

AQHA

VRH RANCH REINING

Date: _____
 Show: _____
 Class: Amateur
 Judge: Mitchels

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

WO Entry #

MANEUVER SCORES

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

Entry #	TIE-BREAKER MANEUVER DESCRIPTION	PENALTY	MANEUVER SCORES								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
			CeL	CeR	S	3/2L	S	3/2R	S/B					
1	347		-1/2	0	-1	-1/2	-1/2	0	0		+1/2		68	
2	186	1/2	-1/2	0	0	-1	-1/2	+1/2	0		+1/2	4 1/2	63 1/2	
3	208		0	0	-1	+1/2	-1	0	-1/2		+1/2		68 1/2	
4	103		0	0	-1/2	0	0	-1/2	0		+1/2	1/2	68	OP
5														
6														

Judge's Signature: _____

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AQHA

VRH RANCH COW WORK

Date:	
Show:	
Class:	Amateur
Judge:	Mitchels

1 point

- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

2 points

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

3 points

- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

5 points

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- R - Failure to catch when roping in open/cowboy classes

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
- N - Failure to attempt any part of the class
- R - Complete loss of rope in Open/Cowboy class

Disqualified - 0 Score

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

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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

WO Entry #	PENALTY	MANEUVER SCORE	FENCE TURNS				CIRCLING		ROPING			PENALTIES			Penalty Total	Score	Off Pattern		
			BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD	POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	2 POINT				3 POINT	5 POINT
TIE-BREAKER					2	4	5	3			1								
1 347					L1	A2												3	67 1/2
					69 1/2	68	68 1/2	65	64 1/2		64		63 1/2						
2 86						L1												1	67 1/2
3 208						A2	A2											4	61
4 103						A2												2	58 (OP)
5 128						A2													

Judge's Signature: _____

[Handwritten Signature]

AQHA

VRH RANCH REINING

Date:	
Show:	
Class:	#407
Judge:	Griggs

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

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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

Natural Ranch Horse Appearance

Penalty Total

Score

Off Pattern

Entry #	TIE-BREAKER MANEUVER DESCRIPTION	Maneuver Scores								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		CeL	CeR	S	3/2L	S	3/2R	S/B					
1.	347												
	PENALTY												
	MANEUVER SCORE	0	0	-1	-1/2	-1	-1/2	-1		0		66	
68 1/2 67 1/2 67													
2.	186												
	PENALTY	1111											
	MANEUVER SCORE	-1	0	-1/2	-1/2	-1/2	0	-1/2		0	4	62	
65 64 1/2 63 62 1/2 62													
3.	308												
	PENALTY												
	MANEUVER SCORE	0	0	-1	0	-1	-1/2	-1		0		66 1/2	
69 68 67 1/2													
4.	103												
	PENALTY												
	MANEUVER SCORE	0	-1/2	-1	-1/2	-1/2	-1	-1		0		65 1/2	✓
68 1/2 67 67 1/2 66 1/2													
	PENALTY												
	MANEUVER SCORE												
	PENALTY												
	MANEUVER SCORE												
	PENALTY												
	MANEUVER SCORE												

Judge's Signature: _____



408

AQHA

VRH RANCH COW WORK

Date:	
Show:	
Class:	#408
Judge:	Grigg

1 point

- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

2 points

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

3 points

- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

5 points

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- R - Failure to catch when roping in open/cowboy classes

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
- N - Failure to attempt any part of the class
- R - Complete loss of rope in Open/Cowboy class

Disqualified - 0 Score

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

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WO Entry #	MANEUVER SCORES											PENALTIES			Penalty Total	Score	Off Pattern
	FENCE TURNS				CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	2 POINT	3 POINT	5 POINT			
	BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD									
TIE-BREAKER																	
1. 347	PENALTY																
	MANEUVER SCORE	0	0	0	-1	0	0		0	0	0					109	
2. 180	PENALTY																
	MANEUVER SCORE	+1/2	0	0	0	0	0		-1/2	-1/2	0					109 1/2	
3. 308	PENALTY																
	MANEUVER SCORE	-1/2	-1	-1	-1	-1	-1		-1	-1	0					102 1/2	
4. 103	PENALTY			1A/E		1P	1P										
	MANEUVER SCORE	-1	-1	-1	-1	-1	-1		-1	-1	-1					457	
5. 128	PENALTY				1C												
	MANEUVER SCORE	+1/2	0	+1	-1	+1/2	+1/2		+1/2	+1/2	0					171 1/2	
	PENALTY																
	MANEUVER SCORE																
	PENALTY																
	MANEUVER SCORE																

Judge's Signature: _____

AQHA

VRH RANCH REINING

Date:	14 Feb 24
Show:	Pixie
Class:	Ama
Judge:	Fisher

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
		CoL	CoR	S	3/2L	S	3/2R	S/B					
2	347	PENALTY											
		MANEUVER SCORE	-1/2	0	-1	-1/2	-1/2	-1/2	-1/2			66 1/2	
		68 1/2 68 67											
3	186	PENALTY	1 1 1										
		MANEUVER SCORE	-1	0	-1/2	-1/2	-1/2	0	-1/2		-5	62	
		64 63											
1	308	PENALTY											
		MANEUVER SCORE	0	0	-1	0	-1	0	-1/2			67 1/2	
		69 68											
4	103	PENALTY											
		MANEUVER SCORE	0	-1/2	-1/2	0	1/2	-1/2	-1/2		-1/2	67	Back OP
		69 68 67											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature: 

408

AQHA

VRH RANCH COW WORK

Date:	14 Feb 24
Show:	Dixie
Class:	Ama
Judge:	Fisher

1 point

- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

2 points

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

3 points

- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

5 points

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- R - Failure to catch when roping in open/cowboy classes

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
- N - Failure to attempt any part of the class
- R - Complete loss of rope in Open/Cowboy class

Disqualified - 0 Score

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

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MANEUVER SCORES

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

WO	Entry #	PENALTY	FENCE TURNS						CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	PENALTIES			Penalty Total	Score	Off Pattern					
			BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD	2 POINT	3 POINT				5 POINT										
3	1	347			1A	1P												A					-3	6 1/2		
			0	-1/2	-1/2	-1	-1/2	-1					-1	0	0											
					68	66							63 1/2													
2	2	186			1P			1P			1P															
			0	-1/2	-1/2	-1/2	-1/2	-1/2					-1/2	0	0											
					69	68		66					64													
4	3	308					P											A								
			0	-1	-1/2	-1	-1	-1					-1	+1/2	0			A								
					69	66 1/2		64 1/2					63 1/2	64												
5	4	103			PP		P	PP										A								
			-1	-1/2	-1	-1	-1 1/2	-1 1/2					-1 1/2	0	-1											
					69	67 1/2	64 1/2	63 1/2	61	57 1/2			56		55											
1	5	128					P											A								
			0	0	-1	+1/2	+1/2	+1/2					-1/2	0	0											
					68		69						69													

Judge's Signature: _____



AQHA

VRH RANCH REINING

Date:	2/14/24
Show:	
Class:	407
Judge:	BANISTON

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
		Co L	Co R	S	3/2 L	S	3/2 R	S/B					
1	347	1/2									1/2	67 1/2	
2	186	///									6	61	
3	308											68	
4	103					1/2	OP					OP 66 1/2	

Judge's Signature: *H. Baniston*

408

AQHA

VRH RANCH COW WORK

Date:	
Show:	
Class:	408
Judge:	Banister

1 point

- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

2 points

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

3 points

- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

5 points

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- R - Failure to catch when roping in open/cowboy classes

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

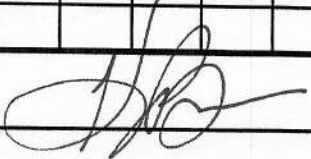
- A - Turning tail
- B - Use of two hands (except in snaffle bit or hackamore)
- C - More than one finger between split reins or any fingers between romal reins
- E - Repeated blatant disobedience
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class
- R - Complete loss of rope in Open/Cowboy class

Disqualified - 0 Score

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

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WO Entry #		MANEUVER SCORES											PENALTIES			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												2 POINT	3 POINT	5 POINT						
		BOXING		RATING		FENCE TURNS		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL						
				L	R	L	R	TRACK & RATE	STOP & HOLD											
TIE-BREAKER			3	2								1								
1	347	PENALTY					2											2	65	
		MANEUVER SCORE	+1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	X	X	-1/2	0	-1/2						
			70 1/2	70	67 1/2	67	66 1/2	66												
2	186	PENALTY					1-A											1	66 1/2	
		MANEUVER SCORE	+1/2	0	0	-1/2	-1/2	-1	X	X	-1/2	0	-1/2							
			70 1/2			69	68 1/2	67 1/2												
3	308	PENALTY					2											2	62 1/2	
		MANEUVER SCORE	0	0	-1	-1	-1/2	-1	X	X	-1	-1/2	-1/2							
					69	66	65 1/2	64 1/2			63 1/2	63	62 1/2							
4	103	PENALTY					21											3	59	
		MANEUVER SCORE	-1/2	0	-1	-1	-1/2	-1	X	X	-1	-1	-1							
			69 1/2		65 1/2	64 1/2	63	62			61	60.59								
5	128	PENALTY					2-C											2	70	
		MANEUVER SCORE	0	0	0	-1/2	+1/2	+1/2	X	X	+1/2	+1/2	+1/2							
					67 1/2	68 1/2					69 1/2	70								

Judge's Signature: 

411

AQHA

VRH RANCH REINING

Date:	
Show:	
Class:	Limited Amateur
Judge:	Mitchels

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

WO Entry #

MANEUVER SCORES

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 SCORES								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		CeL	CeR	S	3/2L	S	3/2R	S/B					
1	247	0	0	-1/2	-1/2	0	0	-1/2		+1/2	1	68	
2	356	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2	1/2	5.5	0	10 1/2	55 1/2
3	242	2	2	2									
4	107	1	1	2									
5	234	0	0	-1/2	0	-1/2	0	1/2		+1/2		69	
6	273	1/2	1										
7	139	-1/2	0	0	0	0	0	0		+1/2		69	OP
8	266	2											
		-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2		+1/2	2	65	

Judge's Signature: _____

[Handwritten Signature]

AQHA

VRH RANCH REINING

Date:	
Show:	
Class:	Limited Amateur
Judge:	Mitchels

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

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 SCORES								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		CCL	CCR	S	3/2L	S	3/2R	S/B					
9	209	5	2								7	57	OP
		MANEUVER SCORE	-1 1/2	-1 1/2	-1/2	-1	0	-1	-1/2				
			62 1/2	60	59 1/2	58 1/2		57 1/2	57				
10	221	2, 1									3	62 1/2	
		MANEUVER SCORE	-1	0	-1/2	-1/2	-1/2	-1/2	-1/2				
			66		65 1/2	64	63 1/2	63	62 1/2				
11	253	1		2, 2							5	61	
		MANEUVER SCORE	-1/2	-1/2	0	-1	-1/2	-1/2	0				
			68 1/2	67	63	62	61 1/2	61					
12	108											67	OP
		MANEUVER SCORE	-1 1/2	0	-1/2	-1/2	-1/2	+1/2	-1/2				
			68 1/2		68	67 1/2	67	66 1/2	67				
13	174	1/2	1/2								3 1/2	62	
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1				
			66 1/2	65 1/2	65	64	63 1/2	63	62				
14	197						1/2				1 1/2	65 1/2	
		MANEUVER SCORE	0	-1/2	-1/2	-1/2	-1	-1/2	-1/2				
			68 1/2	68	67 1/2	66 1/2	65 1/2	65					
		MANEUVER SCORE											
		MANEUVER SCORE											

Judge's Signature: _____

[Handwritten Signature]

AQHA

VRH LTD COW WORK

Date:	
Show:	
Class:	Limited Amateur
Judge:	Mitchels

1 point

- 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)

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

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

Disqualified - 0 Score

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal 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

WO	Entry #	MANEUVER SCORES										PENALTIES		Penalty Total	Score	Off Pattern	
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT						
TIE-BREAKER																	
9	108																
		PENALTY															
		MANEUVER SCORE	+1/2	+1	+1/2	0	0	+1/2	+1/2	0							
			71 1/2	72 1/2	72			72 1/2	73								
10	174																
		PENALTY															
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							
			69 1/2	68	68 1/2	65	64 1/2	64	63 1/2	63							
11	102																
		PENALTY															
		MANEUVER SCORE	+1	+1	+1	0	+1/2	+1/2	0	+1/2							
			71	72	73		73 1/2	74		74 1/2							
12	113																
		PENALTY															
		MANEUVER SCORE	+1	+1/2	0	0	+1/2	+1/2	+1/2	+1/2							
			71	71 1/2			72	72 1/2	73	73 1/2							
13	243																
		PENALTY															
		MANEUVER SCORE	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2							
			70 1/2	71			71 1/2	72	72 1/2	73							
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															

Judge's Signature: _____

411

Pg 1

AQHA

VRH RANCH REINING

Date:	
Show:	
Class:	# 411 Limited tm.
Judge:	Grigg

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

WO Entry #

MANEUVER SCORES

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							Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		CeL	CeR	S	3/2L	S	3/2R	S/B				
1.	247	MANEUVER SCORE	+1/2	+1/2	0	0	0	0	0	71		
2.	356	MANEUVER SCORE	-1/2	-1/2	-1/2	-1	-1	-1	1/2 5	5 1/2	59	
3.	248	MANEUVER SCORE	-1	-1	-1	-1	0	0	-1	5	60	
4.	107	MANEUVER SCORE	0	-1/2	-1/2	-1/2	-1	-1/2		5	58 1/2 ✓ X3	
5.	234	MANEUVER SCORE	0	0	0	0	0	-1/2	0	69 1/2		
6.	273	MANEUVER SCORE	0	0	-1	-1/2	0	-1	-1/2	0	67	
7.	139	MANEUVER SCORE	-1/2	0	0	0	+1/2	0	0	70	✓	
8.	266	MANEUVER SCORE	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2	0	67	

Judge's Signature: _____

AQHA

VRH RANCH REINING

pg 2

Date:	
Show:	
Class:	#411 Limited Am
Judge:	Giorgio

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

WO Entry #

MANEUVER SCORES

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								Natural Ranch House Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION		CeL	CeR	S	3/2L	S	3/2R	S/B					
9	299	Penalty	(85)		111								
		MANEUVER SCORE	-1/2	-1/2	-1	-1	-1	-1	-1	0	10	(52)	✓
			65	60	66	59	54	53					
10	221	Penalty											
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1	-1	-1	0		64	
			69			67	60	65					
11	353	Penalty			12								
		MANEUVER SCORE	-1/2	-1	-1	-1	-1	-1/2	-1/2	0	3	61 1/2	
			64 1/2	63 1/2	62 1/2	62	61 1/2						
12	108	Penalty											
		MANEUVER SCORE	-1/2	-1/2	-1	-1	-1	-1	-1 1/2	0		(62 1/2)	✓
			69	67	60	65	64						
13	174	Penalty		21	2								
		MANEUVER SCORE	-1/2	-1	-1	-1	-1	-1/2	-1/2	0	5	57 1/2	
			65 1/2	62 1/2	61 1/2	60 1/2	59						
14	197	Penalty											
		MANEUVER SCORE	+1/2	-1/2	-1	-1/2	-1	-1/2	-1/2	0		60 1/2	
			70	64	61 1/2	61 1/2	67						
		Penalty											
		MANEUVER SCORE											

Judge's Signature: _____



AQHA

VRH LTD COW WORK

Date:	
Show:	
Class:	#212 Limited Am
Judge:	

1 point

- 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 - Illegal 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

WO	Entry #	MANEUVER SCORES										PENALTIES		Penalty Total	Score	Off Pattern		
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT							
		TIE-BREAKER																
1.	277	PENALTY																
		MANEUVER SCORE	0	0	+1/2	-1/2	0	0	0	0						70		
2.	356	PENALTY	W	A	A	A	A	A								7	55	✓
		MANEUVER SCORE	-1	-1	-1	-1	-1	-1	-1	-1								
3.	107	PENALTY											L			3	58 1/2	✓
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1	-1	-1	-1	-1								
4.	234	PENALTY																
		MANEUVER SCORE	0	-1/2	0	-1/2	0	0	0	0							69	
5.	139	PENALTY			A													
		MANEUVER SCORE	0	-1	-1	-1	-1	-1	-1	-1			K	K		7	56	✓
10.	299	PENALTY																
		MANEUVER SCORE	-1	-1	-1	-1	-1	-1	-1	-1							62	✓
7.	221	PENALTY			IP													
		MANEUVER SCORE	0	-1														Φ
8.	353	PENALTY			A	V												
		MANEUVER SCORE	0	-1/2	0	-1	-1	0	0	0						2	64 1/2	

Judge's Signature: _____

AQHA

VRH LTD COW WORK

pg 2

Date:	
Show:	
Class:	#412 Limited Am
Judge:	Osigo

1 point

- 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 - Illegal 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

WO	Entry #	MANEUVER SCORES								PENALTIES		Penalty Total	Score	Off Pattern	
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT				
TIE-BREAKER															
9	108	PENALTY													
		MANEUVER SCORE	0	-1/2	-1/2	-1/2	-1	-1	-1	-1					61 1/2 ✓
10	174	PENALTY		1/4											
		MANEUVER SCORE	-1/2	-1	-1	-1	-1	-1	-1	-1			1		61 1/2 ✓
11	102	PENALTY													
		MANEUVER SCORE	0	0	0	0	0	0	-1/2	0	L		3		60 1/2
12	113	PENALTY													
		MANEUVER SCORE	0	-1/2	0	-1/2	0	0	0	0	L		3		60
13	243	PENALTY													
		MANEUVER SCORE	0	-1	-1/2	0	0	0	0	0					68 1/2
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: _____

411

AQHA

VRH RANCH REINING

Date:	14 Feb 24
Show:	Dixie
Class:	Lmt Ama
Judge:	Fisher

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

WO Entry #		MANEUVER SCORES								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		CoL	CoR	S	3/2L	S	3/2R	S/B					
1	247		-1								-1	68	
		0	0	-1/2	0	0	0	-1/2					
2	356						5	5			-10	56 1/2	
		-1/2	0	-1/2	-1/2	-1/2	-1	-1/2					
3	242	2	2	2							-6	60	
		-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2					
4	107	1										61	OP x3
		0	-1	-1/2	-1/2	-1	-1/2	-1/2					
5	234											69 1/2	
		0	0	-1/2	0	-1/2	+1/2	0					
6	273		1								-1	65	
		-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1/2					
7	139											69	OP
		0	0	-1/2	0	0	0	-1/2					
8	266	2									-2	65	
		-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2					

Judge's Signature:

911

AQHA

VRH RANCH REINING

Date:	14 Feb 24
Show:	Dixie
Class:	Lmt Ama pg 2
Judge:	Fisher

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

WO Entry #

MANEUVER SCORES

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

Natural Ranch Horse Appearance
 Penalty Total
 Score
 Off Pattern

TIE-BREAKER		MANEUVER DESCRIPTION								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
WO Entry #	MANEUVER DESCRIPTION	CoL	CoR	S	3/2L	S	3/2R	S/B					
9	299	25	2								-9	56 1/2	OP
		62 Notrot 59		58		57							
10	221	1/2									-1/2	63 1/2	
		65 1/2 63		64		65							
11	353	1	12								-4	62	
		64		63									
12	108	0	0	-1/2	-1/2	-1/2	+1/2	-1				68	OP
		69		69									
13	174	12									-3	61 1/2	
		66 1/2 64		64		63							
14	197	0	-1/2	-1/2	0	-1	-1/2	-1/2				67	
		69		68		67							

Judge's Signature: _____



412

AQHA

VRH LTD COW WORK

Date:	14 Feb 24
Show:	Dixie
Class:	Lmt Ama
Judge:	Fisher

1 point

- 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 - Illegal 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

WO		Entry #	MANEUVER SCORES							PENALTIES		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												
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT			
TIE-BREAKER															
1	247	PENALTY													
		MANEUVER SCORE	+1/2	-1/2	+1/2	+1/2	0	0	0	0				71	
			70		71										
2	356	PENALTY									L				
		MANEUVER SCORE	-1/2	-1			-1/2	0	-1	0			-3	63	OP
			68 1/2		67				66						
3	107	PENALTY									L				
		MANEUVER SCORE	0	-1	-1/2	-1/2	-1/2	0	-1/2	0			-3	60	OP
			66		63										
4	234	PENALTY													
		MANEUVER SCORE	-1/2	-1/2	0	0	0	0	0	0				69	
			69												
5	139	PENALTY	PAP								L				
		MANEUVER SCORE	-1	-1	-1/2	-1	-1	0	-1	0				57 1/2	OP
			65		67 1/2		61 1/2		60 1/2						
6	299	PENALTY									L				
		MANEUVER SCORE	-1	-1	-1/2	-1	-1/2	0	-1	0			-3	60	OP
			68		64		63								
7	221	PENALTY													
		MANEUVER SCORE	-1/2	+1/2										DQ	
			70												
8	353	PENALTY													
		MANEUVER SCORE	0	+1/2	0	0	0	0	0	0				70 1/2	

Judge's Signature: _____



AQHA

VRH LTD COW WORK

Date:	14 Feb 24
Show:	Dixie
Class:	Limit Area pg 2
Judge:	Fisher

1 point

- 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 - Illegal 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

WO	Entry #	MANEUVER SCORES								PENALTIES		Penalty Total	Score	Off Pattern		
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT					
TIE-BREAKER																
9	108	PENALTY														
		MANEUVER SCORE	-1/2	0	-1	-1	-1	0	0	0				-3	63 1/2	
66 1/2																
10	174	PENALTY														
		MANEUVER SCORE	-1	-1 1/2	-1 1/2	-1 1/2	-1 1/2	0	-1 1/2	-1					(57 1/2) OP x 2	
66 63 65 1/2																
11	102	PENALTY														
		MANEUVER SCORE	0	-1/2	-1	-1	-1/2	1/2	0	0					64 1/2	
67																
12	113	PENALTY														
		MANEUVER SCORE	-1/2	-1/2	-1 1/2	-1 1/2	-1	0	0	0					62	
69 66 65																
13	243	PENALTY														
		MANEUVER SCORE	-1	-1/2	-1/2	0	0	1/2	0	0					68 1/2	
69 68																
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: _____



411

P.1

AQHA

VRH RANCH REINING

Date:	2/14/24
Show:	Dixie
Class:	411
Judge:	BANISTEN

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

15

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

WO Entry #

MANEUVER SCORES

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

WO Entry #	TIE-BREAKER MANEUVER DESCRIPTION	MANEUVER SCORES								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		CcL	CcR	S	3/2L	S	3/2R	S/B					
1	247											69 1/2	
2	356										51	60 1/2	
3	242											62	
4	107											58 OP	
5	234										1/2	69	
6	273											65 1/2	
7	139											66 1/2 OP	
8	266											66	

Judge's Signature: _____

AQHA

VRH RANCH REINING

P. 2

Date:	2/14/24
Show:	Dixie
Class:	411
Judge:	BANISTER

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

WO Entry #

MANEUVER SCORES

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 SCORES								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		CeL	CeR	S	3/2L	S	3/2R	S/B					
9)	299	OP		11							10	55	OP
		MANEUVER SCORE	-1 1/2	-1	-1/2	-1/2	0	-1	-1/2				
			60 1/2	59 1/2	57	56 1/2		55 1/2	55				
10)	221	1/2									1/2	64	
		MANEUVER SCORE	-1/2	-1	-1/2	-1/2	-1/2	-1	-1/2				
			69	68	67 1/2	66	65 1/2	64 1/2	64				
11)	353			112							4	61 1/2	
		MANEUVER SCORE	-1/2	-1/2	-1	-1	-1	-1/2	0				
			69 1/2	69	64	63	62	61 1/2					
12)	108	OP										66	OP
		MANEUVER SCORE	-1/2	0	-1/2	-1/2	-1/2	0	-1				
			68 1/2		68	67 1/2	67		66				
13)	174			21							3	61	
		MANEUVER SCORE	-1/2	-1	-1	-1	-1	-1/2	-1				
			69 1/2	65 1/2	64 1/2	63 1/2	62 1/2	62	61				
14)	197											68	
		MANEUVER SCORE	0	-1/2	-1/2	0	-1/2	-1/2	0				
				69			68 1/2	68					

Judge's Signature: _____

412

P. 1

AQHA

VRH LTD COW WORK

Date:	2/14/24
Show:	
Class:	412
Judge:	Barnister

1 point

- 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 - Illegal 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

WO	Entry #	MANEUVER SCORES								PENALTIES		Penalty Total	Score	Off Pattern	
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT				
TIE-BREAKER															
1	247	PENALTY													
		MANEUVER SCORE	+1/2	+1/2	0	-1/2	0	0	0	+1/2				71	
2	356	PENALTY		13	OP	OP									
		MANEUVER SCORE	-1	-1	-1/2	-1/2	-1/2	0	-1/2	0				58	2
			69	64	62 1/2	61	59 1/2		58						
3	107	PENALTY		3		OP								3	
		MANEUVER SCORE	-1/2	-1	-1	-1/2	-1	-1	-1	0				60	OP
			69 1/2	65 1/2	64				60						
4	234	PENALTY													
		MANEUVER SCORE	0	0	-1/2	0	-1/2	-1/2	0	-1/2				68	
					69 1/2		69	68 1/2		68					
5	139	PENALTY	11	11	30P	OP								7	
		MANEUVER SCORE	-1	-1/2	-1/2	-1/2	-1	-1	-1	0				54	2
			67	63 1/2	58 1/2	57	56	55	54						
6	299	PENALTY			OP	OP									
		MANEUVER SCORE	-1/2	-1	-1/2	-1/2	-1	-1	-1	0				62 1/2	2
			69 1/2	68 1/2		65 1/2			60 1/2						
7	221	PENALTY			0 (Fail)										
		MANEUVER SCORE	0	+1/2	+					+1/2				0	
				70 1/2											
8	353	PENALTY													
		MANEUVER SCORE	0	-1	-1/2	0	-1/2	0	0	+1/2				68 1/2	
				69	68 1/2		68								

Judge's Signature: _____

AQHA

VRH LTD COW WORK

P. 2

Date:	2/14/24
Show:	
Class:	412
Judge:	Banister

1 point

- 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 - Illegal 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

WO	Entry #	MANEUVER SCORES								PENALTIES		Penalty Total	Score	Off Pattern	
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT				
TIE-BREAKER															
9)	108	PENALTY			OP	OP									
		MANEUVER SCORE	-1/2	-1	-1/2	-1/2	-1	-1	-1	1/2				63 1/2	2 OP
			69 1/2	68 1/2	67	65 1/2	64 1/2	63 1/2	62 1/2	63					
10)	174	PENALTY	11	33	OP	OP							8		2 OP
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1	-1	-1					54	OP
			67 1/2	66											
11)	102	PENALTY				3OP							3		OP
		MANEUVER SCORE	+1/2	+1/2	+1/2	-1	0	0	0	0				67 1/2	OP
			70 1/2	71	71 1/2	70 1/2									
12)	113	PENALTY				3OP							3		OP
		MANEUVER SCORE	0	-1/2	-1/2	-1/2	-1	-1	0					61 1/2	OP
			69 1/2	68	63 1/2	62 1/2	61 1/2								
13)	243	PENALTY													
		MANEUVER SCORE	0	0	-1/2	-1/2	0	+1/2	0	0				69 1/2	
					69 1/2	69		68 1/2							
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: _____

415

AQHA

VRH RANCH REINING

Date:	
Show:	
Class:	Limited youth
Judge:	Mitchels

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

WO Entry #

MANEUVER SCORES

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								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANEUVER DESCRIPTION	PENALTY	MANEUVER SCORE	MANEUVER SCORE	MANEUVER SCORE	MANEUVER SCORE	MANEUVER SCORE	MANEUVER SCORE	MANEUVER SCORE					
1	267	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2	+1/2	67 1/2			
		64 1/2	64	68 1/2	68	67 1/2		67					
2	271	-1	-1/2	0	-1	0	-1	-1/2	+1/2	7	59 1/2		
		64	61 1/2		60 1/2		59 1/2	59					
3	142	+1/2	0	0	-1/2	0	0	-1/2	+1/2		70		
		70 1/2			70			69 1/2					

Judge's Signature: _____

[Handwritten Signature]

8/14

AQHA

VRH LTD COW WORK

Date:	
Show:	
Class:	Limited youth
Judge:	Mitchels

1 point

- 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 - Illegal 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

WO	Entry #	MANEUVER SCORES										PENALTIES		Penalty Total	Score	Off Pattern	
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT						
		TIE-BREAKER															
1	267	PENALTY															
		MANEUVER SCORE	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				3	62	OP
2	271	PENALTY															
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				3	61 1/2	OP
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															

Judge's Signature: _____

413

AQHA

VRH RANCH REINING

Date:	
Show:	
Class:	#413 Limited Jr. Jr.
Judge:	Erigo

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

WO Entry #

MANEUVER SCORES
 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

WO Entry #	TIE-BREAKER MANEUVER DESCRIPTION	MANEUVER SCORES								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		CeL	CeR	S	3/2L	S	3/2R	S/B					
1. 267	PENALTY MANEUVER SCORE	+1/2	+1/2	-1/2	0	-1/2	0	-1/2		0		69 1/2	
2. 271	PENALTY MANEUVER SCORE	3	1	2						0	5	58	
3. 142	PENALTY MANEUVER SCORE	0	0	0	+1/2	0	-1/2	0		0		70	
	PENALTY MANEUVER SCORE												
	PENALTY MANEUVER SCORE												
	PENALTY MANEUVER SCORE												
	PENALTY MANEUVER SCORE												
	PENALTY MANEUVER SCORE												
	PENALTY MANEUVER SCORE												

Judge's Signature: _____

414

AQHA

VRH LTD COW WORK

Date:	
Show:	
Class:	# 414 Limited Year
Judge:	Enigay

1 point

- 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 - Illegal 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

WO	Entry #	MANEUVER SCORES								PENALTIES		Penalty Total	Score	Off Pattern				
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT							
		TIE-BREAKER																
1.	267	PENALTY																
		MANEUVER SCORE	+1/2	-1	-1	-1	-1	-1	-1	-1	-1						63 1/2	VR2
2.	271	PENALTY																
		MANEUVER SCORE	-1	-1	-1	-1	-1	-1	-1	-1	-1						60	VR1
		PENALTY																
		MANEUVER SCORE																
		PENALTY																
		MANEUVER SCORE																
		PENALTY																
		MANEUVER SCORE																
		PENALTY																
		MANEUVER SCORE																

Judge's Signature: _____

413

AQHA

VRH RANCH REINING

Date:	14 Feb 24
Show:	Dixie
Class:	Lmt Youth
Judge:	Fisher

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

WO Entry #

MANEUVER SCORES

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

Natural Ranch
Horse Appearance

Penalty Total

Score

Off Pattern

WO Entry #	TIE-BREAKER MANEUVER DESCRIPTION	PENALTY	MANEUVER SCORES								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
			CoL	CoR	S	3/2L	S	3/2R	S/B					
1	267		-1	-1/2	-1/2	-1/2	-1/2	0	-1/2				66 1/2	
			69		68		67							
2	271		-1	-1/2	-1/2	-1	-1/2	-1/2	-1/2			-7	58 1/2	
			61		60		59							
3	142		0	0	0	-1/2	0	0	0				69 1/2	

Judge's Signature: _____



414

AQHA

VRH LTD COW WORK

Date:	14 Feb 24
Show:	Dixie
Class:	Lmt Yth
Judge:	Fisher

1 point

- 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 - Illegal 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

WO	Entry #	MANEUVER SCORES										PENALTIES		Penalty Total	Score	Off Pattern	
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT						
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																	
		PENALTY															
1	267	MANEUVER SCORE	-1/2	-1/2	-1 1/2	-1 1/2	-1	0	0	0			L			62	OP
			69		65												
2	271	MANEUVER SCORE	-1	-1	-1 1/2	-1	-1	0	-1	0			L			60 1/2	OP
			68		63 1/2												
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															

Judge's Signature: 

415

AQHA

VRH RANCH REINING

Date:	2/14/24
Show:	Dixie
Class:	413
Judge:	BANISTER

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

WO Entry #

MANEUVER SCORES

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

Natural Ranch Horse Appearance
 Penalty Total
 Score
 Off Pattern

TIE-BREAKER		MANEUVER DESCRIPTION								PENALTY	MANEUVER SCORE	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
WO Entry #		CoL	CoR	S	3/2L	S	3/2R	S/B							
1	267	-1/2	-1/2	-1/2	0	-1/2	0	-1/2			67 1/2				
		69 1/2	69	68 1/2		68		67 1/2							
2	271	-1/2	-1/2	0	-1/2	0	-1/2	-1/2		2	8	59 1/2			
		66 1/2	63		62 1/2		62	59 1/2							
3	142	+1/2	0	0	0	+1/2	0	0				71			
		70 1/2				71									

Judge's Signature: _____

414

AQHA

VRH LTD COW WORK

Date:	2/14/24
Show:	Dixie
Class:	414
Judge:	Banister

1 point

- 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 - Illegal 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

WO	Entry #	MANEUVER SCORES										PENALTIES		Penalty Total	Score	Off Pattern	
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT						
TIE-BREAKER																	
1	267	PENALTY			OP	OP											
		MANEUVER SCORE	+1/2	0	-1 1/2	-1 1/2	-1	0	-1 1/2	0							65 1/2 OP
			70 1/2						65 1/2								
2	271	PENALTY	11	3		OP											
		MANEUVER SCORE	-1	-1	-1 1/2	-1 1/2	-1	0	-1	0							58 OP
			67	63		62	59		58								
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															

Judge's Signature: _____