

AQHA

VRH RANCH REINING

Pattern
3

Date:	
Show:	World
Class:	230? 3597
Judge:	CARTER

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

WO Entry #

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		000R x	000L x	OR Run 3/4 SR	Run Stop	3/4 SL	Run Stop	3/4 SL	Run Stop				
1	1189	PENALTY		1	2	1	2		2		8	61	
		MANEUVER SCORE	0	-1/2	-1/2	-1/2	0	0	-1/2	1			
			68 1/2	66	64 1/2	62 1/2			60				
2	1002	PENALTY	1/2	2	2	OP		OP	1		7 1/2	54	OP
		MANEUVER SCORE	-1	-1	-1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	0			
			66 1/2	63 1/2	61								
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature:

C. Carter

AQHA

VRH RANCH REINING

Pattern
3

Date:	
Show:	
Class:	3597
Judge:	SARTAIN

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
		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											
		000R x	000L x	OR Run stop	3/4 SR	Run stop	3/2 SL	Run stop					
1	1189	PENALTY			1/2								
		MANEUVER SCORE	+1	+1/2	+1/2	0	0	+1/2	0	1		73	
			71	71 1/2	72	71 1/2		72					
2	1002	PENALTY	3	2				OP					
		MANEUVER SCORE	-1	-1	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1	0		56	
			66	63	61 1/2	60	58 1/2	57	56			56	
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
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		MANEUVER SCORE											
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		MANEUVER SCORE											
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		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature: _____

AQHA

Pattern
3

VRH RANCH REINING

Date:	16 Jul 24
Show:	World
Class:	#230
Judge:	Bailey

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)
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- 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
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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
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MANEUVER DESCRIPTION		000R x	000L x	OR Run stop	3/4 SR	Run stop	3/4 SL	Run stop					
1	1189	PENALTY			1/2								
		MANEUVER SCORE	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+2	-1/2	74 1/2	
21 21 22													
2	1002	PENALTY		2	2								
		MANEUVER SCORE	0	-1	-1	-1 1/2	-1	-1 1/2	-1	0	-4	59	
64 60 59													
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
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		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature: Rick Bailey

AQHA

Pattern
3

VRH RANCH REINING

Date:	7/16/24
Show:	PHBA World Show
Class:	PB Amt. Ranch Reining
Judge:	C. Orr

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

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WO Entry #

TIE-BREAKER										Natural Horse A	Penal	Score	Off
MANEUVER DESCRIPTION		000R x	000L x	OR Run Stop	3/4 SR	Run Stop	3 1/2 SL	Run Stop	15R				
1	1189	PENALTY				-1/2	-2						
		MANEUVER SCORE	0	-1/2	0	-1/2	-1/2	0	-1/2		0	-2 1/2	65 1/2
2	1002	PENALTY	-2	-2	-2								
		MANEUVER SCORE	-1	-1	-1	-1 1/2	-1	-1 1/2	-1		-1	-6	55 X2
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
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		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature: _____

Cory Orr