

AQHA

VRH RANCH TRAIL

Date:	Sun Circuit
Show:	AQHA 281200 VRH Limited 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	624	PENALTY		3											3	70½	
		MANEUVER SCORE	+½	-½	+½	+½	+½	+1	0	+½	0	+½					
2	1105	PENALTY		1,5,3	1			1,1		1	1			14	53½		
		MANEUVER SCORE	0	-1	0	0	-½	-1	0	-½	0	+½					
3	743	PENALTY	1,1	1,3	1									7	63		
		MANEUVER SCORE	0	-1	+½	0	+½	-½	0	0	0	+½					
4	1568	PENALTY	1	3	5						1			10	60		
		MANEUVER SCORE	+½	-1½	-½	0	+½	0	+½	0	0	+½					
5	248	PENALTY		3				op			1			4	68		
		MANEUVER SCORE	+½	-½	0	+½	+½	0	+½	0	0	+½					
6	1684	PENALTY	1	3	5,5			5	5,5	1	op	1,1		32	29½		
		MANEUVER SCORE	0	-1	-1½	-1	-1	-1½	-½	-1	-1	0					
7	127	PENALTY		3					1,1					5	65½		
		MANEUVER SCORE	+½	0	+½	0	0	-½	-½	0	0	+½					
8	735	PENALTY	1	3								1		5	61½		
		MANEUVER SCORE	0	-1½	0	-½	-½	0	-½	-1	0	+½					

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- 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
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- leaving working area before pattern is complete
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TIE-BREAKER		MANEUVER DESCRIPTION													
9	133	PENALTY	1						1		1,1		4	67½	
		MANEUVER SCORE	0	+½	0	0	+½	0	-½	+½	0	+½			
10	1752	PENALTY		3							3		9	61½	
		MANEUVER SCORE	+½	0	0	0	+½	-½	-½	0	0	+½			
11	223	PENALTY	1	1									2	69	
		MANEUVER SCORE	0	-½	+½	0	0	+½	-½	+½	+½	0			
12	349	PENALTY	1										1	74	
		MANEUVER SCORE	0	+½	+½	+½	+½	+½	+1	+½	+½	+½			
13	176	PENALTY	1		5				3		1		10	61½	
		MANEUVER SCORE	0	+½	-1	+½	+½	-½	+½	+½	0	+½			
14	657	PENALTY											0	74½	
		MANEUVER SCORE	0	+½	+1	+½	+½	0	+1	0	+½	+½			
15	841	PENALTY	1	3							1		5	65	
		MANEUVER SCORE	0	+½	0	-½	0	0	0	-½	0	+½			
16	1562	PENALTY	1	3									4	64½	
		MANEUVER SCORE	0	-½	-1	0	+½	+½	-1	-½	+½	0			

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TIE-BREAKER		MANEUVER DESCRIPTION																			
17	739	PENALTY		3,3	1				1		1										
		MANEUVER SCORE	0	-1/2	0	0	+1/2	0	0	0	0	+1/2		9	61 1/2						
18	1149	PENALTY																			
		MANEUVER SCORE	+1/2	0	0	-1/2	0	0	0	-1	+1/2	+1/2		0	70						
19	134	PENALTY	1	5,5	3,1,1				1	3	1										
		MANEUVER SCORE	0	-1/2	-1 1/2	-1/2	-1	0	-1/2	-1/2	0	+1/2		21	44						
20	1564	PENALTY	1,1																		
		MANEUVER SCORE	0	0	0	0	0	-1	0	0	+1/2	+1/2		2	68						
21	245	PENALTY	1		1						1										
		MANEUVER SCORE	0	0	-1	-1/2	0	0	+1/2	-1	0	+1/2		3	65 1/2						
22	570	PENALTY	1,1	3,3							op										
		MANEUVER SCORE	0	-1/2	0	-1/2	-1	0	0	-1 1/2	0	0		8	58 1/2						
23	214	PENALTY	1,1	op	5,5				1												
		MANEUVER SCORE	0	-1/2	-1	-1/2	-1/2	-1/2	-1/2	0	0	0	+1/2	13	54 1/2						
24	1683	PENALTY	1	1							1,1										
		MANEUVER SCORE	+1/2	0	-1/2	0	0	-1/2	-1	-1	-1/2	+1/2		4	63 1/2						

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TIE-BREAKER MANEUVER DESCRIPTION		WALK BRIDGE	LL LOPE OVER	TROT SERP	RL	RR GATE, TROT	SIDE PASS	BACK CHUTE	LL DRAG LOG	TROT, WALK						
25	1071	PENALTY	1									3	op	4	65	
		MANEUVER SCORE	0	0	-1	-1/2	0	+1/2	-1	0	+1/2	+1/2				
26	1533	PENALTY		1,3	1,1									6	66 1/2	
		MANEUVER SCORE	0	-1/2	0	0	0	+1/2	+1/2	+1	+1/2	+1/2				
27	1011	PENALTY	1	3	1									5	65 1/2	
		MANEUVER SCORE	-1/2	0	0	0	0	-1/2	0	+1/2	+1/2	+1/2				
28	217	PENALTY			1							3		4	69	
		MANEUVER SCORE	+1	+1	0	0	0	0	0	+1/2	0	+1/2				
29	227	PENALTY	1	1	1,3							1,1		8	59	
		MANEUVER SCORE	0	-1	-1	-1	0	-1/2	-1/2	0	+1/2	+1/2				
30	244	PENALTY										1		1	72	
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	0	-1/2	-1/2	0	+1/2				
31	1544	PENALTY		3	1,1									5	66	
		MANEUVER SCORE	0	-1/2	0	-1/2	+1/2	0	+1/2	0	+1/2	+1/2				
32	1039	PENALTY		1								1,1		3	70 1/2	
		MANEUVER SCORE	+1	+1/2	0	0	+1	+1/2	0	0	0	+1/2				

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TIE-BREAKER MANEUVER DESCRIPTION																
33	787	PENALTY		3								1				
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2		4	70 1/2
		PENALTY														
		MANEUVER SCORE														
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		MANEUVER SCORE	+1	-1	+1	+1	+1	+1 1/2	+1/2	+1	+1 1/2	+1						
2	1105	PENALTY		3,5	1			1			1							
		MANEUVER SCORE	+1/2	-1	0	0	-1/2	+1	0	-1/2	-1/2	0						
3	743	PENALTY	1	3,1	1													
		MANEUVER SCORE	-1/2	-1	0	+1/2	+1/2	0	+1/2	+1/2	+1	+1						
4	1568	PENALTY		3	5													
		MANEUVER SCORE	+1/2	-1	-1	+1/2	+1	+1	+1/2	+1/2	+1/2	+1/2						
5	248	PENALTY		1				op										
		MANEUVER SCORE	+1 1/2	-1	+1/2	+1	+1	-1 1/2	+1	+1	0	+1						
6	1684	PENALTY		3	5,5			5	5,5		op	1						
		MANEUVER SCORE	0	-1	-1	-1	-1	-1	0	-1 1/2	-1	0						
7	127	PENALTY		3					1,1									
		MANEUVER SCORE	+1 1/2	-1	+1/2	+1	+1	-1	+1/2	+1	+1/2	+1						
8	735	PENALTY	1	3							1	1						
		MANEUVER SCORE	-1/2	-1	0	+1	0	0	0	-1/2	-1/2	0						

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- 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	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																			
		MANEUVER SCORE																			
9	133	PENALTY										1		1							
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	0	+1	-1/2	+1/2	0	0		2	70 1/2						
10	1752	PENALTY		3								1									
		MANEUVER SCORE	+1	-1	0	0	+1/2	+1	-1/2	-1/2	+1/2	+1		4	68						
11	223	PENALTY	1	1																	
		MANEUVER SCORE	-1/2	-1/2	+1/2	+1/2	+1/2	+1	+1/2	0	+1	+1/2		2	71 1/2						
12	349	PENALTY	1																		
		MANEUVER SCORE	-1/2	0	0	+1	+1	+1	+1/2	+1/2	+1	+1/2		1	74						
13	176	PENALTY	1	1	5			1					1								
		MANEUVER SCORE	0	-1/2	-1	+1	+1	0	+1	+1/2	0	+1		9	64						
14	657	PENALTY	1																		
		MANEUVER SCORE	0	+1	+1	+1	+1	+1/2	+1 1/2	+1/2	+1	+1		1	77 1/2						
15	841	PENALTY	1	3									1								
		MANEUVER SCORE	-1/2	-1	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	-1/2	0		5	65						
16	1562	PENALTY	1	3					1	1			1								
		MANEUVER SCORE	-1/2	-1 1/2	-1	0	0	-1/2	-1	0	-1/2	-1		7	57						

Judge's Signature:



VRH RANCH TRAIL

Date:	Sun Circuit
Show:	AQHA 281200 VRH Limited Amt Ranch Trail
Class:	3/3/2023
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
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- incomplete maneuver
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- lameness
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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 MANEUVER DESCRIPTION															
17	739	PENALTY		3							1				
		MANEUVER SCORE	+1½	-1	+½	+½	+1	+1	0	+1	+1	+1		4	72½
18	1149	PENALTY		1											
		MANEUVER SCORE	+1	0	0	+½	+½	0	+½	-½	0	+½		1	71½
19	134	PENALTY	1	5,5	1,1,1					1					
		MANEUVER SCORE	-½	-1½	-1	0	-1	+½	-½	-1½	0	0		15	49½
20	1564	PENALTY	1	1				1							
		MANEUVER SCORE	-½	-½	+1	0	+1	-½	0	+½	+1	+1		3	70
21	245	PENALTY	1		1					1					
		MANEUVER SCORE	0	+½	-½	0	0	+½	+½	+½	0	+1		3	69½
22	570	PENALTY	1	3							op				
		MANEUVER SCORE	-½	-1	0	+½	-½	0	+½	-1½	-1½	0		4	62
23	214	PENALTY		op	5,5		1								
		MANEUVER SCORE	0	-1½	-1	0	-1	0	0	0	+½	+1		11	57
24	1683	PENALTY	1	1			1			1	1				
		MANEUVER SCORE	0	-½	+½	+½	+½	0	-½	-1	-½	0		5	64

Judge's Signature: _____



VRH RANCH TRAIL

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Judge:	Rogers; Fielding

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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
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- wrong lead or out of lead for more than 2 strides
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- 3 to 4 steps on mount/dismount or ground tie
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TIE-BREAKER		MANEUVER DESCRIPTION																			
25	1071	PENALTY																			
		MANEUVER SCORE	+1/2	+1	0	+1/2	+1	+1/2	-1	-1/2	+1/2				+1						
26	1533	PENALTY		3	1																
		MANEUVER SCORE	+1	-1	0	+1/2	+1	+1	+1 1/2	+1 1/2	+1				+1						
27	1011	PENALTY		3	1																
		MANEUVER SCORE	0	-1	-1/2	+1/2	-1	+1/2	0	-1/2	+1/2				-1						
28	217	PENALTY																			
		MANEUVER SCORE	+1 1/2	+1	0	+1/2	+1/2	+1/2	+1/2	+1	0				+1						
29	227	PENALTY	1		5				1												
		MANEUVER SCORE	-1/2	-1/2	-1	0	+1/2	-1/2	0	+1/2	+1/2				0						
30	244	PENALTY																			
		MANEUVER SCORE	+1 1/2	+1 1/2	+1/2	+1 1/2	+1	0	+1/2	0	0				+1						
31	1544	PENALTY		3	1				1												
		MANEUVER SCORE	+1/2	-1	-1/2	+1/2	0	0	+1/2	+1/2	+1				+1						
32	1039	PENALTY		1																	
		MANEUVER SCORE	+1 1/2	0	0	+1	+1	0	+1/2	+1	-1/2				+1						

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		WALK BRIDGE	LL LOPE OVER	TROT SERP	RL	RR GATE, TROT	SIDE PASS	BACK CHUTE	LL	DRAG LOG	TROT, WALK					
TIE-BREAKER MANEUVER DESCRIPTION																
33	787	PENALTY		3												
		MANEUVER SCORE	+1	-1	0	+1	+1	+1/2	+1 1/2	+1	+1/2	+1/2		3	73	
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
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Judge's Signature: 