AQHA

VRH RANCH TRAIL

Date:	10-14-23
Show:	Octoberfest
Class:	101. AB Open
Judge:	Fourre

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 dallied 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

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 #		TIE-BREAKER / MANEUVER DESCRIPTION	1 GATE	2 Jog C	3 Jog	4 LLP	5 Xtrot	6 ¼ Back	7 ½-SP ½	8 Bridge	9 Drag	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	226	PENALTY				OP	3					3			
		MANEUVER SCORE		-½	0	0	-1	+½	-½	0	+½	+½	-½		66	1
				69.5			65.5	66	65.5		66	66.5	66			
2	401	PENALTY													
		MANEUVER SCORE		0	+½	+½	+½	0	+½	+½	+½	+½	+1		74.5	
					70.5	71	71.5		72	72.5	73	73.5	74.5			
3	398	PENALTY													
		MANEUVER SCORE		0	0	+½	-1	0	-½	-½	-½	+½	-½		68	
						70.5	69.5		69	68.5	68	68.5	68			
4	685	PENALTY					33		1						
		MANEUVER SCORE		+½	+½	+½	-1	0	0	-½	+1	+½	0	7	64.5	
				70.5	71	71.5	64.5		63.5	63	64	64.5				
5	123	PENALTY													
		MANEUVER SCORE		+½	+½	+½	+½	+½	+½	+½	+1	+1	+1		76.5	
				70.5	71	71.5	72	72.5	73	73.5	74.5	75.5	76.5			
6	179	PENALTY													
		MANEUVER SCORE		0	+½	+½	+½	+½	+½	+½	+½	+½	+½		74.5	
					70.5	71	71.5	72	72.5	73	73.5	74	74.5			
7	590	PENALTY	5550P			3		11	11		OP			22	36.5	11
		MANEUVER SCORE	-1½	-1	0	-1½	-1	-1½	-1	0	-1½	-1½				
			53.5	52.5		48	47	43.5	39.5			36.5				
8	585	PENALTY													
		MANEUVER SCORE	0	+½	-½	+½	0	0	+½	+½	+½	0			72.5	
				70.5	70	70.5			71	72	72.5					

Judge's Signature: Lisa Fourre

(2)

AQHA

VRH RANCH TRAIL

Date:	10-14-23
Show:	Octoberfest
Class:	101. AB Open pg 2
Judge:	Fourre

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 daily and remain dallied 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 romel 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

4 2 3 5 1

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

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

			TIE-BREAKER	1	2	3	4	5	6	7	8	9	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
			MANEUVER DESCRIPTION	GATE	Jog()	Jog	LLP	xtrot	¼-Back	½-SpBr	Bridge	Drag				
9	691	PENALTY							1	1						
		MANEUVER SCORE		0	+½	+1	+1	+½	0	0	0	0	+½	2	71.5	
					70.5	71.5	72.5	73	72	71			71.5			
10	297	PENALTY														
		MANEUVER SCORE		0	0	+½	+1	+1	+½	+½	+½	+1	+1		76	
						70.5	71.5	72.5	73	73.5	74	75	76			
11	225	PENALTY	5			OP	3		1							
		MANEUVER SCORE	-½	-½	-½	-1	0	-½	0	+½	0	-½		9	58	1
			64.5	64	63.5	59.5		58		58.5		58				
12	690	PENALTY				3		OP	OP		OP					
		MANEUVER SCORE	+½	0	0	-1	0	-1	-½	0	-1½	-1		4	61.5	111
			70.5			60.5		65.5	64		62.5	61.5				
13	692	PENALTY				3										
		MANEUVER SCORE	0	+½	+1	+½	0	-½	-½	+½	+½	0		3	69	
			70.5		71.5	69		68.5	68	68.5	69					
14	584	PENALTY				3OP										
		MANEUVER SCORE	0	+½	+½	-1½	0	0	0	0	+½	0		3	67	1
			70.5		71	66.5					67					
15	698	PENALTY	55			3	OP				OP					
		MANEUVER SCORE	-1½	-½	-1	-1	-1½	0	-1	0	-1½	-1½		13	47.5	11
			58.5	58	57	53	51.5		50.5		49	47.5				
16	596	PENALTY					1									
		MANEUVER SCORE	0	0	0	0	0	+½	-½	0	0	0		1	69	
							69	69.5	69							

Judge's Signature: Lisa Fourre

AQHA

VRH RANCH TRAIL

3

Date:	10-14-23
Show:	Octoberfest
Class:	Open
Judge:	Fourre

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 distrubing 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 dallied 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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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 #	TIE-BREAKER / MANEUVER DESCRIPTION		1 Gate	2 Jog C	3 Jog	4 LLP	5 xTrot	6 ¼ Back	7 ½ SR	8 Bridge	9 Drag	Natural Ranch Horse-Appearance	Penalty Total	Score	Off Pattern
17	579		PENALTY									J				
			MANEUVER SCORE	+½	+½	+1	0	+½	+½	0	0	+½	+½		74	
				70.5	71	72	72.5	73				73.5	74			
18	583		PENALTY		500		3							8	(62)	1
			MANEUVER SCORE	+½	-½	+½	-½	0	0	+½	+½	+½	-½			
				70.5	64	64.5	61			61.5	62	62.5	62			
19	577		PENALTY				3							3	70	
			MANEUVER SCORE	+½	+½	+½	-1	+½	+½	+½	+½	+½	0			
				70.5	71	71.5	67.5	68	68.5	69	69.5	70				
20	694		PENALTY													
			MANEUVER SCORE	+½	0	+½	+1	+½	+½	-½	0	0	0		72.5	
				70.5		71	72	72.5	73	72.5						
21	699		PENALTY				33							6	59.5	
			MANEUVER SCORE	-½	0	-½	-1	-½	-½	0	0	-½	-1			
				69.5		69	62	61.5	61			60.5	59.5			
22	587		PENALTY													
			MANEUVER SCORE	0	0	0	+½	-½	0	0	+½	+½	+½		71.5	
							70.5	70			70.5	71	71.5			
			PENALTY													
			MANEUVER SCORE													
			PENALTY													
			MANEUVER SCORE													

Leo Fourré

AQHA

WALK-TROT

VRH RANCH TRAIL

Date:	10-14-23
Show:	Octoberfest
Class:	Walk Trot
Judge:	Fourie

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 distrubing 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 dallied 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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MANEUVER SCORES

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-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 #		TIE-BREAKER / MANEUVER DESCRIPTION	1 GATE	2 JOG	3 JOG	4 X trot	5 X Trot, S	6 ½ R Back	7 ½ - SP R	8 Bridge	9 JOG	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	592	PENALTY										OP				
		MANEUVER SCORE		0	+½	+½	-½	-½	+½	0	+½	-½	+½		71	1
					70.5	71	70.5	70	70.5		71	70.5	71			
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
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		MANEUVER SCORE														
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		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: Lio Fourie

AQHA

VRH RANCH TRAIL

Date:	10-14-23
Show:	Octoberfest
Class:	104. 41 Youth
Judge:	Fourre

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 defly and remain defled during the drag
- use of two hands (except junior and L4 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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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 #	TIE-BREAKER / MANEUVER DESCRIPTION		1 GATE	2 Jog	3 Jog	4 LL	5 X trot	6 ¼-Back	7 ½-Spin	8 Bridge	9 Jog	Neutral Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	691	PENALTY		5										5	67	
		MANEUVER SCORE		-1	0	+½	0	+½	+½	0	+½	+½	+½			
				64		64.5		65	65.5		66	66.5	67			
2	258	PENALTY													73.5	
		MANEUVER SCORE		0	+½	+½	+½	0	0	+½	+½	+½	+½			
					70.5	71	71.5			72	72.5	73	73.5			
3	592	PENALTY													73.5	
		MANEUVER SCORE		0	+½	+½	+½	+½	+½	0	+½	+½	0			
					70.5	71	71.5	72	72.5		73	73.5				
4		PENALTY														
		MANEUVER SCORE														
5		PENALTY														
		MANEUVER SCORE														
6		PENALTY														
		MANEUVER SCORE														
7		PENALTY														
		MANEUVER SCORE														
8		PENALTY														
		MANEUVER SCORE														

Judge's Signature: Lee Fourré

AQHA

VRH RANCH TRAIL

Date:	10-14-23
Show:	Octoberfest
Class:	105. Youth
Judge:	Four2

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 defy and remain defied 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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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 #		TIE-BREAKER / MANEUVER DESCRIPTION	1 GATE	2 Jog	3 Jog	4 LL	5 xTrot	6 Y4-Back	7 Y2-SP2	8 Bridge	9 Drag	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	258	PENALTY													74.5	
		MANEUVER SCORE		+1/2 70.5	+1/2 71	+1/2 71.5	+1 72.5	+1/2 73	0	0	+1/2 73.5	+1/2 74	+1/2 74.5			
2	691	PENALTY		5.5.5			3.3				OP			21	(47.5)	1
		MANEUVER SCORE		-1 1/2 53.5	0	+1/2 54	-1 47	0	+1/2 47.5	0	0	+1/2 48	-1/2 47.5			
3	592	PENALTY					3							3	68	
		MANEUVER SCORE		0	+1/2 70.5	+1/2 71	0 68	-1/2 67.5	+1/2 68	0	0	0	0			
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: Lee Jones

AQHA

VRH RANCH TRAIL

Date:	10-14-23
Show:	Octoberfest
Class:	106. L1 Amateur
Judge:	Fourre

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 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 dallied 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

4 2 3 5 1

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 #	TIE-BREAKER		1	2	3	4	5	6	7	8	9	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		MANEUVER DESCRIPTION		GATE	Jog	Jog	LL	Xtrot	1/4-Back	1/2-SP	Bridge	Drag				
1	587	PENALTY					3									
		MANEUVER SCORE		0	0	0	-1/2	0	+1/2	0	0	+1/2	+1/2	3	68	
							69.5		67			67.5	68			
2	258	PENALTY														
		MANEUVER SCORE		+1/2	0	+1/2	-1	+1/2	+1/2	0	+1/2	+1/2	0	1	71	
				70.5		71	69	69.5	70		70.5	71				
3	305	PENALTY			1		3									
		MANEUVER SCORE		+1/2	-1	0	-1/2	+1/2	+1/2	-1/2	+1/2	0	0	7	62	
				70.5	68.5		69	69.5	69	68.5	69					
4	686	PENALTY														
		MANEUVER SCORE		0	+1/2	0	-1/2	0	+1/2	+1/2	0	+1/2	0		71.5	
					70.5		70		70.5	71		71.5				
5	685	PENALTY					3									
		MANEUVER SCORE		+1	+1/2	+1/2	-1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2		71	
				71	71.5	72	68.5	69	69.5		70	70.5	71			
6	682	PENALTY					3			1	3					
		MANEUVER SCORE		+1/2	0	+1/2	-1	-1 1/2	0	-1/2	-1 1/2	0	-1/2	7	59	
				70.5		71	67	65.5		64	59.5		59			
7	357	PENALTY														
		MANEUVER SCORE		0	0	+1/2	0	+1/2	+1	+1/2	+1	+1	+1		75.5	
						70.5		71	72	72.5	73.5	74.5	75.5			
8	225	PENALTY		5			33									
		MANEUVER SCORE		-1	0	0	-1	-1/2	0	-1/2	0	+1/2	-1/2	11	56	
				64			57	56.5		56		56.5	56			

Judge's Signature: Leo Fourre

AQHA

VRH RANCH TRAIL

Date:	10-14-23
Show:	Octoberfest
Class:	106 L1 Amateur Pg 2
Judge:	Fourre

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 an 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 defy and remain mounted 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 #	TIE-BREAKER / MANEUVER DESCRIPTION		2	3	4	5	6	7	8	9	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
			GATE	309	309	LL	xtrot	1/4-Back	1/2-SP/2	Bridge	Drag				
9	421	PENALTY			1	1			11		11				
		MANEUVER SCORE	0	+1/2	-1/2	-1/2	0	0	0	+1/2	0	-1/2	6	63.5	
				70.5	69	67.5			65.5	66	64	63.5			
10	398	PENALTY				3					1				
		MANEUVER SCORE	0	0	+1/2	0	+1/2	-1	-1	0	-1 1/2	-1/2	4	63	
				70.5	69.5	68		67	66		63.5	63			
11	401	PENALTY				3									
		MANEUVER SCORE	0	0	0	-1	-1/2	0	0	+1/2	-1/2	-1/2	3	65	
						66	65.5			66	65.5	65			
12	576	PENALTY	55			3		1			OP				
		MANEUVER SCORE	-1	0	0	-1 1/2	-1	-1	-1	0	-1 1/2	-1	16	46	1
			59			53.5	52.5	49.5	48.5		47	46			
13	579	PENALTY							11						
		MANEUVER SCORE	0	0	+1/2	+1/2	+1/2	+1/2	-1/2	0	+1/2	0	2	70	
				70.5	71	71.5	72	69.5			70				
14	590	PENALTY	5	5	5	3		1	1	OP	OP				
		MANEUVER SCORE	-1 1/2	0	-1	-1	-1	-1 1/2	-1 1/2	0	-1 1/2	-1 1/2	26	335	111
			53.5		52.5	48.5	47.5	43	30.5		35	33.5			
15	703	PENALTY													
		MANEUVER SCORE	0	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1		75.5	
				70.5	71	72	72.5	73	73.5	74	74.5	75.5			
16	156	PENALTY													
		MANEUVER SCORE	+1/2	+1/2	0	+1/2	+1/2	0	0	+1/2	+1/2	0		73	
			70.5	71		71.5	72			72.5	73				

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

Judge's Signature: Lee Fourre

AQHA

VRH RANCH TRAIL

Date:	10-14-23
Show:	Octoberfest
Class:	106-L1 Amateur pg 3
Judge:	Fourre

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 defy and remain defied 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 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									Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER		MANEUVER DESCRIPTION	1 GATE	2 Jog	3 Jog	4 LL	5 Xtrot	6 Y4-Back, Y2-SP2	7	8 Bridge	9 Jog Dismount				
17	443	PENALTY	OP			3									
		MANEUVER SCORE	-1/2	0	+1/2	-1	-1/2	+1/2	+1/2	+1/2	+1/2	0	3	67.5	1
			69.5		70	69	68.5	69	69.5	69	69.5				
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: Leo Fourré

AQHA

VRH RANCH TRAIL

Date:	10-14-23
Show:	Octoberfest
Class:	107. Amateur
Judge:	Fourre

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
- dropped 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 defy and remain defiled during the drag
- use of two hands (except junior and L1 horses shown in a snaffle bit headstall); 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

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 #	TIE-BREAKER / MANEUVER DESCRIPTION		1 GATE	2 Jog	3 Jog	4 LL	5 Xtrot	6 ¼-Back	7 ½-SpR	8 Bridge	9 Drag	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	284	PENALTY									1			1	75.5	
		MANEUVER SCORE		+½	+½	+½	+½	+	+½	+	+½	+½	+1			
				70.5	71	71.5	72	73	73.5	74.5	74	74.5	75.5			
2	401	PENALTY									1			1	69.5	
		MANEUVER SCORE		0	+½	0	+½	+½	0	-½	0	0	-½			
					70.5		71	71.5		71	70		69.5			
3	196	PENALTY													78	
		MANEUVER SCORE		+1	+½	+½	+½	+1	+½	+1	+	+1	+1			
				71	71.5	72	72.5	73.5	74	75	76	77	78			
4	141	PENALTY													75	
		MANEUVER SCORE		+½	+½	+½	+½	+½	+½	0	+½	+1	+½			
				70.5	71	71.5	72	72.5	73		73.5	74.5	75			
5	577	PENALTY									1			1	73.5	
		MANEUVER SCORE		+½	+½	0	0	+½	+1	+½	+½	+½	+½			
				70.5	71			71.5	72.5	73	72.5	73	73.5			
6	579	PENALTY		08											72.5	1
		MANEUVER SCORE		-1	0	+½	+½	+½	+½	0	+½	+½	+½			
				69		69.5	70	70.5	71		71.5	72	72.5			
7	421	PENALTY			1	1					1			3	70.5	
		MANEUVER SCORE		0	+½	+½	+½	+½	+½	0	+½	+½	0			
					69.5	69	69.5	70	70.5		70	70.5				
8	156	PENALTY							11	08	1			3	67	1
		MANEUVER SCORE		+½	0	0	+½	+½	0	-½	0	0	0			
				70.5			71	71.5	69.5	68	67					

Judge's Signature: _____

AQHA

VRH RANCH TRAIL

Date:	10-14-23
Show:	Octoberfest
Class:	107. Amateur pg 2
Judge:	Fourre

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 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 defy and remain defied 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 #		TIE-BREAKER / MANEUVER DESCRIPTION	1 GATE	2 JOG	3 JOG	4 LL	5 X TROT	6 ¼-Back	7 ½-SPIN	8 Bridge	9 Drag	Neutral Ranch Horse Appearance	Penalty Total	Score	Off Pattern
9	123	PENALTY													72.5	
		MANEUVER SCORE		+½	0	+½	-½	+½	0	+½	+½	0	+½			
				70.5		71	70.5	71		71.5	72		72.5			
10	682	PENALTY					3							3	66	
		MANEUVER SCORE		0	0	+½	-½	-1	0	0	+½	-½	0			
						70.5	67	66			66.5	66				
11	79	PENALTY												1	73.5	
		MANEUVER SCORE		0	+½	+½	+½	+1	+½	+½	+½	+½	0			
					70.5	71	71.5	72.5	73	73.5	73	73.5				
12	587	PENALTY												1	70	
		MANEUVER SCORE		+½	0	+½	0	0	-½	-½	+½	+½	0			
				70.5		71			70.5	70	69.5	70				
13	692	PENALTY					3							3	69.5	
		MANEUVER SCORE		+½	+½	+½	0	0	0	-½	+½	+½	+½			
				70.5	71	71.5	68.5			68	68.5	69	69.5			
14	258	PENALTY												1	70	
		MANEUVER SCORE		+½	0	+½	+½	-½	0	0	0	0	0			
				70.5		71	71.5	71			70					
15	297	PENALTY												1	72.5	
		MANEUVER SCORE		0	+½	+½	+½	+½	0	+½	+½	+½	0			
					70.5	71	71.5	72		72.5	72	72.5				
16	357	PENALTY					3							4	68	
		MANEUVER SCORE		+½	+½	+½	0	0	+½	-½	0	+½	0			
				70.5	71	71.5	68.5		69	68.5	67.5	68				

Judge's Signature: Lisa Fourré

(3)

AQHA

VRH RANCH TRAIL

Date:	10-14-23
Show:	Octoberfest
Class:	107 Amateur pg 3
Judge:	Fourre

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 defly and remain defled 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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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 #	TIE-BREAKER / MANEUVER DESCRIPTION		1 GAIT	2 JOG	3 JOG	4 LL	5 XTROT	6 Y4-Back	7 Y2-3P2	8 Bridge	9 Drag	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
17	694	PENALTY					3							3	68	
		MANEUVER SCORE		+1/2	0	+1/2	-1	-1/2	+1/2	0	+1/2	+1/2	0			
				70.5		71	67	66.5	67		67.5	68				
18	703	PENALTY													74.5	
		MANEUVER SCORE		+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2			
				70.5	71	71.5	72		72.5	73	73.5	74	74.5			
19	262	PENALTY					3							3	69.5	
		MANEUVER SCORE		+1/2	+1/2	+1/2	-1/2	0	0	+1/2	+1/2	+1/2	0			
				70.5	71	71.5	68			68.5	69	69.5				
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: Leo Fourré

AQHA

VRH RANCH TRAIL

Date:	10-14-23
Show:	Octoberfest
Class:	10B Open
Judge:	Fourre

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 daily and remain dallied during the drag
- use of two hands (except junior and L/ 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 #	TIE-BREAKER / MANEUVER DESCRIPTION		1 GATE	2 Jog	3 Jog	4 LL	5 Xtrot	6 1/4-Back	7 1/2-SP/2	8 Bridge	9 Drag	Natural Ranch Horse Appearance *	Penalty Total	Score	Off Pattern
1	324	PENALTY					3OB					OB		3	65.5	11
		MANEUVER SCORE		+1/2 (70.5)	0 (71)	+1/2 (71.5)	-1 1/2 (66.5)	+1/2 (67)	+1/2 (67.5)	0	0	-1 (66.5)	-1 (65.5)			
2	123	PENALTY													70.5	
		MANEUVER SCORE		0	0	+1/2 (70.5)	-1/2 (70)	0	0	0	0	+1/2 (70.5)	0			
3	697	PENALTY					3							3	66	
		MANEUVER SCORE		0	+1/2 (70.5)	0	-1 (66.5)	0	0	-1/2 (66)	+1/2 (66.5)	-1/2 (66)	0			
4	262	PENALTY					3				1			5	66.5	
		MANEUVER SCORE		+1/2 (70.5)	+1/2 (71)	+1/2 (71.5)	-1/2 (67)	-1/2 (66.5)	+1/2 (67)	0	0 (66)	+1/2 (66.5)	0			
5	577	PENALTY					3							3	71	
		MANEUVER SCORE		+1/2 (70.5)	0 (71)	+1/2 (71.5)	0 (68)	0	+1 (69)	+1/2 (69.5)	+1/2 (70)	+1/2 (70.5)	+1/2 (71)			
6	579	PENALTY													75	
		MANEUVER SCORE		+1/2 (70.5)	+1/2 (71)	+1 (72)	0	+1/2 (72.5)	+1/2 (73)	+1/2 (73.5)	+1/2 (74)	+1/2 (74.5)	+1/2 (75)			
7	694	PENALTY													74	
		MANEUVER SCORE		0	+1/2 (70.5)	+1/2 (71)	+1 (72)	-1/2 (71.5)	+1/2 (72)	+1/2 (72.5)	+1/2 (73)	+1/2 (73.5)	+1/2 (74)			
8		PENALTY														
		MANEUVER SCORE														

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

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