

AQHA

VRH RANCH REINING

Date:	03/01/2024
Show:	2024 VRH Sun Circuit
Class:	#2 - AQHA 284000 - VRH AmI Ranch Reining
Judge:	Steve Brown

Off Pattern

- starting a stop or exiting a rollback 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 maintain a minimum of 20 feet from the end of fence when approaching a stop or/roll back
- over-spin or under-spin up to 1/8 turn

Lead

- over-took (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 turn

Leads

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

Leads

- starting in front of circle
- lateral disturbance (kick, slip, over, run, etc.) for each relead
- use of either hand in trail feetness

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

- leading pattern
- violation 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 grown in a specific discipline) more than one finger between split reins or any fingers between normal reins (except in the last step)

Disqualified - 0 Score

- accident
- disrespect or misconduct
- illegal equipment
- unsafe drive
- leaving working area before pattern is complete
- improper western attire
- tail of horse/hair

For more information on how classes are judged visit www.aqhuniversity.com

MANEUVER SCORES

Each maneuver contributes a score between 0 (no points) and maximum (see legend below) to a score of 0 (fail) to 100 (perfect).
 1 1/2 Excellent (90) 1 Very Good (80) 2 Good (70) 3 Fair (60) 4 Poor (50) 5 Very Poor (40) 6 Fail (0)

WD	Entry #	MANEUVER DESCRIPTION	RC	LC	Stop	3/2 R	Stop	3/2 L	S&B	Rein/Hand/Show Appearance	Penalty Total	Score	Off Pattern
1	1437	THROTTLE MANEUVER SCORE	2 -1/2	2 -1/2	0	-1/2	-1/2	0	-1/2	0	4	65 1/2	
2	481	THROTTLE MANEUVER SCORE	-1/2	0	+1/2	0	-1/2	-1/2	1/2	0		69 1/2	
3	547	THROTTLE MANEUVER SCORE	+1/2	+1/2	-1	0	-1/2	0	0	0		69 1/2	
4	173	THROTTLE MANEUVER SCORE											
6	103	THROTTLE MANEUVER SCORE	0	0	-1	-1	-1	-1	-1	0	4	(61)	3
8	309	THROTTLE MANEUVER SCORE	+1/2	+1/2	0	+1/2	0	+1/2	0	+1/2		72 1/2	
7	771	THROTTLE MANEUVER SCORE	1/2	-1/2	-1/2	-1/2	0	0	-1	0	2 1/2	64	
8	725	THROTTLE MANEUVER SCORE	1/2	0	0	-1/2	0	0	0	0		65 1/2	
9	738	THROTTLE MANEUVER SCORE	1/2	1/2	-1	0	-1	0	-1			60	

Judge's Signature: Steve Brown