



VRH RANCH TRAIL

Date:	Sun Circuit
Show:	AQHA 181000 VRH Ranch Trail
Class:	3/3/2023 1
Judge:	Neel; Tom

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- each hit, bite or stepping on a log, cone plant or any component of the obstacle
- break of gait at walk or trot for 2 strides or less
- both front or hind feet in a single-stride slot or space at a walk or trot
- skipping over or failing to step into required space
- split pole in lope-over
- incorrect number of strides, if specified
- 1 to 2 steps on mount/dismount or ground tie except shifting to balance
- wrong lead or out of lead for 2 strides or less

3 points

- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- 3 to 4 steps on mount/dismount or ground tie
- trotting for more than 3 strides in lope departures or exiting a rollback
- knocking over or severely disturbing an obstacle
- stepping out of or falling off an obstacle with 1 foot
- missing or evading a part of log/obstacle with 1 foot

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
- stepping out of or falling off an obstacle with more than 1 foot
- dropping an object required to be carried
- 1st or 2nd cumulative refusal
- letting go of gate
- 5 or more steps on mount/ dismount or ground tie
- missing or evading a part of log/obstacle with more than 1 foot

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

- eliminates or adds maneuver
- incomplete maneuver
- 3rd refusal
- repeated blatant disobedience
- failure to dally and remain dalled during the drag
- 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)
- failure to open and shut gate, or failure to complete gate

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
		WALK BRIDGE	LL LOPE OVER	TROT SERP	RL	RR GATE, TROT	SIDE PASS	BACK CHUTE	LL	DRAG LOG	TROT, WALK					
TIE-BREAKER		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														
MANEUVER DESCRIPTION																
1	912	PENALTY		3,3								1				
		MANEUVER SCORE	0	-1	-1/2	+1/2	0	+1/2	0	-1/2	+1/2	+1/2		7	63	
2	635	PENALTY	1,1	5					1		1					
		MANEUVER SCORE	0	-1	0	0	+1/2	+1/2	-1/2	+1/2	-1	0		9	60	
3	657	PENALTY			1											
		MANEUVER SCORE	+1	+1/2	0	+1/2	0	+1	+1	+1/2	+1/2	+1/2		1	74 1/2	
4	134	PENALTY	1	3,1	1											
		MANEUVER SCORE	-1/2	-1/2	-1/2	0	0	0	-1/2	0	+1/2	0		6	62 1/2	
5	944	PENALTY	1	3				1	1	op,1						
		MANEUVER SCORE	0	-1 1/2	-1	-1	-1/2	-1	-1	-1/2	0	0		7	56 1/2	
6	247	PENALTY	1													
		MANEUVER SCORE	0	+1	+1	+1/2	+1	+1/2	+1/2	+1/2	0	+1/2		1	74 1/2	
7	158	PENALTY														
		MANEUVER SCORE	+1	+1/2	+1/2	+1	+1	+1/2	+1/2	+1/2	+1	+1/2		0	77	
8	150	PENALTY		3,3	1											
		MANEUVER SCORE	+1	-1	0	+1/2	+1/2	+1/2	+1	+1	+1	+1/2		7	68	

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- split pole in lope-over
- incorrect number of strides, if specified
- 1 to 2 steps on mount/dismount or ground tie except shifting to balance
- wrong lead or out of lead for 2 strides or less

3 points

- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- 3 to 4 steps on mount/dismount or ground tie
- trotting for more than 3 strides in lope departures or exiting a rollback
- knocking over or severely disturbing an obstacle
- stepping out of or falling off an obstacle with 1 foot
- missing or evading a part of log/obstacle with 1 foot

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
- stepping out of or falling off an obstacle with more than 1 foot
- dropping an object required to be carried
- 1st or 2nd cumulative refusal
- letting go of gate
- 5 or more steps on mount/ dismount or ground tie
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Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
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- failure to open and shut gate, or failure to complete gate

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- lameness
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- illegal equipment
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- leaving working area before pattern is complete
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		WALK BRIDGE	LL LOPE OVER	TROT SERP	RL	RR GATE, TROT	SIDE PASS	BACK CHUTE	LL DRAG LOG	TROT, WALK	<i>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</i>										
TIE-BREAKER		MANEUVER DESCRIPTION																			
9	1730	PENALTY		3	1	3															
		MANEUVER SCORE	+1/2	-1	0	-1	+1/2	+1/2	0	-1/2	-1/2	+1/2									
10	975	PENALTY		3																	
		MANEUVER SCORE	+1/2	0	+1	+1/2	+1/2	0	0	0	0	+1/2									
11	624	PENALTY																			
		MANEUVER SCORE	+1	0	+1/2	+1/2	+1	+1	+1	+1	0	+1									
12	570	PENALTY	1																		
		MANEUVER SCORE	+1/2	+1/2	0	0	+1/2	0	0	+1/2	0	+1/2									
13	1597	PENALTY			1																
		MANEUVER SCORE	+1/2	+1/2	-1/2	-1/2	0	+1/2	0	0	0	+1/2									
14	1535	PENALTY																			
		MANEUVER SCORE	+1/2	+1/2	0	0	+1/2	+1	+1/2	0	+1/2	+1/2									
15	820	PENALTY	1	1		3															
		MANEUVER SCORE	0	0	+1/2	-1/2	0	+1/2	-1/2	-1/2	-1/2	+1/2									
16	634	PENALTY	1		1																
		MANEUVER SCORE	-1/2	-1/2	+1/2	0	0	+1/2	-1	+1/2	+1/2	+1/2									

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TIE-BREAKER		MANEUVER DESCRIPTION																
17	1541	PENALTY	1	3,3												7	64	
		MANEUVER SCORE	+1/2	-1	-1	+1/2	+1/2	0	+1/2	0	+1/2	+1/2						
18	768	PENALTY			1			1								2	71 1/2	
		MANEUVER SCORE	+1/2	+1	+1/2	0	+1/2	+1/2	0	0	+1/2	0						
19	943	PENALTY	1					5	3	1,1						11	56 1/2	
		MANEUVER SCORE	+1/2	0	0	0	0	-1/2	-1 1/2	-1/2	-1/2	0						
20	1012	PENALTY	1,1		1			1	1							5	66	
		MANEUVER SCORE	0	-1/2	0	+1/2	0	0	0	0	+1/2	+1/2						
21	1437	PENALTY			1											1	72 1/2	
		MANEUVER SCORE	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2	+1/2						
22	787	PENALTY														0	72	
		MANEUVER SCORE	+1/2	+1/2	0	+1/2	+1/2	0	-1/2	0	0	+1/2						
23	1764	PENALTY	1,1		1			1	5,5	op						14	52 1/2	
		MANEUVER SCORE	0	0	-1/2	-1/2	0	-1	-1 1/2	-1/2	0	+1/2						
24	777	PENALTY	1													1	72	
		MANEUVER SCORE	0	+1/2	+1	0	+1/2	+1/2	0	-1/2	+1/2	+1/2						

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TIE-BREAKER		MANEUVER DESCRIPTION																			
25	1157	PENALTY	1																		
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1	+1/2		1	75						
26	734	PENALTY											1								
		MANEUVER SCORE	+1	0	+1	0	+1/2	+1/2	0	0	0	0	+1/2		72 1/2						
27	1770	PENALTY																			
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	-1/2	+1/2	0	+1/2	+1/2	+1/2		0	73						
		PENALTY																			
		MANEUVER SCORE																			
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1	912	PENALTY		3						1	1						5	66			
		MANEUVER SCORE	0	-1	+1/2	+1/2	+1/2	0	-1/2	-1/2	+1/2	+1									
2	635	PENALTY		5						1		1					7	62			
		MANEUVER SCORE	0	-1 1/2	0	0	+1/2	+1/2	-1/2	+1/2	-1	+1/2									
3	657	PENALTY		1	1												2	78 1/2			
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6	247	PENALTY	1														1	77 1/2			
		MANEUVER SCORE	0	+1	+1	+1	+1 1/2	+1/2	+1/2	+1	+1	+1									
7	158	PENALTY															0	81			
		MANEUVER SCORE	+1	+1	+1	+1 1/2	+1	+1 1/2	+1/2	+1	+1 1/2	+1									
8	150	PENALTY		3													3	75 1/2			
		MANEUVER SCORE	+1	-1	+1	+1 1/2	0	+1	+1	+1 1/2	+1 1/2	+1									

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		MANEUVER SCORE	+1	-1	-½	-1	+½	+½	0	-1	+1	0						
10	975	PENALTY		3												3	72	
		MANEUVER SCORE	+1	-1	+1	+½	-½	+½	+1	+1	+1½	0						
11	624	PENALTY														0	80	
		MANEUVER SCORE	+1½	0	+1	+1½	+1½	+1	+1	+1	+1	+½						
12	570	PENALTY	1		1											2	72½	
		MANEUVER SCORE	0	+1	0	+½	+½	+½	0	+1	+1	0						
13	1597	PENALTY			1		1									2	74	
		MANEUVER SCORE	+1	+½	0	+½	+1	-½	+1	+1	+½	+1						
14	1535	PENALTY		1												1	78	
		MANEUVER SCORE	+1	0	+1	+1	+1	+1	+1	+1	+1	+1						
15	820	PENALTY		1		1,1	1				1	1				6	62½	
		MANEUVER SCORE	+½	0	0	-1	0	-½	+½	0	-½	-½						
16	634	PENALTY	1	1	1					1,1						5	67	
		MANEUVER SCORE	-½	-½	-½	+1	+½	+½	-1	+1	+½	+1						

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VRH RANCH TRAIL

Date:	Sun Circuit
Show:	AQHA 181000 VRH Ranch Trail
Class:	3/3/2023 1
Judge:	Rogers; Fielding

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- each hit, bite or stepping on a log, cone plant or any component of the obstacle
- break of gait at walk or trot for 2 strides or less
- both front or hind feet in a single-stride slot or space at a walk or trot
- skipping over or failing to step into required space
- split pole in lope-over
- incorrect number of strides, if specified
- 1 to 2 steps on mount/dismount or ground tie except shifting to balance
- wrong lead or out of lead for 2 strides or less

3 points

- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- 3 to 4 steps on mount/dismount or ground tie
- trotting for more than 3 strides in lope departures or exiting a rollback
- knocking over or severely disturbing an obstacle
- stepping out of or falling off an obstacle with 1 foot
- missing or evading a part of log/obstacle with 1 foot

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
- stepping out of or falling off an obstacle with more than 1 foot
- dropping an object required to be carried
- 1st or 2nd cumulative refusal
- letting go of gate
- 5 or more steps on mount/ dismount or ground tie
- missing or evading a part of log/obstacle with more than 1 foot

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

- eliminates or adds maneuver
- incomplete maneuver
- 3rd refusal
- repeated blatant disobedience
- failure to dally and remain dalled during the drag
- 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)
- failure to open and shut gate, or failure to complete gate

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
		WALK BRIDGE	LL LOPE OVER	TROT SERP	RL	RR GATE, TROT	SIDE PASS	BACK CHUTE	LL	DRAG LOG	TROT, WALK					
TIE-BREAKER MANEUVER DESCRIPTION																
17	1541	PENALTY	1	3,3												
		MANEUVER SCORE	+½	-1	-½	+½	+½	0	+1	+½	+1	0		7	65½	
18	768	PENALTY			1			1								
		MANEUVER SCORE	+1	+½	-½	+½	+1	0	0	+1	+1	0		3	71½	
19	943	PENALTY		1					5	1	1,1					
		MANEUVER SCORE	+½	0	0	0	0	0	-1½	0	-1	0		9	59	
20	1012	PENALTY	1		1			1								
		MANEUVER SCORE	0	0	-½	+½	0	0	-½	+1	+1	+½		3	69	
21	1437	PENALTY														
		MANEUVER SCORE	+1	+½	+½	+½	+1	0	+1	+½	+1	+1		0	77	
22	787	PENALTY		3												
		MANEUVER SCORE	+1	-1	0	+1	+½	+½	0	0	0	+½		3	69½	
23	1764	PENALTY			1			1		5,1,5	op					
		MANEUVER SCORE	0	0	-½	-½	-½	-1	-1½	-1½	0	0		13	51½	
24	777	PENALTY	1													
		MANEUVER SCORE	-1	+1	0	+1	0	+½	+½	0	+½	-½		1	71	

Judge's Signature: _____



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TIE-BREAKER MANEUVER DESCRIPTION																
25	1157	PENALTY														
		MANEUVER SCORE	+1	+1	0	+1/2	+1/2	+1	0	+1/2	+1/2	0		0	75	
26	734	PENALTY								1						
		MANEUVER SCORE	+1	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2		1	73 1/2	
27	1770	PENALTY			1											
		MANEUVER SCORE	0	+1 1/2	0	+1	+1/2	+1/2	+1	+1	+1/2	+1		1	76	
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
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