

RANCH REEING Division AM

Show		
Judge	Ne/501	
Date	5-18-24	

1 POINT PENALTY

- A. Too slow at any gait per maneuver
- G. Incorrect or break of gait for two strides or LESS
- B. Over bridled per maneuver
- F. Out of frame per maneuver
- M. Gapping mouth

3 POINT PENALTY

- B. Break of gait at lope
- G. Incorrect or break of Gait at walk or jog for MORE than (2) strides
- L. Wrong Lead or Out of lead
- R. Draped Reins

5 POINT PENALTY

- B. Spurring or hitting in front of the curch at any time
- D. Blatant disobedience
- F. Instill fear or praise
- R. First or Second refusal cumulative, (balk or evade)
- H. Use of 2 hands (except in stuffle bit or hackamore) per maneuver
- M. More than one Finger between split reins or any fingers between romal reins per maneuver

MAJOR PENALTY - "OP":

Cannot place above others who complete pattern correctly

- A. Missed Pattern
- D. Repezted Disobedience (Balk or evade), will be asked to move on
- H. Leaving Arena before pattern is complete

DQ (score,-0-)

- A. Phirmane Treatment
- 3. Lameness
- G. Elegal Equipment
- N. Improper Western Attite
- D. Disrespect of miscunduct

NOTE: The Judge may blow the whistle at any time to end the work, a score of -0- will be given if the work

	70 Points #/- Maneuver Total less Penalty Points = Total Score Judges Score (Content): +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, +1 Foon, +1 1/2 Very Poor														
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Judaes	Signature	



VRH & RHC RANCH RIDING

Date:	5-18-24
Show:	
Class:	Am
Judge:	Trish Nelson

1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

Judge's Signature:

5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern	(OP)	- to he	nlaced	helow	horses	performing	all	maneuvers
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- eliminates or adds maneuver
- incomplete maneuver
- 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

- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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WO	Entry #	‡			Each ho	rse/rider co -1 1/2 Extr	mbination is remely Poor	s scored bet : -1 Very Po	ween 0-100 or1/2 Poo	EUVER SC O points and or. O Correc	d automatic	cally begins od. +1 Very	the run wit Good. +1 1	n a score of /2 Excellent	70 points			Natural Ranch Horse Appearance	Penalty Total	Score	Pattern
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VRH RANCH REINING

Date:	5-18-24	
Show:		
Class:	An	
Judge:	Trin Velson	

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

						For mor	e inform	ation on h	ow class	es are ju	dged visit	www.a	qhuniversi	ity.com
wo	Entry #		Each horse/re	der combination i	s scored between	MANEUVER S	CORES	begins the run wit 1 Very Good. +1	th a score of 70 p		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
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Judge's Signature:



VRH RANCH TRAIL

Date:	5-18-24	
Show:		
Class:	Am	
Judge:	Darrington	

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
- 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 distrubing 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 dallied 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 MANEUVER SCORES Horse Appearanc Penalty Total Natural Ranch Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points Off Pattern WO Entry# Score -1 1/2 Extremely Poor. -1 Very Poor. -1/2 Poor. G Correct. +1/2 Good. +1 Very Good. +1 1/2 Excellent RLALL Chute Gate TIE-BREAKER tret Well W MANEUVER DESCRIPTION Trees WERVE Back L Push R Drag 1 1 -6 PENALTY 74-8 143 MANEUVER SCORE 2 5 10 15 13 7 -5,05 71.2 7211 73,2 74 10/5 74.5 144 20 MANEUVER SCORE .9 5 1 45 ,5 ,5 7 0 66. 71.5 79,5 72,5 73 775 4 PENALTY MANEUVER SCORE PENALTY PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE MANEUVER SCORE PENALTY MANEUVER SCORE

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HSC CONFORMATION SCORE SHEET

BASE 70

Excellent 1½, Very Good 1, Good ½, Correct 0, -1/2 Needs Improvement, -1 Poor, -1½ Very Poor

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	HEAD	FRONT	BACK &	HIND	SOUNDNESS	SHOWMANSHIP	TOTAL	PLACE	POINTS
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VRH LTD COW WORK

Date:	5-18-29
Show:	
Class:	Am
Judge:	TRISh Nelson

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A - Loss of working advantage

- D Failure to drive cow past middle marker on second drive before time expires
- P Working out of position
- S Slipping rein
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)
- E Driving cow down the opposite fence (changing sides)

3 points

- K Knocking down the cow without having a working advantage
- L Losing a cow while boxing

5 points

- B Spurring in front of cinch
- C Blatant disobedience
- E Use of either hand to instill fear/praise

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

- A Turning tail
- B Use of two hands (except in snaffle bit or hackamore)
- C More than one finger between split reins or any fingers between romal reins
- E Repeated blatant disobedience
- J Schooling after entering the arena prior to calling for cow
- K Schooling horse between cows, if new cow is awarded
- L While boxing the cow at the opposite end, if the rider loses control and allows the cow to cross the center line, the judge will whistle the end of the run
- N Failure to attempt any part of the class

Disqualified - 0 Score

- A Abuse
- B Lameness
- D Disrespect or misconduct
- G Illegai equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

For more information on how classes are judged visit www.aqhuniversity.com MANEUVER SCORES Penalty Total Off Pattern Each norse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points **PENALTIES** Score WO Entry # -1 1/2 Extremely Poor. -1 Very Poor. -1/2 Poor. 0 Correct. +1/2 Good. +1 Very Good. +1 1/2 Excellent Drive (Run & Rate) 5 POINT Courage 3 POINT Eye Appeal Boxing TIE-BREAKER 143 7 05 0 MANEUVER SCORE 0 0 70 PENALTY -9 a MANEUVER SCORE 61 MANEUVER SCORE PENALTY PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE PENALTY

Judge's Signature:	
Judge's Signature:	