

## VRH & RHC RANCH RIDING

Class  
Go!

<b>Date:</b>	
<b>Show:</b>	
<b>Class:</b>	Adv LH3
<b>Judge:</b>	

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- wrong lead or out of lead for 2 strides or less

- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

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

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

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

**For more information on how classes are judged visit [www.aqhuniversity.com](http://www.aqhuniversity.com)**

TIE-BREAKER															Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
MANEUVER DESCRIPTION																			

**Judge's Signature:** \_\_\_\_\_



# AQHA

## VRH RANCH TRAIL

Class 9  
602

Date:	9-13-2025
Show:	
Class:	Colts 4-5
Judge:	Victor

### 1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- each hit, bite or stepping on a log, cone plant or any component of the obstacle
- break of gait at walk or trot for 2 strides or less
- both front or hind feet in a single-stride slot or space at a walk or trot
- skipping over or failing to step into required space
- split pole in lope-over
- incorrect number of strides, if specified
- 1 to 2 steps on mount/dismount or ground tie except shifting to balance
- wrong lead or out of lead for 2 strides or less

### 3 points

- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- 3 to 4 steps on mount/dismount or ground tie
- trotting for more than 3 strides in lope departures or exiting a rollback
- knocking over or severely disturbing an obstacle
- stepping out of or falling off an obstacle with 1 foot
- missing or evading a part of log/obstacle with 1 foot

### 5 points

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise
- stepping out of or falling off an obstacle with more than 1 foot
- dropping an object required to be carried
- 1st or 2nd cumulative refusal
- letting go of gate
- 5 or more steps on mount/ dismount or ground tie
- missing or evading a part of log/obstacle with more than 1 foot

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

- eliminates or adds maneuver
- incomplete maneuver
- 3rd refusal
- repeated blatant disobedience
- failure to dally and remain dallied during the drag
- use of two hands (except junior and L1 horses shown in a snaffle bit/ hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)
- failure to open and shut gate, or failure to complete gate

### Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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MANEUVER SCORES											Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
WO Entry #	TIE-BREAKER MANEUVER DESCRIPTION	7 Bridge	8 Ext/tot	6 Pond	1 Tlogs	5 Back	2 R/L	9 Sideps	3 Drag	4 Gate				
10	PENALTY						33	3	OP			9	60 1/2	OP
	MANEUVER SCORE	-1/2	0	+1	+1/2		-1/2	-1	-1/2	+1/2	+1			
18	PENALTY								1			1	75 1/2	
	MANEUVER SCORE	+1/2	+1/2	+1/2	+1	+1/2	+1	+1/2	0	+1	+1			
	PENALTY													
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	MANEUVER SCORE													

Judge's Signature: \_\_\_\_\_

*Victor*





# VRH RANCH REINING

Class 9  
Go3

Date:	
Show:	
Class:	VRH Advanced CoH (4-5)
Judge:	

## 1/2 point

- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

## 1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

## 2 points

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

## 5 points

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

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

- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

## Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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WO Entry #

## MANEUVER SCORES

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 Horse A	Penal	SC	Off F
MANEUVER DESCRIPTION		<del>1/2 Circle</del>	1/2 Circle	3/4 Circle	Rollback	Rollback	SB	3SR	3SL					
10	PENALTY		2	2								4	61 1/2	
	MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2					
18	PENALTY		1/2		2							2 1/2	68 1/2	
	MANEUVER SCORE	+1/2	-1/2	+1/2	-1/2	+1/2	0	0	+1/2					
	PENALTY													
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Judge's Signature: \_\_\_\_\_



# AQHA

## VRH LTD COW WORK

Class 9  
Go 4

Date:	
Show:	
Class:	N2H Advanced (OH(4-5) Cow
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

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MANEUVER SCORES																
WO	Entry #	Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										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																
	10	PENALTY	A		A							C	7	61		
		MANEUVER SCORE	-1	0	-1/2	0	-1/2	0	0	0						
	18	PENALTY												71		
		MANEUVER SCORE	0	0	+1/2	+1/2	0	0	0	0						
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Judge's Signature: \_\_\_\_\_