

AQHA

VRH RANCH TRAIL

Date:	2024 FQHA Gulf Coast
Show:	AQHA 181000 VRH Ranch Trail
Class:	1/3/2024
Judge:	Kunkle; John B

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 dalled 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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WO Entry #		MANEUVER SCORES											Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern					
		LL L	Trot, LH Gate	T, SP Rt	W, RL, XRL, L	Trot	Drag	Xtrot, St	Back	Walk, Brd	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																			
1	771	PENALTY					1					1		2	71						
		MANEUVER SCORE	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0	0	+1/2									
2	386	PENALTY					1			1				2	73 1/2						
		MANEUVER SCORE	+1	0	+1/2	+1	0	+1	0	+1/2	+1	+1/2									
3	807	PENALTY								1				1	74						
		MANEUVER SCORE	+1/2	+1/2	+1	+1/2	0	+1	0	+1/2	+1/2	+1/2									
4	897	PENALTY									1			1	76 1/2						
		MANEUVER SCORE	+1	+1	+1/2	+1	+1	+1	+1	+1/2	0	+1/2									
5	180	PENALTY				1				1,1				3	69						
		MANEUVER SCORE	+1/2	+1/2	0	0	0	0	0	0	+1/2	+1/2									
6	507	PENALTY								1				1	74 1/2						
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2	0	+1/2	+1/2									
7	754	PENALTY				1,1	1				1,1			5	65 1/2						
		MANEUVER SCORE	0	-1/2	+1/2	-1	0	+1/2	+1/2	0	0	+1/2									
8	833	PENALTY							1		1			2	72						
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2									

Judge's Signature: _____





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Class:	1/3/2024
Judge:	Kunkle; John B

<p>1 point</p> <ul style="list-style-type: none"> - 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 	<p>3 points</p> <ul style="list-style-type: none"> - 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 <p>5 points</p> <ul style="list-style-type: none"> - 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 	<p>Off Pattern (OP) - to be placed below horses performing all maneuvers</p> <ul style="list-style-type: none"> - eliminates or adds maneuver - incomplete maneuver - 3rd refusal - repeated blatant disobedience - failure to dally and remain dalled 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 <p>Disqualified - 0 Score</p> <ul style="list-style-type: none"> - 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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		LL L	Trot, LH Gate	T, SP Rt	W, RL, XRL, L	Trot	Drag	Xtrot, St	Back	Walk, Brd	<i>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</i>										
TIE-BREAKER		MANEUVER DESCRIPTION																			
9	627	PENALTY														5	67½				
		MANEUVER SCORE	+½	+½	0	-1	0	+1	+½	0	+½	+½									
10	172	PENALTY	3	1								1			5	64					
		MANEUVER SCORE	-1	0	0	-½	0	0	0	0	0	+½									
11	781	PENALTY						1				1			2	72					
		MANEUVER SCORE	+½	+½	+½	0	0	+1	+½	0	+½	+½									
12	763	PENALTY	1,3,1	op				1		1		1,1			9	58					
		MANEUVER SCORE	-1½	-1½	0	-½	0	+½	0	0	-½	+½									
13	987	PENALTY	3				1			1					5	64					
		MANEUVER SCORE	-1	-½	0	0	0	0	0	0	0	+½									
14	806	PENALTY								1					1	72					
		MANEUVER SCORE	0	-½	+½	+½	+½	+½	0	+½	+½	+½									
15	904	PENALTY								1		3			4	69½					
		MANEUVER SCORE	+1	0	0	+½	+1	+1	+½	0	-1	+½									
16	805	PENALTY			1					1					2	71					
		MANEUVER SCORE	+½	+½	-1	+½	0	+1	0	+½	+½	+½									

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- 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
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- eliminates or adds maneuver
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TIE-BREAKER		MANEUVER DESCRIPTION																			
17	618	PENALTY															0	76			
		MANEUVER SCORE	+1	+1/2	+1/2	0	+1/2	+1	+1/2	+1/2	+1	+1/2	+1/2	+1	+1/2						
18	832	PENALTY	3	1		1,1											6	63 1/2			
		MANEUVER SCORE	-1	0	0	-1/2	-1/2	+1/2	0	0	+1/2	+1/2	0	+1/2	+1/2						
19	848	PENALTY								1			1				2	74			
		MANEUVER SCORE	+1	+1	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0	+1/2	0	+1/2	+1/2						
20	993	PENALTY										1					1	72 1/2			
		MANEUVER SCORE	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2						
21	687	PENALTY		1			1					1,1					4	69 1/2			
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2						
22	974	PENALTY			1	1	1,1					1					5	68 1/2			
		MANEUVER SCORE	+1	+1/2	-1/2	0	0	+1	0	+1	0	0	0	+1/2	+1/2						
23	804	PENALTY										1					1	75 1/2			
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1	+1/2	+1	+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2						
24	537	PENALTY	1							1							2	73 1/2			
		MANEUVER SCORE	0	0	+1	+1	+1	+1	+1/2	0	+1/2	0	+1/2	+1/2	+1/2						

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		LL L	Trot, LH Gate	T, SP Rt	W, RL, XRL, L	Trot	Drag	Xtrot, St	Back	Walk, Brd						
TIE-BREAKER MANEUVER DESCRIPTION																
25	850	PENALTY	1		1					1	1,1		5	67		
		MANEUVER SCORE	0	+1/2	-1/2	+1/2	+1/2	+1/2	0	0	0	+1/2				
26	834	PENALTY					1		1				2	71		
		MANEUVER SCORE	0	+1/2	+1/2	0	0	+1/2	0	+1/2	+1/2	+1/2				
27	634	PENALTY				3,DQ							0	DQ		
		MANEUVER SCORE	+1/2	+1/2	+1/2											
		PENALTY														
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		PENALTY														
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Judge's Signature:  _____

AQHA

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Class:	1/3/2024
Judge:	Clark; Brett A

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- 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
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- 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
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1	771	PENALTY					1	1			1		3	67½	
		MANEUVER SCORE	0	+½	0	0	0	0	0	0	0	0			
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		MANEUVER SCORE	+1	0	+½	+1	0	+½	+½	+1	+1	0			
3	807	PENALTY								1			1	73½	
		MANEUVER SCORE	+½	+½	+½	+½	0	+½	+½	+1	+½	0			
4	897	PENALTY											0	79½	
		MANEUVER SCORE	+1	+1	+1	+1	+1	+1	+1½	+1	+1	0			
5	180	PENALTY					1			1			2	68½	
		MANEUVER SCORE	0	0	0	0	+½	0	0	0	0	0			
6	507	PENALTY								1			1	74	
		MANEUVER SCORE	+½	+½	+½	+½	+½	+½	+1	+½	+½	0			
7	754	PENALTY					3	1			1		5	67½	
		MANEUVER SCORE	+½	0	+1	-1	+½	0	+½	+½	+½	0			
8	833	PENALTY								1		1	2	72	
		MANEUVER SCORE	0	0	+½	+½	+1	+½	+½	+½	+½	0			

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TIE-BREAKER MANEUVER DESCRIPTION															
9	627	PENALTY				1,3	1								
		MANEUVER SCORE	+1	0	-1/2	-1	0	+1/2	+1/2	+1/2	+1/2	0	5	66 1/2	
10	172	PENALTY	3												
		MANEUVER SCORE	-1	-1/2	-1/2	-1/2	0	-1/2	0	0	0	0	3	64	
11	781	PENALTY					1			1					
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	0	+1/2	0	2	72 1/2	
12	763	PENALTY	1,3	3,1,op					1		1				
		MANEUVER SCORE	-1	-1 1/2	0	-1/2	-1/2	0	0	0	-1/2	0	10	56	
13	987	PENALTY	3			1			1						
		MANEUVER SCORE	-1	-1/2	0	-1/2	0	+1/2	-1/2	0	0	0	5	63	
14	806	PENALTY							1						
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	1	73	
15	904	PENALTY							1		3				
		MANEUVER SCORE	+1	+1/2	+1/2	+1	+1	+1/2	+1/2	+1/2	-1/2	0	4	71	
16	805	PENALTY			1,1				1						
		MANEUVER SCORE	+1/2	+1/2	-1	+1/2	+1/2	+1/2	0	0	+1/2	0	3	69	

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- 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 dalled 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

For more information on how classes are judged visit www.aqhuniversity.com

WO Entry #		MANEUVER SCORES										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern		
		LL L	Trot, LH Gate	T, SP Rt	W, RL, XRL, L	Trot	Drag	Xtrot, St	Back	Walk, Brd							
TIE-BREAKER MANEUVER DESCRIPTION																	
17	618	PENALTY												0	0	77	
		MANEUVER SCORE	+1	+1	+1	0	+½	+1	+1	+½	+1	0					
18	832	PENALTY	3											3	60		
		MANEUVER SCORE	-1	-1	-1	-1	0	-½	-½	-1	-1	0					
19	848	PENALTY					1							1	75		
		MANEUVER SCORE	+1	+1	+½	+½	+½	+1	+1	+½	0	0					
20	993	PENALTY									1			1	72½		
		MANEUVER SCORE	+½	+½	0	+½	+½	+½	+½	+½	0	0					
21	687	PENALTY					1				1			2	73½		
		MANEUVER SCORE	+½	+½	+1	+1	+½	+½	+½	+½	+½	0					
22	974	PENALTY			1		1		1		1			4	66		
		MANEUVER SCORE	+½	+½	-½	0	0	0	-½	0	0	0					
23	804	PENALTY												0	74½		
		MANEUVER SCORE	0	0	+½	+1	0	+½	+½	+1	+1	0					
24	537	PENALTY	1											1	75		
		MANEUVER SCORE	0	+½	+1	+1	+1	+½	+½	+½	+1	0					

Judge's Signature: _____



VRH RANCH TRAIL

Date:	2024 FQHA Gulf Coast
Show:	AQHA 181000 VRH Ranch Trail
Class:	1/3/2024
Judge:	Clark, Brett A

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 dalled 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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WO Entry #		MANEUVER SCORES											Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern					
		LL L	Trot, LH Gate	T, SP Rt	W, RL, XRL, L	Trot	Drag	Xtrot, St	Back	Walk, Brd	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																			
		PENALTY																			
25	850											1			1	71½					
		MANEUVER SCORE	+½	0	+½	+1	+½	0	0	0	0	0	0								
26	834														0	73					
		MANEUVER SCORE	+½	+½	0	+½	+½	0	+½	0	+½	0	0								
27	634					DQ									0	DQ					
		MANEUVER SCORE	+½	0	+½																
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

Judge's Signature: _____



VRH RANCH TRAIL

Date:	2024 FQHA Gulf Coast
Show:	AQHA 181000 VRH Ranch Trail
Class:	1/3/2024
Judge:	Chayer; Dolly R

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 dalled 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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WO Entry #		MANEUVER SCORES											Natural Horse Appearance	Penalty Total	Score	Off Pattern	
		LL L	Trot, LH Gate	T	SP	Rt	W	RL, XRL, L	Trot	Drag	Xtrot, St	Back					Walk, Brd
TIE-BREAKER MANEUVER DESCRIPTION																	
1	771	PENALTY							1,1				1				
		MANEUVER SCORE	+½	+½	+½	+½		0	0	+½	0	0	+½				
2	386	PENALTY									1						
		MANEUVER SCORE	+½	0	+½	+½	+½	+½	+½	+1	+½	+½	+½				
3	807	PENALTY									1						
		MANEUVER SCORE	+½	+½	+½	0	+½	+½	0	+½	+½	+½	+½				
4	897	PENALTY															
		MANEUVER SCORE	+½	+1	+1	+1	+1	+1	+1	+1	+½	+1	+1				
5	180	PENALTY					1				1,1						
		MANEUVER SCORE	0	0	0	0	+½	0	-½	0	+½	0	+½	0			
6	507	PENALTY										1					
		MANEUVER SCORE	0	+½	+½	+½	+½	+½	+½	+½	+½	0	+½	+½			
7	754	PENALTY					1,1	1					1				
		MANEUVER SCORE	0	0	+½	-1	0	+½	+½	0	0	0	+½				
8	833	PENALTY									1		1				
		MANEUVER SCORE	-½	+½	+½	+½	+½	+½	+½	0	+½	0	+½				

Judge's Signature:



VRH RANCH TRAIL

Date:	2024 FQHA Gulf Coast
Show:	AQHA 181000 VRH Ranch Trail
Class:	1/3/2024
Judge:	Chayer; Dolly R

<p>1 point</p> <ul style="list-style-type: none"> - 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 	<p>3 points</p> <ul style="list-style-type: none"> - 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 <p>5 points</p> <ul style="list-style-type: none"> - 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 	<p>Off Pattern (OP) - to be placed below horses performing all maneuvers</p> <ul style="list-style-type: none"> - eliminates or adds maneuver - incomplete maneuver - 3rd refusal - repeated blatant disobedience - failure to dally and remain dalled 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 <p>Disqualified - 0 Score</p> <ul style="list-style-type: none"> - 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										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
		LL L	Trot, LH Gate	T, SP Rt	W, RL, XRL, L	Trot	Drag	Xtrot, St	Back	Walk, Brd						
TIE-BREAKER MANEUVER DESCRIPTION																
9	627	PENALTY				1,3	1							5	66	
		MANEUVER SCORE	+½	+½	0	-1	0	0	0	0	+½	+½				
10	172	PENALTY	3							1			4	64		
		MANEUVER SCORE	-1	0	0	-½	0	-½	0	0	0	0				
11	781	PENALTY					1			1			2	70½		
		MANEUVER SCORE	0	+½	+½	0	0	+½	+½	0	0	+½				
12	763	PENALTY	1,1,3	op					1	1			7	59½		
		MANEUVER SCORE	-1	-1½	0	-½	0	+½	-½	0	-½	0				
13	987	PENALTY	3			1	1,1		1,1				8	59½		
		MANEUVER SCORE	-1	-½	0	0	-½	0	-½	0	0	0				
14	806	PENALTY							1				1	71½		
		MANEUVER SCORE	0	-½	0	+½	+1	+½	0	0	+½	+½				
15	904	PENALTY							1		3		4	68½		
		MANEUVER SCORE	+½	+½	0	+½	+½	+½	0	+½	-1	+½				
16	805	PENALTY			1				1				2	69½		
		MANEUVER SCORE	+½	0	-1	0	+½	+½	0	0	+½	+½				

Judge's Signature:



VRH RANCH TRAIL

Date:	2024 FQHA Gulf Coast
Show:	AQHA 181000 VRH Ranch Trail
Class:	1/3/2024
Judge:	Chayer; Dolly R

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

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- eliminates or adds maneuver
- incomplete maneuver
- 3rd refusal
- repeated blatant disobedience
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- 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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WO Entry #		MANEUVER SCORES											Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern					
		LL L	Trot, LH Gate	T, SP Rt	Wa, RL, XRL, L	Trot	Drag	Xtrot, St	Back	Walk, Brd	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																			
17	618	PENALTY														0	77				
		MANEUVER SCORE	+1/2	+1/2	+1	+1/2	+1	+1/2	+1	+1/2	+1	+1/2	+1	+1/2							
18	832	PENALTY	3													3	62				
		MANEUVER SCORE	-1	0	-1	-1	-1/2	0	-1/2	-1/2	0	-1/2	0	-1/2							
19	848	PENALTY								1						1	73 1/2				
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1	+1/2			+1/2							
20	993	PENALTY										1				1	71				
		MANEUVER SCORE	0	0	0	+1/2	+1/2	+1/2	+1/2	0	0	0	0	0							
21	687	PENALTY		1				1					1,1			4	68 1/2				
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	-1/2	+1/2								
22	974	PENALTY			1	1	1					1				4	66 1/2				
		MANEUVER SCORE	+1/2	+1/2	-1/2	0	0	0	0	0	0	0	0	0							
23	804	PENALTY						1				1				2	70				
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	0	0	0	+1/2	0	0	0	0							
24	537	PENALTY	1									1				2	73 1/2				
		MANEUVER SCORE	0	+1/2	+1/2	+1	+1	+1/2	+1	0	+1/2	+1/2									

Judge's Signature:

