

Date:	2024 FQHA Gulf Coast
Show:	AQHA 284000 VRH Amt Ranch Reining
Class:	1/5/2024
Judge:	Graham; Karen K

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

WANEUVER 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) points	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
MANE	TIE-BREAKER MANEUVER DESCRIPTION		Run, Stop	1/2 Spins Left	un, Stop 3	1/2 Spins Right R	un, Stop, Back	2 Circles Right, Lead Chng	2 Circles Left, Lead Chng	Stop & Back	Natu Horse	Pena	0,	Off
	400	PENALTY											0.7	
1	162	MANEUVER SCORE	-1/2	-1/2	-1/2	0	-1/2	-1/2	0	-1/2	0	0	67	
		PENALTY				I	1	Ι		Τ				
2	763	MANEUVER SCORE	0	+1/2	0	+1/2	+1/2	0	0	+1/2	0	0	72	
		534464490												
3	437	PENALTY						<u> </u>	ļ	ļ		0	66½	
5		MANEUVER SCORE	-1/2	+1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2	0			
4	626	PENALTY										0	67½	
4	020	MANEUVER SCORE	-1/2	0	-1/2	0	-1/2	0	-1/2	-1/2	0			
	Г	PENALTY		ор		ор	1	I	T	1,1,1,2		1		
5	810	MANEUVER SCORE	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	5	61½	
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		MANEUVER SCORE												

Judge's Signature:



VRH RANCH REINING

Date:	2024 FQHA Gulf Coast
Show:	AQHA 284000 VRH Amt Ranch Reining
Class:	1/5/2024
Judge:	Hale; Cindy

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
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- on run-in patterns, failure to be in a lope prior to the first marker
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- 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)

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- illegal equipment
- willful abuse
- leaving working area before pattern is complete
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- fall of horse/rider

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	TIE-BREAKER UVER DESCRII		Run, Stop	1/2 Spins Left	un, Stop 3	1/2 Spins Right R	in, Stop, Back	2 Circles Right, Lead Chng	2 Circles Left, Lead Chng	top & Back	Natu Horse	Pen		₽
		PENALTY						12000 01119	Local Ching				66½	
1	162	MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2	0	0		
2	763	PENALTY										0	72½	
	703	MANEUVER SCORE	0	+1/2	+½	+1/2	+½	0	0	+1/2	0	U	12/2	
			Ī						T	Ī			Ī	
3	437	PENALTY MANEUVER	1/		1/	1/	1/		1/			0	65½	
		SCORE	-1/2	0	-1/2	-1/2	-1/2	-1	-1/2	-1	0			
	626	PENALTY										0	67½	
4		MANEUVER SCORE	-1/2	0	-1/2	0	-1/2	0	-1/2	-1/2	0			
	l	BOOKE	ļ.							<u> </u>	<u> </u>			
5	810	PENALTY		ор		1				1,1,2		5	58½	
	010	MANEUVER SCORE	-1/2	-11/2	-1/2	-1	-1	-1/2	-1/2	-1	0			
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Judge:	McDuffee; Donald A

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	TIE-BREAKER MANEUVER DESCRIPTION		Run, Stop	3 1/2 Spins Left	un Ston 3	1/2 Spins Right R	un, Stop, Back	2 Circles Right, Lead Chng	2 Circles Left, Lead Chng	Stop & Back	Natu Horse	Pen		ð
		PENALTY	, can, crop		Ju., 0.0p		15	1	Lead Cring) le				Ì
1	162	MANEUVER SCORE	-1/2	-1	-1/2	-1/2	-1	-1	-1	-1/2	0	0 1	63	
		SERVICE AND ADDRESS OF THE PARTY OF THE PART					Ι.		T	Ι.				1
2	763	PENALTY					1	-	-	1		2	72	
		MANEUVER SCORE	0	+1/2	+1/2	0	+1/2	0	+1/2	+1	+1			
_	Ī	PENALTY										0	66	
3	437	MANEUVER SCORE	-1/2	0	-1/2	-1	-1/2	-1/2	0	-1	0			
		7	1	1	1	1		1	1				1	
4	626	PENALTY								1		1	65½	
		MANEUVER SCORE	-1/2	0	-1	-1/2	0	-1/2	-1/2	-1/2	0			
		PENALTY	1	ор		1		Т	Т	1,1,1		4	60½	
5	810	MANEUVER SCORE	-1/2	-11/2	-1/2	-1/2	-1	0	-1/2	-1	0			
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		PENALTY												
		MANEUVER SCORE												
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		MANEUVER SCORE												

