1	2	3	4	5	6	7	8	9	10	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1.	3669	8	3 1/2	8	3 1/4	5+0	00R	00L	8				1	72	
	PENALTY				1/2			1/2							
	MANEUVER SCORE	+1/2	0	0	0	+1/2	+1/2	+1/2	+1/2	+1/2					
		70.5			70	70.5	71		71.5						
2.	3505			3									3	63	
	PENALTY														
	MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1	0					
		69			65	64.5		64	63						
3.	3805						2							72 1/2	
	PENALTY														
	MANEUVER SCORE	+1/2	0	+1	+1/2	+1/2	0	+1/2	+1	+1/2					
		70.5	71.5	72	72.5	69.5	70	72							
	PENALTY														
	MANEUVER SCORE														
	PENALTY														
	MANEUVER SCORE														
	PENALTY														
	MANEUVER SCORE														
	PENALTY														
	MANEUVER SCORE														

Judge's Signature: _____



VRH RANCH REINING

Date:	
Show:	
Class:	231 Pg 1/2
Judge:	BRUNEWALD

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

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WO Entry #

MANEUVER SCORES

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

TIE-BREAKER MANEUVER DESCRIPTION			Natural Ranch Horse Appearance									Penalty Total	Score	Off Pattern
			S	3/4 L	PES	3/4 R	CS	LL	SHS					
1	3811	PENALTY												
		MANEUVER SCORE	-1/2	-1	-1/2	-1/2	-1/2	-1	-1	-1/2	-1/2	6	58	
			69 1/2	68 1/2	68	67 1/2	67	64	61	58 1/2				
2	3807	PENALTY												
		MANEUVER SCORE	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	+1/2		73 1/2	
			71			72	72 1/2							
3	3647	PENALTY	2						1					
		MANEUVER SCORE	-1	0	-1/2	0	0	0	-1/2	-1/2	0	3	64 1/2	
			67		66 1/2				65	64 1/2				
4	3738	PENALTY						5						
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	-1/2	-1	0	+1/2	0	5	65 1/2	
					71	71 1/2	71	65						
5	3670	PENALTY	2					1/2	1/2	2				
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1	+1/2	-1/2	0	-1/2	-1/2	4 1/2	62 1/2	
			67 1/2	67	66 1/2	65 1/2	64	63 1/2	65	62 1/2				
6	3782	PENALTY												
		MANEUVER SCORE	-1/2	-1/2	0	0	0	0	-1/2	0	0		68 1/2	
			69						68 1/2					
7	3645	PENALTY						1	1/2					
		MANEUVER SCORE	0	0	0	+1/2	0	-1/2	0	+1/2	0	1 1/2	69	
						70 1/2		67	68 1/2	69				
8	3604	PENALTY				1/2		1						
		MANEUVER SCORE	-1/2	0	-1/2	0	0	-1/2	0	0	0	1 1/2	67	
			69 1/2		68 1/2			67						

Judge's Signature: _____



VRH RANCH REINING

Date:	
Show:	1/
Class:	231 303
Judge:	m Ball

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

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

TIE-BREAKER		MANEUVER DESCRIPTION								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		S	3/4 2	S	3/4 2	S/B	C	C	S				
1	3811	PENALTY						2	2				
		MANEUVER SCORE	-1/2	-1	-1/2	-1	-1/2	-1/2	-1/2		4	61	
			69 1/2	68 1/2	68	67	66 1/2	64	61 1/2				
2	3807	PENALTY											
		MANEUVER SCORE	0	0	-1/2	0	0	0	0		0	69 1/2	
					69 1/2								
3	3647	PENALTY			1/2			1					
		MANEUVER SCORE	-1	0	-1/2	0	0	0	0		1 1/2	67	
			69		68			67					
4	3738	PENALTY						5 1/2					
		MANEUVER SCORE	0	-1/2	0	0	-1/2	-1	0	0	6	62	
			69 1/2				69	62					
5	3670	PENALTY											
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1		66	
			69		68	67 1/2	67		66				
6	3782	PENALTY											
		MANEUVER SCORE	-1/2	0	0	0	0	-1/2	-1/2	-1/2		68	
			69 1/2					69	68 1/2	68			
7	3645	PENALTY						1	1				
		MANEUVER SCORE	0	-1/2	-1/2	-1/2	0	-1	0	0	2	65 1/2	
			69 1/2	69	68 1/2			66 1/2	65 1/2				
8	3604	PENALTY						1					
		MANEUVER SCORE	-1	-1/2	-1/2	-1/2	-1/2	-1	-1/2	0	1	64 1/2	
			69	68 1/2	68	67 1/2	67	65	64 1/2				

Judge's Signature: _____

m Ball



VRH RANCH REINING

Date:	
Show:	
Class:	#303 All AGE
Judge:	Thompson

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

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MANEUVER SCORES

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 Conced. +1/2 Good. +1 Very Good. +1 1/2 Excellent

WO Entry #	TIE-BREAKER MANEUVER DESCRIPTION	RD	3 1/2 L	RD	3 1/2 R	5/8	2 1/4 D	OO	2 LC	5'	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	3811											4	60 1/2	
	PENALTY													
	MANEUVER SCORE	-1/2	-1	-1/2	-1	-1/2	-1/2	-1	-1/2					
		69 1/2	68 1/2	68	67	66 1/2	64	61	60 1/2					
2	3807												72 1/2	
	PENALTY													
	MANEUVER SCORE	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	0					
3	3647												67	
	PENALTY													
	MANEUVER SCORE	-1	0	-1/2	0	0	0	-1/2	0					
		69		68 1/2				67						
4	3738											6	62 1/2	
	PENALTY													
	MANEUVER SCORE	0	-1/2	-1/2	+1/2	-1/2	-1/2	0	0					
		69 1/2	69	68 1/2	69	62 1/2								
5	3670												65 1/2	
	PENALTY													
	MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1	-1/2	0	-1					
		69 1/2	69	68 1/2	68	67	66 1/2		65 1/2					
6	3782												68	
	PENALTY													
	MANEUVER SCORE	-1/2	0	0	0	-1/2	0	-1/2	-1/2					
		69 1/2				69		68 1/2	68					
7	3645											3	64	
	PENALTY													
	MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	0	-1	0	0					
		69 1/2	69	68 1/2	68		65	64						
8	3604											1	63 1/2	
	PENALTY													
	MANEUVER SCORE	-1	-1/2	-1	-1/2	-1/2	-1	-1/2	-1/2					
		69	68 1/2	67 1/2	67	66 1/2	65 1/2	64	63 1/2					

Judge's Signature: _____



VRH RANCH REINING

Date:	
Show:	WORLD
Class:	231 303
Judge:	CURL

1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- 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)

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

MANEUVER SCORES

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

WO Entry #	TIE-BREAKER MANEUVER DESCRIPTION	MANEUVER SCORE	MANEUVER SCORE	MANEUVER SCORE	MANEUVER SCORE	MANEUVER SCORE	MANEUVER SCORE	MANEUVER SCORE	MANEUVER SCORE	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1.	3811	3811	3811	3811	3811	3811	3811	3811	3811	3811	3811	3811	3811
2.	3807	3807	3807	3807	3807	3807	3807	3807	3807	3807	3807	3807	3807
3.	3647	3647	3647	3647	3647	3647	3647	3647	3647	3647	3647	3647	3647
4.	3738	3738	3738	3738	3738	3738	3738	3738	3738	3738	3738	3738	3738
5.	3670	3670	3670	3670	3670	3670	3670	3670	3670	3670	3670	3670	3670
6.	3788	3788	3788	3788	3788	3788	3788	3788	3788	3788	3788	3788	3788
7.	3645	3645	3645	3645	3645	3645	3645	3645	3645	3645	3645	3645	3645
8.	3504	3504	3504	3504	3504	3504	3504	3504	3504	3504	3504	3504	3504

Judge's Signature: *[Signature]*