



VRH RANCH TRAIL

Date:	Sun Circuit
Show:	AQHA 281000 VRH Amt Ranch Trail
Class:	3/3/2023
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

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	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																			
1	226	PENALTY	1,1		1																
		MANEUVER SCORE	0	-1/2	-1/2	-1	0	-1 1/2	0	0	-1/2	0									
2	1157	PENALTY																			
		MANEUVER SCORE	+1	+1	+1	+1/2	+1	+1	0	+1/2	+1/2	+1/2									
3	258	PENALTY		3,3,3	1																
		MANEUVER SCORE	+1/2	-1/2	+1/2	0	+1/2	0	-1/2	0	-1/2	0									
4	145	PENALTY	1		1			op													
		MANEUVER SCORE	+1/2	+1/2	0	0	0	+1/2	0	0	0	0									
5	1729	PENALTY		1																	
		MANEUVER SCORE	+1/2	+1/2	+1	+1/2	+1/2	+1	0	0	+1/2	+1/2									
6	168	PENALTY	1						1		1										
		MANEUVER SCORE	+1/2	-1/2	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2									
7	158	PENALTY	1																		
		MANEUVER SCORE	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2									
8	235	PENALTY	1	3,3,1	1						1										
		MANEUVER SCORE	0	-1/2	+1/2	0	0	-1/2	0	0	0	+1/2									

Judge's Signature: _____

AQHA

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- split pole in lope-over
- incorrect number of strides, if specified
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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
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- 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
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- willful abuse
- leaving working area before pattern is complete
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TIE-BREAKER		MANEUVER DESCRIPTION																			
9	127	PENALTY	1	1				1							3	69					
		MANEUVER SCORE	+1/2	+1/2	+1/2	0	0	-1/2	0	0	+1/2	+1/2									
10	144	PENALTY	1,1		1,5			5	1						14	49 1/2					
		MANEUVER SCORE	0	-1/2	-1	-1	-1/2	-1 1/2	-1	-1/2	-1/2	0									
11	1437	PENALTY	1	3,1											5	67					
		MANEUVER SCORE	0	0	0	-1	0	+1/2	0	+1	+1	+1/2									
12	554	PENALTY	1	3	1,1			1	5		1,1				14	49					
		MANEUVER SCORE	+1/2	-1/2	-1	-1	-1	-1	-1 1/2	-1	-1/2	0									
13	1039	PENALTY	1	3,3											7	64					
		MANEUVER SCORE	+1/2	-1/2	+1	0	0	0	-1/2	+1/2	0	0									
		PENALTY																			
		MANEUVER SCORE																			
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VRH RANCH TRAIL

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Class:	3/3/2023
Judge:	Rogers; Fielding

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TIE-BREAKER MANEUVER DESCRIPTION															
1	226	PENALTY	1		1,1			1			1		5	60½	
		MANEUVER SCORE	-½	0	-1	-1	+½	-1	0	-½	-1	0			
2	1157	PENALTY											0	76	
		MANEUVER SCORE	+1	+1	0	+½	+½	+1	0	+1	+½	+½			
3	258	PENALTY		3,3	1						1,1		9	64	
		MANEUVER SCORE	+½	-1	0	+½	+½	+½	+½	+1	-½	+1			
4	145	PENALTY	1	1	1			op					3	68	
		MANEUVER SCORE	-½	-½	0	+½	-1½	+1½	+1	0	+½	0			
5	1729	PENALTY			1								1	78½	
		MANEUVER SCORE	+1	+1	+½	+1	+1	+1½	+1	+½	+1½	+½			
6	168	PENALTY							1		1		2	72½	
		MANEUVER SCORE	+1	0	+½	+1	+1	+½	-½	+½	-½	+1			
7	158	PENALTY											0	79½	
		MANEUVER SCORE	+1	+1	+1	+½	+1	+1	+½	+1	+1½	+1			
8	235	PENALTY	1	3,1	1,1						2		9	58½	
		MANEUVER SCORE	-½	-1	-1	0	0	-½	+½	+½	-½	0			

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Fielding Rogers



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MANEUVER DESCRIPTION																
9	127	PENALTY		1	1									2	72½	
		MANEUVER SCORE	+½	0	0	+½	+½	+1	+½	+½	+½	+½	+½			
10	144	PENALTY	1		5			1,5						12	53	
		MANEUVER SCORE	-½	0	-1	-1	-½	-1½	0	-½	0	0	0			
11	1437	PENALTY	1	1										2	73	
		MANEUVER SCORE	-½	-½	+½	0	+½	+1	+1	+1	+1	+1	+1			
12	554	PENALTY		1	5			1,1	5		1			14	51½	
		MANEUVER SCORE	0	-½	-1	0	-½	-1	-1	0	-½	0	0			
13	1039	PENALTY	1	3										4	68	
		MANEUVER SCORE	0	-1	+½	+½	0	+½	0	+½	+½	+½	+½			
		PENALTY														
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