

# AQHA

## VRH RANCH REINING

Date:	10.27.2024
Show:	Stirrup A Little Fun
Class:	Rookie Youth
Judge:	Longacre

### 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 lops departure on trot-in patterns
- on run-in patterns, failure to be in a lops 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](http://www.aqhuniversity.com)

WO Entry #		MANEUVER SCORES							Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER		S	3 1/2 SL	S	3 1/2 SR	S & B	C	S				
1	609	OP								OP 1		66
		MANEUVER SCORE	-1/2	0	-1/2	-1/2	0	1/2	0			
2	649	2									2	67
		MANEUVER SCORE	0	0	-1/2	0	0	0	0	-1/2		
3	637	1 1/2									2 1/2	60 1/2
		MANEUVER SCORE	0	-1/2	0	0	0	0	-1/2	0		
4	607	OP								OP 6		51 1/2
		MANEUVER SCORE	-1	-1 1/2	-1	-1	-1/2	1/2	-1/2	-1		
5	641	OP										66
		MANEUVER SCORE	-1	-1/2	-1/2	-1/2	0	0	0	-1/2		
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										

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

*Keith Longacre*

# AQHA

## VRH RANCH REINING

Date:	10.27.2024
Show:	Stirrup A Little Fun
Class:	Rookie AM
Judge:	Longacre

**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 rope departure on trot-in patterns
- on run-in patterns, failure to be in a rope 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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Rookie AM

Youth Ranch Reiner

WO Entry #		MANEUVER SCORES							Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		S	3 1/2 SL	S	3 1/2 SR	S & B	C	S				
1	628	PENALTY										
		MANEUVER SCORE	-1/2	0	-1/2	0	-1/2	0	0		68 1/2	
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
1	634	PENALTY										
		MANEUVER SCORE	0	0	-1/2	-1/2	0	-1/2	-1/2	1	66 1/2	
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										
		PENALTY										
		MANEUVER SCORE										

Judge's Signature: Keith Longacre

# AQHA

## VRH RANCH REINING

Date:	10.27.2024
Show:	Stirrup A Little Fun
Class:	451
Judge:	Longacre

### 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/riders

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WO Entry #		MANEUVER SCORES								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER		S	3 1/2 SL	S	3 1/2 SR	S & B	C	S					
1	632	PENALTY										70 1/2	
		MANEUVER SCORE	0	+1/2	0	+1/2	-1/2	0/0	0				
2	629	PENALTY				OP						70 1/2	
		MANEUVER SCORE	0	+1/2	0	0	0	0/0	0				
3	616	PENALTY						1/2 1/2			5	61 1/2	
		MANEUVER SCORE	-1/2	-1/2	-1/2	0	-1/2	-1/2	0				
4	606	PENALTY										72	
		MANEUVER SCORE	-1/2	+1/2	-1/2	+1/2	0	+1/2	+1/2	0			
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature: Keith Longacre

# AQHA

## VRH RANCH REINING

Date:	10.27.2024
Show:	Stirrup A Little Fun
Class:	441 Ranch Reining
Judge:	Longacre

### 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/ender

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WO Entry #		MANEUVER SCORES								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
		S	3 1/2 SL	S	3 1/2 SR	S & B	C	S						
<small>Each horse/ender 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</small>														
TIE-BREAKER														
MANEUVER DESCRIPTION		S	3 1/2 SL	S	3 1/2 SR	S & B	C	S						
1	640	PENALTY											(+) 71 1/2	
		MANEUVER SCORE	0	+1/2	0	+1/2	0	0	+1/2	0				
2	630	PENALTY											72	
		MANEUVER SCORE	0	+1/2	0	+1/2	0	+1/2	+1/2	0				
3	638	PENALTY											71	
		MANEUVER SCORE	0	0	0	+1/2	0	+1/2	+1/2	-1/2				
4	627	PENALTY											1/2 70 1/2	
		MANEUVER SCORE	0	0	-1/2	+1/2	0	0	0	0				
5	692	PENALTY											71 1/2	
		MANEUVER SCORE	+1/2	+1/2	0	+1/2	+1/2	0	-1/2	0				
6	636	PENALTY											70	
		MANEUVER SCORE	0	0	+1/2	0	0	1/2	0	0				
7	642	PENALTY											(+) 70 1/2	
		MANEUVER SCORE	0	+1/2	0	+1/2	0	-1/2	0	0				
8	610	PENALTY											1 64	
		MANEUVER SCORE	-1/2	-1	-1/2	-1	-1/2	1/2 1/2	-1/2	-1/2				

Judge's Signature: Keith Longacre

# AQHA

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Class:	
Judge:	Longacre

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		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		S	3 1/2 SL	S	3 1/2 SR	S & B	C	S						
MANEUVER DESCRIPTION														
9	635	PENALTY										70		
		MANEUVER SCORE	0	0	0	0	0	0	0					
10	632	PENALTY										71		
		MANEUVER SCORE	0	+1/2	0	0	0	0	+1/2					
11	673	PENALTY									3	65		
		MANEUVER SCORE	0	0	-1/2	-1/2	0	12	-1/2	-1/2	0			
12	624	PENALTY										67 1/2		
		MANEUVER SCORE	-1/2	0	-1/2	0	-1/2	-1/2	-1/2	0				
13	608	PENALTY									2	68		
		MANEUVER SCORE	0	0	0	-1/2	0	2	0	+1/2				
14	628	PENALTY										66 1/2		
		MANEUVER SCORE	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2				
15	629	PENALTY										73 1/2		
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				
		PENALTY												
		MANEUVER SCORE												

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

*Keith Longacre*