

AQHA

VRH RANCH REINING

Date:	010.26.2025
Show:	Stirrup A Little Fun
Class:	AB Op Am LAm RAm Y LY RY
Judge:	McBeath

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										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
WO	Entry #	TIE-BREAKER	2 CL Oo	2 CR Oo	Run, Stop	3.5 SL	Run, Stop	3.5 SR	Stop & Back				
MANEUVER DESCRIPTION													
1	105	PENALTY	1										
		MANEUVER SCORE	0	0	-1/2	-1	0	-1	-1/2	0	1	66	
			68		68 1/2	67 1/2		66 1/2	66				
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
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		TIE-BREAKER	2 CL Oo	2 CR Oo	Run, Stop	3.5 SL	Run, Stop	3.5 SR	Stop & Back				
		MANEUVER DESCRIPTION											
1	126	PENALTY	1,2,1						2				
		MANEUVER SCORE	-1	-1/2	0	-1/2	0	-1/2	-1/2	0	6	60	
			65	64 1/2		64		63 1/2	60				
2	125	PENALTY	2	1,2,2	DQ							DQ	
		MANEUVER SCORE	-1										
			67										
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
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1	125	PENALTY	2	2									
		MANEUVER SCORE	-1/2	-1/2	-1	-1	-1/2	-1	-1/2		4	61	
			67 1/2	65	64	63	62 1/2	61 1/2	61				
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
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MANEUVER DESCRIPTION													
1	126	PENALTY	1	1				2	2				
		MANEUVER SCORE	-1	-1	-1/2	-1	-1	-1/2	-1/2	0	6	57 1/2	
			68	66	65 1/2	64 1/2	61 1/2	61	57 1/2				
		PENALTY											
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