

AQHA

VRH RANCH REINING

Date:	2-16-25
Show:	
Class:	Open Reining
Judge:	

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

6 3/4
-15
48

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

MANEUVER SCORES

WO Entry # XXXXXXXXXX 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

Redo at end

TIE-BREAKER		S	3/2 L	S	3/2 R	3 B	2 C	2 C R	S	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern		
MANEUVER DESCRIPTION			(2)		(3)				(1)						
114		MANEUVER SCORE	+1/2	0	+1/2	0	+1/2	Schooling	0		0	0			
110	2	MANEUVER SCORE	-1	-1/2	-1	-1	-1/2	0	0			65 1/2			
108	1	MANEUVER SCORE	0	0	-1/2	0	0	0	0	121	4	65 1/2			
111		MANEUVER SCORE	-1	-1	-1	-1	-1	-1	-1	2	12	0			
109	3	MANEUVER SCORE	-1	-1	-1	-1/2	-1	0	0			64 1/2			
100		MANEUVER SCORE	-1/2					Schooling				0			
105	5	MANEUVER SCORE	-1	-1	-1	-1	0	-1	-1	2	121	2	212	15	48
116		MANEUVER SCORE	-1/2	0	0	0		Schooling				0			

Judge's Signature: 

AQHA

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- 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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- 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
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- 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
- wilful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

4 670
14
56

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MANEUVER SCORES

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-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	PENALTY	MANEUVER SCORE	MANEUVER SCORES								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
			5	5/2	L	S	3/2	3/4	2/4	2/2				
113	2	-1	0										0	
			Schooling											
104	4	-1	-1	-1	-1	-1	-1	-1	-1	22	2		6	56
112	0	-1/2												
106	0	-1	-1	-1										
114														

Judge's Signature: _____



AQHA

VRH RANCH REINING

Non
Pro

Date:	2-16-25
Show:	
Class:	Non Pro
Judge:	

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

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- 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

64 1/2
68

8 1/2
6 1/2

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WO Entry #

MANEUVER SCORES

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-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		S	3/4 L	S	3/4 R	S/B	RC	LC	S					
5	104	4						2	2			4	60 1/2	
		PENALTY												
		MANEUVER SCORE	-1	-1	-1	-1	-1	0	0	-1/2				
	113	6		5	5							10	58	
		PENALTY		5	5									
		MANEUVER SCORE	-1/2	-1	0	0	-1/2	0	0	0				
4	112	4						2				2	68	
		PENALTY												
		MANEUVER SCORE	+1/2	0	+1/2	-1/2	-1/2	0	0	0				
	101							0						
		PENALTY												
		MANEUVER SCORE	-1	-1	-1	-1	-1	Schooling						
	122						1/2	2	2	2	2		8 1/2	55
		PENALTY												
		MANEUVER SCORE	-1	-1	-1	-1/2	-1	-1	0	-1				
	100			0										
		PENALTY		0										
		MANEUVER SCORE	-1	-1	0	Schooling								
2	114	2											68 1/2	
		PENALTY												
		MANEUVER SCORE	-1/2	0	-1/2	0	0	+1/2	0	-1/2				
6	105	5						2	2				4	60 1/2
		PENALTY												
		MANEUVER SCORE	-1	-1	-1	-1	-1	0	0	-1/2				

Judge's Signature: 

AQHA

VRH RANCH REINING

Date:	
Show:	
Class:	65+
Judge:	

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
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- 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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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	PENALTY	MANEUVER SCORE	Maneuver						Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern		
				Stop	Spin	Stop	Spin	Stop	R					L	Stop
1	107			-1	-1/2	-1	-1/2	-1	0	0	-1/2		5	60.5	
2	128			-1	-1	-1	-1	-1	0	0	-1		6.5	57.5	
	100			0	0	Schooling →							0		

Judge's Signature: _____



AQHA

VRH RANCH REINING

Date:	
Show:	
Class:	14-18
Judge:	

- 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		Stop	Spin	Stop	Spin	back	R	L	Stop					
MANEUVER DESCRIPTION														
115		-1/2	-1/2	-1/2	-1/2	1/2	0	0	0		67.5			

Judge's Signature: 