AQHA

Pattern 7

VRH RANCH REINING

Date:	010.25.2026
Show:	Stirrup A Little Fun
Class:	AB Op Am LtdAm RAm
Judge:	Spinks

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 #		2 CL Oo	2 CR Oo	Run, Stop	3.5 SL	Run, Stop	3.5 SR	Stop & Back		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER														
MANEUVER DESCRIPTION														
1	149	PENALTY		51	1							7	60½	
		MANEUVER SCORE	-1	-½	0	0	-1	0	0		0			
			69	68½			67½							
		PENALTY												
		MANEUVER SCORE												
VRH Open 1	137	PENALTY	12	21½	2							11	54	
		MANEUVER SCORE	-1	-1	-1	-1	-½	0	-½					
			69	68	67	66	65½		65					
2	140	PENALTY		2	12	2						7	58	
		MANEUVER SCORE	-½	-1	-1	-1	0	-1	-½		0			
			69½	68½	67½	66½		65½	65			58		
3	144	PENALTY											Ø	
		MANEUVER SCORE												
1	140	PENALTY		2	1122							71		
		MANEUVER SCORE	-½	-1	0	0	0	-½	0		3			
			69½	68½				68			71			
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: 808

AQHA

VRH LTD COW WORK

Date:	10.25.2026
Show:	Stirrup a Little Fun
Class:	LtdAm LtdYouth
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

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 #		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	PENALTIES 3 POINT	PENALTIES 5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER															
1	158	PENALTY									11			50	
		MANEUVER SCORE	-1/2	-1/2 69	-1/2 68	-1	-1	1	1	1					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
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		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Lmt Youth

Judge's Signature: _____

AQHA

VRH RANCH COW WORK

Date:	10.25.2026
Show:	Stirrup a Little Fun
Class:	AB Open Am Youth
Judge:	Spinks

1 point
A - Loss of working advantage
C - Using the comer or the end of the arena to turn the cow when going down the fence
E - Changing sides of arena to tum 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

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 #		BOXING	RATING	FENCE TURNS L	FENCE TURNS R	CIRCLING L	CIRCLING R	ROPING TRACK & RATE	ROPING STOP & HOLD	POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	PENALTIES 2 POINT	PENALTIES 3 POINT	PENALTIES 5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER																			
1	140	PENALTY	-1/2		5	5								11	11	11	20	44½	
		MANEUVER SCORE	-1/2	-1/2	-1	-1			-1	-1/2	-1	0	0						
			69½	69	68	68			66	65½	64½						44½		
		PENALTY																	
		MANEUVER SCORE																	
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		MANEUVER SCORE																	

Judge's Signature: BOS

AQHA

VRH ROOKIE COW WORK

Date:	10.25.2026
Show:	Stirrup a Little Fun
Class:	RAm RY
Judge:	Spinks

1 point
A - Loss of working advantage
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

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
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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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* Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	PENALTIES 1 POINT	3 POINT	5 POINT	COMMENTS	Penalty Total	Score	Off Pattern
TIE-BREAKER													
1	149	1/2										60	
1	136	+1/2	0	0	0	+1/2						71	
2	140	-1/2	0	0	-1/2	0	111					66	

Rookie Amr

Judge's Signature: _____