

AQHA

VRH RANCH REINING

✓ math LTF

Date:	
Show:	02-28-26 TCSH #1
Class:	Reining - Open
Judge:	N. Wells

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

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	5	10	1	3	2	4	7	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
			LC	RC	SI	LS	ST	RS	SB				
208	PENALTY			1/2							1/2	71	
	MANEUVER SCORE		+1/2	0	0	0	+1/2	+1/2	0				
612	PENALTY			1 1/2							1 1/2	63	
	MANEUVER SCORE		-1/2	-1	-1	-1/2	-1	-1/2	-1				
614	PENALTY			1/2	1/2	2	5				8	61 1/2	
	MANEUVER SCORE		0	-1/2	0	0	0	0	0				
601	PENALTY		2	1/2							2 1/2	65 1/2	OP
	MANEUVER SCORE		0	0	-1/2	+1/2	0	-1	-1				
297	PENALTY				2						2	60 1/2	OP
	MANEUVER SCORE		0	-1/2	0	-1	0	0	0				
254	PENALTY											72	
	MANEUVER SCORE		+1/2	0	0	+1/2	0	+1/2	+1/2				
274	PENALTY				2						2	62 1/2	OP 3
	MANEUVER SCORE		0	-1/2	-1	-1	-1	-1	-1				
1213	PENALTY			2 1/2	1	5	5	5	5		28	39	
	MANEUVER SCORE		-1	-1	-1	0	0	0	0				

Judge's Signature: *NW*

✓manCTF

AQHA

VRH RANCH REINING

Date:	
Show:	02-28-26 TCSH #1
Class:	Reining - Open
Judge:	N. Wells

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

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
		5	6	1	3	2	4	7				
		LC	RC	SI	LS	SL	RS	SB				
2502	PENALTY											
	MANEUVER SCORE											
228	PENALTY		1/2	1/2								
	MANEUVER SCORE	+1/2	0	0	0	0	0	0			69 1/2	
	PENALTY											
	MANEUVER SCORE											
	PENALTY											
	MANEUVER SCORE											
	PENALTY											
	MANEUVER SCORE											
	PENALTY											
	MANEUVER SCORE											

Judge's Signature: *NW*

AQHA

VRH RANCH REINING

✓ math CTF

Date:	
Show:	02-28-26 TCSH #1
Class:	Reining - Novice
Judge:	N. Wells

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

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	PENALTY	5	6	1	3	2	4	7	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
			LC	RC	SI	LS	ST	RS	SB				
201		1 1/2	2	2							4 1/2	58	
200		1/2	-1/2	-1/2	0	0	-1/2	0	-1/2		1/2	67 1/2	
216		2	2								4	60 1/2	
209		2 1/2	1 1/2								10 1/2	52	OP 2
221			0	0	-1	0	-1/2	-1/2	-1/2			67 1/2	
260			1 1/2	1/2	1/2						3 1/2	63 1/2	OP 2
272			1/2								1 1/2	66 1/2	
263			0	+1/2	0	0	0	+1/2	0		1/2	70 1/2	

Judge's Signature: *NW*

AQHA

VRH RANCH REINING

✓ math CTF

Date:	
Show:	02-28-26 TCSH #1
Class:	Reining - Novice
Judge:	N. Wells

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

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	PENALTY	MANEUVER SCORES							Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
			5 LC	6 RC	1 SI	3 LS	2 S ^L	4 RS	7 SB				
610			0	0	0	+1/2	-1/2	-1	-1			68	
238				2 ^a 2					2		8	54 1/2	
203			1/2		2				2		4 1/2	64	
258			1/2	2	1/2						2 1/2	65 1/2	
240			1/2	2 ^a 1 2							5	60 1/2	
625			1/2 2									65 1/2	OP

Judge's Signature: _____

AQHA

VRH RANCH REINING

✓mam GTF

Date:	
Show:	02-28-26 TCSH #1
Class:	Reining - NonPro
Judge:	N. Wells

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

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	5	6	1	3	2	4	7	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
			LC	RC	SI	LS	SR	RS	SB				
2100	PENALTY			1/2 1/2							3 1/2	57 1/2	OP x6
	MANEUVER SCORE		-1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1				
1009	PENALTY											62	OP x7
	MANEUVER SCORE		-1 1/2	-1 1/2	-1 1/2	-1	-1 1/2	-1	-1				
2016	PENALTY										1	68	
	MANEUVER SCORE		-1/2	0	0	0	0	-1/2	0				
1021	PENALTY											69 1/2	OP
	MANEUVER SCORE		0	0	0	-1	0	+1/2	0				
1010	PENALTY											60	OP x7
	MANEUVER SCORE		-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2				
	PENALTY												
	MANEUVER SCORE												
	PENALTY												
	MANEUVER SCORE												

Judge's Signature: NW

Math CJK

AQHA

VRH RANCH REINING

Date:	
Show:	02-28-25 TCSH #1
Class:	Reining - Ltd NonPro
Judge:	N. Wells

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

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	5	6	1	3	2	4	7	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
	MANEUVER DESCRIPTION	LC	RC	SI	LS	SL	RS	SB				
2660	PENALTY											
	MANEUVER SCORE	+1/2	-1/2	-1/2	-1/2	0	-1	-1/2			67 1/2	
6000	PENALTY		1/2 1/1				1/2			3	60	
	MANEUVER SCORE	-1	-1	-1	-1	-1/2	-1/2	-1				
2288	PENALTY										70 1/2	
	MANEUVER SCORE	+1/2	0	0	+1/2	-1/2	0	0				
2888	PENALTY		1/2							1/2	70	
	MANEUVER SCORE	+1/2	0	0	0	+1/2	0	-1/2				
275	PENALTY	1	1/2	1 1/1						4 1/2	59 1/2	OP x 2
	MANEUVER SCORE	-1/2	0	-1	-1	-1	+1/2	-1				
287	PENALTY		1/2 2	1/2 2						5	57 1/2	
	MANEUVER SCORE	-1/2	-1	-1	-1/2	-1	-1/2	-1				
2664	PENALTY										71	
	MANEUVER SCORE	0	0	0	0	+1/2	0	+1/2				
	PENALTY											
	MANEUVER SCORE											

Judge's Signature: *N. Wells*

AQHA

VRH RANCH REINING

✓ Moon CTF

Date:	
Show:	02-28-26 TCSH #1
Class:	Reining - Green
Judge:	N. Wells

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

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
		5	6	1	3	2	4	7				
		LC	RC	SI	LS	ST	RS	SB				
273	PENALTY											
	MANEUVER SCORE	0	-1/2	+1/2	+1/2	0	+1/2	0			71	
226	PENALTY											
	MANEUVER SCORE	0	0	-1/2	0	-1	-1/2	-1/2			66 1/2	
222	PENALTY											
	MANEUVER SCORE	+1/2	0	0	+1/2	0	+1/2	0			71 1/2	
267	PENALTY	2		2						4		
	MANEUVER SCORE	0	0	0	0	-1/2	-1/2	0			65	
229	PENALTY	1/2								1/2		
	MANEUVER SCORE	0	+1/2	-1/2	-1	-1/2	-1	0			67	
617	PENALTY											
	MANEUVER SCORE	0	-1/2	0	-1	-1/2	-1/2	-1/2			67	OP 1/2
271	PENALTY		2							2		
	MANEUVER SCORE	0	-1/2	-1/2	0	-1/2	-1/2	-1			65	
267	PENALTY		1/2	1/2	2					0 1/2		
	MANEUVER SCORE	0	-1/2	0	-1	-1/2	-1/2	-1			59	

Judge's Signature: *NW*

60 1/2

AQHA

VRH RANCH REINING

Date:	
Show:	02-28-26 TCSH #1
Class:	Reining - Green
Judge:	N. Wells

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

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	PENALTY	5	6	1	3	2	4	7	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
			LC	RC	SI	LS	ST	RS	SB				
618												67	
607				2	2						4	63 1/2	
230		1 over bridled		2	1	1	1	100			8	54 1/2	OP
236			2	1 1/2	1			25			10 1/2	51 1/2	OP
624				1 1/2	1	2					3 1/2	57 1/2	

Judge's Signature: *NW*

AQHA

VRH RANCH REINING

✓man CTF

Date:	
Show:	02-28-26 TCSH #1
Class:	Reining - NonPro Boxing
Judge:	N. Wells

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

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
		5 LC	6 RC	1 SI	3 LS	2 S ²	4 RS	7 SB					
245	PENALTY MANEUVER SCORE									2	2	65 1/2	
609	PENALTY MANEUVER SCORE	2	2								4	62 1/2	OP
231	PENALTY MANEUVER SCORE											70 1/2	
265	PENALTY MANEUVER SCORE		1/2									65 1/2	
	PENALTY MANEUVER SCORE												
	PENALTY MANEUVER SCORE												
	PENALTY MANEUVER SCORE												
	PENALTY MANEUVER SCORE												

Judge's Signature: 

AQHA

VRH RANCH REINING

1/2 main CTF

Date:	
Show:	02-28-26 TCSH #1
Class:	Reining - Youth
Judge:	N. Wells

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

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
		5 LC	6 RC	1 ST	3 LS	2 ST	4 RS	7 SB					
290	PENALTY MANEUVER SCORE		1 -1	2 -1		-1/2 -1		-1 -1			3	60	OP
213	PENALTY MANEUVER SCORE		1/2 2 -1/2	1/2 2 -1		-1/2 -1/2		-1/2 -1			5	55 1/2	OP
255	PENALTY MANEUVER SCORE	2 -1/2	-1/2 -1/2	-1 -1		-1/2 -1/2		-1/2 -1/2	2 -1/2			55 1/2	OP
	PENALTY MANEUVER SCORE												
	PENALTY MANEUVER SCORE												
	PENALTY MANEUVER SCORE												
	PENALTY MANEUVER SCORE												
	PENALTY MANEUVER SCORE												

Judge's Signature: *NW*

✓ Mann OTF

AQHA

VRH RANCH REINING

Date:	
Show:	02-28-26 TCSH #1
Class:	Reining - Youth 13 & under
Judge:	N. Wells

- 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

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	5	6	1	3	2	4	7	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
			LC	RC	SI	LS	S ²	RS	SB				
279	PENALTY			1/2 1							1 1/2	65	
	MANEUVER SCORE		-1/2	-1/2	-1/2	-1/2	0	-1/2	-1				
253	PENALTY								2		2	65 1/2	OP 2
	MANEUVER SCORE		0	-1/2	-1/2	-1/2	0	0	0				
233	PENALTY			1/2 2	2							61 1/2	OP
	MANEUVER SCORE		-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2				
256	PENALTY				1/2						1/2	62 1/2	
	MANEUVER SCORE		-1	-1	-1	-1	-1	-1	-1				
247	PENALTY											67 1/2	
	MANEUVER SCORE		-1/2	-1/2	0	0	-1/2	0	-1				
235	PENALTY			2	2							62	OP
	MANEUVER SCORE		-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2				
259	PENALTY			1/2 2	1/2 2				2			59 1/2	
	MANEUVER SCORE		0	-1/2	-1	0	-1	-1/2	-1/2				
	PENALTY												
	MANEUVER SCORE												

Judge's Signature: NW

✓man GE

AQHA

VRH RANCH REINING

Date:	
Show:	02-28-26 Tcstt #1
Class:	Walk Trot-Adult
Judge:	N. Wells

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

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	6	1	2	3	4	5	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
			6	1	2	3	4	5				
			S/B	Ext Left	Ext Right	Stop	LS	RS				
225	PENALTY										71	
	MANEUVER SCORE		0	0	+1/2	+1/2	0	0				
214	PENALTY										69	
	MANEUVER SCORE		0	+1/2	0	0	-1/2	-1				
280	PENALTY										71+	
	MANEUVER SCORE		0	+1/2	+1/2	+1/2	0	-1/2				
603	PENALTY										67	
	MANEUVER SCORE		-1	-1/2	-1/2	-1/2	0	-1/2				
220	PENALTY										69 1/2	
	MANEUVER SCORE		0	0	+1/2	+1/2	-1/2	-1				
269	PENALTY										68	
	MANEUVER SCORE		0	0	0	0	-1	-1				
299	PENALTY										66	OP
	MANEUVER SCORE		-1/2	-1/2	0	0	-1 1/2	-1 1/2				
215	PENALTY										65 1/2	
	MANEUVER SCORE		-1	-1/2	-1	0	-1	-1				

Judge's Signature: NW

AQHA

VRH RANCH REINING

✓man CI

Date:	
Show:	02-28-26 Tcost #1
Class:	Walk Trot-Youth
Judge:	N. Wells

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
	6	1	2	3	4	5					
248	S/B	Ext Left	Ext Right	Stop	LS	RS				56	OP
	PENALTY										
	MANEUVER SCORE	-1 1/2	-1 1/2	-1 1/2	-1 1/2	0	0				
209										72	
	PENALTY										
	MANEUVER SCORE	+1/2	+1/2	+1/2	0	0	+1/2				
209										55 1/2	
	PENALTY	5	2	2	2						
	MANEUVER SCORE	-1 1/2	-1	-1	0	0	0				
211										58	OP 3
	PENALTY	2									
	MANEUVER SCORE	-1 1/2	-1 1/2	-1	-1	-1 1/2	+1 1/2				
202										75 1/2	
	PENALTY										
	MANEUVER SCORE	+1/2	+1	+1	+1	+1	+1				
205										73 1/2	
	PENALTY										
	MANEUVER SCORE	+1/2	+1	+1 1/2	+1	0	+1/2				
	PENALTY										
	MANEUVER SCORE										

Judge's Signature: NW

