AQHA

VRH RANCH REINING

Date:	09 October 2026
Show:	Sonoita
Class:	617
Judge:	Mike Edwards

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
- failure to hesitate to demonstrate completion of pattern
- 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

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
- out of control, dangerous, or excessive schooling

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	2	3	4	5	6	7		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	611	PENALTY											–	76.5	
		MANEUVER SCORE		0	0	0	0	0	0	0		+1.5			
2	610	PENALTY											–	72	
		MANEUVER SCORE		0	0	0	+1.5	0	+1.5	+1.5		+1.5			
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: M. Edwards

AQHA

VRH RANCH REINING

Date:	Oct. 9. 2026
Show:	Sonoita
Class:	~~#07~~ 612
Judge:	Michele Pearson

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
- failure to hesitate to demonstrate completion of pattern
- 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

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
- out of control, dangerous, or excessive schooling

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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									Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
				RC	LC	Stop	3½ R	Stop	3½ L	Stop/Back					
1	671	PENALTY											Ø	71	
		MANEUVER SCORE		Ø	Ø	Ø	+1½	0	+½	0					
				70	70	70	70½	70½	71	71					
2	670	PENALTY											Ø	70½	
		MANEUVER SCORE		Ø	Ø	Ø	Ø	Ø	+½	Ø					
				70	70	70	70	70	70½	70½					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: MPearson

AQHA

VRH RANCH COW WORK

Date:	09 October 2016
Show:	Sonoita
Class:	613
Judge:	Mike Edwards

1 point
A - Loss of working advantage
C - Using the corner or the end of the arena to turn the cow when going down the fence
E - Changing sides of arena to turn cow
L - For each length horse runs past cow
P - Working out of position
R - Two-loop catch in amateur and youth classes
S - Slipping rein
T - Failure to drive cow past middle marker on first turn
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

2 points
A - Going around the corner of the arena before turning cow
B - In an open field turn animal gets within 3 feet of the end fence before being turned
R - Illegal catch (loop fails to pass over head or pulls tight on tail only), or failure to catch if roping in amateur and youth classes

3 points
D - Dangerous position
E - Exhausting or overworking the cow before circling or roping
H - Hanging up on the fence (refusing to turn)
K - Knocking down the cow without having a working advantage
R - Two-loop catch when roping in open/cowboy classes

5 points
A - Failure to turn the cow both directions on the fence
B - Spurring in front of cinch
C - Blatant disobedience
E - Use of either hand to instill fear
R - Illegal catch (loop fails to pass over head or pulls tight on tail only), or failure to catch when roping in open/cowboy classes

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except junior and Level 1 horses shown in snaffle bit/hackamore)
C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
E - Repeated blatant disobedience
J - Schooling after entering the arena prior to calling for cow
K - Schooling horse between cows, if new cow is awarded
N - Failure to attempt any part of the class
R - Complete loss of rope in Open/Cowboy class; amateur/youth classes once committed to roping

Disqualified - 0 Score
A - Abuse
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire
H - Leaving arena before run is complete
J - Bringing the cow straight over backwards landing on its back or head with all four feet in the air
O - Out of control, dangerous, or excessive schooling

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 #		BOXING	RATING	FENCE TURNS L	FENCE TURNS R	CIRCLING L	CIRCLING R	ROPING TRACK & RATE	ROPING STOP & HOLD	POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	PENALTIES 2 POINT	PENALTIES 3 POINT	PENALTIES 5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER																			
1	671	PENALTY			2									1	0	0	2	66	
		MANEUVER SCORE	-.5	0	-1	-.5	0	0	0	0	0	0	0						
2	672	PENALTY															0	595	✓
		MANEUVER SCORE	-.5	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1						
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	

Judge's Signature: M. Edwards

AQHA

VRH RANCH COW WORK

Date:	Oct. 9, 2026
Show:	Sonoita
Class:	613
Judge:	Michele Pearson

1 point
A - Loss of working advantage
C - Using the corner or the end of the arena to turn the cow when going down the fence
E - Changing sides of arena to turn cow
L - For each length horse runs past cow
P - Working out of position
R - Two-loop catch in amateur and youth classes
S - Slipping rein
T - Failure to drive cow past middle marker on first turn
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

2 points
A - Going around the corner of the arena before turning cow
B - In an open field turn animal gets within 3 feet of the end fence before being turned
R - Illegal catch (loop fails to pass over head or pulls tight on tail only), or failure to catch if roping in amateur and youth classes

3 points
D - Dangerous position
E - Exhausting or overworking the cow before circling or roping
H - Hanging up on the fence (refusing to turn)
K - Knocking down the cow without having a working advantage
R - Two-loop catch when roping in open/cowboy classes

5 points
A - Failure to turn the cow both directions on the fence
B - Spurring in front of cinch
C - Blatant disobedience
E - Use of either hand to instill fear
R - Illegal catch (loop fails to pass over head or pulls tight on tail only), or failure to catch when roping in open/cowboy classes

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except junior and Level 1 horses shown in snaffle bit/hackamore)
C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
E - Repeated blatant disobedience
J - Schooling after entering the arena prior to calling for cow
K - Schooling horse between cows, if new cow is awarded
N - Failure to attempt any part of the class
R - Complete loss of rope in Open/Cowboy class; amateur/youth classes once committed to roping

Disqualified - 0 Score
A - Abuse
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire
H - Leaving arena before run is complete
J - Bringing the cow straight over backwards landing on its back or head with all four feet in the air
O - Out of control, dangerous, or excessive schooling

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 #		BOXING	RATING	FENCE TURNS L	FENCE TURNS R	CIRCLING L	CIRCLING R	ROPING TRACK & RATE	ROPING STOP & HOLD	POSITION & CONTROL	DEGREE OF DIFF	EYE APPEAL	PENALTIES 2 POINT	PENALTIES 3 POINT	PENALTIES 5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER																			
1	671	PENALTY																	
		MANEUVER SCORE	Ø	Ø	-1/2	-1/2			+1/2	Ø	Ø	Ø	+1/2				Ø	70	
2	672	PENALTY																	
		MANEUVER SCORE	Ø		-1													59	OP
			70																
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	

Judge's Signature: MPearson

AQHA

VRH RANCH REINING

Date:	09 October 2024
Show:	Sonoita
Class:	Costa
Judge:	Mike Edwards

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
- failure to hesitate to demonstrate completion of pattern
- 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

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
- out of control, dangerous, or excessive schooling

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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	(3) 1	2	3	(4)	5	(2) 6	7		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	223	PENALTY		1	1	2				2			6	59.5	
		MANEUVER SCORE		-1	-1	0	-1	-.5	0	-1		+1.5			
2	203	PENALTY		2	2	2			2	2			10	59	✓
		MANEUVER SCORE		-1.5	-1.5	-1	-1	-1.5	-1.5	-1					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: M. Edwards

AQHA

VRH RANCH REINING

Date:	Oct. 9, 2026
Show:	Soniota
Class:	622
Judge:	Michele Pearson

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
- failure to hesitate to demonstrate completion of pattern
- 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

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
- out of control, dangerous, or excessive schooling

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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			RC	LC	Stop	3½ R	Stop	3½ L	S+B					
1	223	PENALTY		2								2	64	
		MANEUVER SCORE	Ø	-1	-1/2	-1/2	-1/2	-1/2	-1					
			70	69	68½	68	67½	67	66					
2	203	PENALTY		2	2			2				6	57	OP
		MANEUVER SCORE	-1	-1	-1	-1	-1	1	-1					
			69	68	67	66	65	60	59					
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: Mpearson

AQHA

VRH ROOKIE COW WORK

Date:	09 October 2026
Show:	Sonoita
Class:	Gr3 / 633
Judge:	Mike Edwards

1 point
A - Loss of working advantage
P - Working out of position
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
Z - Excessive hollering

3 points
D - Dangerous position
K - Knocking down the cow without having a working advantage
L - Losing a cow

5 points
B - Spurring in front of cinch
C - Blatant disobedience
E - Use of either hand to instill fear

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except junior and Level 1 horses shown in a snaffle bit/hackamore)
C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
E - Repeated blatant disobedience
J - Schooling after entering the arena prior to calling for cow
K - Schooling horse between cows (if new cow is awarded)
N - Failure to attempt any part of the class

Disqualified - 0 Score
A - Abuse
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire
H - Leaving arena before run is complete
O - Out of control, dangerous, or excessive schooling

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Start 633

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) Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	PENALTIES 1 POINT	3 POINT	5 POINT	COMMENTS	Penalty Total	Score	Off Pattern
TIE-BREAKER													
1	227	-1.5	-1	-1	-1	-.5		1			3	62	
2	203	-.5	-1	-1	-1	-.5						66	
1	675	-1	-1	-1	-1	-½	1				1	~~66~~ 65	
2	642	-1	-1	-1	-1	-1	1				1	64	
3	466	0	0	0	+½	0						70.5	

Start 633

Judge's Signature: M. Edwards

AQHA

VRH RANCH COW WORK

Date:	Oct. 9, 2026
Show:	Soniota
Class:	623
Judge:	Michele Pearson

1 point
A - Loss of working advantage
C - Using the corner or the end of the arena to turn the cow when going down the fence
E - Changing sides of arena to turn cow
L - For each length horse runs past cow
P - Working out of position
R - Two-loop catch in amateur and youth classes
S - Slipping rein
T - Failure to drive cow past middle marker on first turn
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

2 points
A - Going around the corner of the arena before turning cow
B - In an open field turn animal gets within 3 feet of the end fence before being turned
R - Illegal catch (loop fails to pass over head or pulls tight on tail only), or failure to catch if roping in amateur and youth classes

3 points
D - Dangerous position
E - Exhausting or overworking the cow before circling or roping
H - Hanging up on the fence (refusing to turn)
K - Knocking down the cow without having a working advantage
R - Two-loop catch when roping in open/cowboy classes

5 points
A - Failure to turn the cow both directions on the fence
B - Spurring in front of cinch
C - Blatant disobedience
E - Use of either hand to instill fear
R - Illegal catch (loop fails to pass over head or pulls tight on tail only), or failure to catch when roping in open/cowboy classes

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except junior and Level 1 horses shown in snaffle bit/hackamore)
C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
E - Repeated blatant disobedience
J - Schooling after entering the arena prior to calling for cow
K - Schooling horse between cows, if new cow is awarded
N - Failure to attempt any part of the class
R - Complete loss of rope in Open/Cowboy class; amateur/youth classes once committed to roping

Disqualified - 0 Score
A - Abuse
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire
H - Leaving arena before run is complete
J - Bringing the cow straight over backwards landing on its back or head with all four feet in the air
O - Out of control, dangerous, or excessive schooling

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 #		BOXING	RATING	FENCE TURNS L	FENCE TURNS R	CIRCLING L	CIRCLING R	ROPING TRACK & RATE	ROPING STOP & HOLD	ROPING POSITION & CONTROL	ROPING DEGREE OF DIFF.	ROPING EYE APPEAL	PENALTIES 2 POINT	PENALTIES 3 POINT	PENALTIES 5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER																			
1	223	PENALTY																	
		MANEUVER SCORE	6															59	OP
		70																	
2	203	PENALTY																	
		MANEUVER SCORE	-1															50	OP
		69																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	

623

623BM

Judge's Signature: MPearson

AQHA

VRH RANCH REINING

Date:	09 October 2026
Show:	Spooky
Class:	630 All Breed Ranch Reining
Judge:	Mike Edwards

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
- failure to hesitate to demonstrate completion of pattern
- 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

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
- out of control, dangerous, or excessive schooling

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 (3)	2	3	(4)	5	(6)	7		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		MANEUVER DESCRIPTION												
1	692	PENALTY	1/2											
		MANEUVER SCORE	0	0	+1/2	0	+1 1/2	-1	+1		0	1.5	70.5	V
2	414	PENALTY					1/2							
		MANEUVER SCORE	0	0	-1/2	-1/2	0	0	0		+.5	2.5	68	
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: M. Edwards

AQHA

VRH RANCH REINING

Date:	Oct. 9. 2026
Show:	Soniotc
Class:	630
Judge:	Michele Pearson

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
- failure to hesitate to demonstrate completion of pattern
- 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

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
- out of control, dangerous, or excessive schooling

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									Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
				RC	LC	Stop	3½ R	Stop	3½ L	STB					
1	692	PENALTY							OP				∅	70½	OP
		MANEUVER SCORE		∅	∅	+½	∅	+½	-1	+½					
				70	70	70½	70½	71	70	70½					
2	414	PENALTY						½					½	69	
		MANEUVER SCORE		∅	∅	∅	0	-½	∅	∅					
				70	70	70	70	69	69	69					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: Pearson

AQHA

VRH LTD COW WORK

Date:	09 October 2026
Show:	Sonoita
Class:	631 / [redacted] 635
Judge:	Mike Edwards

1 point
A - Loss of working advantage
C - Changing sides on the second drive/rate
P - Working out of position
T - On first drive, failure to drive past middle marker
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver

3 points
D - Dangerous position
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing
W - Performing a fence turn (whether initiated by horse or rider)
Z - Failure to drive cow past middle marker on second drive before time expires

5 points
B - Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse
C - Blatant disobedience
E - Use of either hand to instill fear
T - Contestant not in a working position that causes the cow to initiate at least one turn/change of direction on the second boxing phase before crossing the timeline and terminating the work
X - Running the cow into the back of the fence with force

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except junior and Level 1 horses shown in a snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
E - Repeated blatant disobedience
F - On first drive down fence, failure to drive cow past middle marker after two attempts
J - Schooling after entering the arena prior to calling for cow
K - Schooling horse between cows (if new cow is awarded)
N - Failure to attempt any part of the class

Disqualified - 0 Score
A - Abuse
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire
H - Leaving arena before run is complete
O - Out of control, dangerous, or excessive schooling

631

635

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) Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	PENALTIES 3 POINT	5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER															
1	692	PENALTY											\	71	
		MANEUVER SCORE	0	+.5	0	0	0	0	+.5	0					
2	414	PENALTY												70.5	
		MANEUVER SCORE	0	0	0	0	0	0	-.5	0					
1	672	PENALTY			3						1		3	59	
		MANEUVER SCORE	-1	-1	-1	-1	-1	-1	-1	-1					
2	674	PENALTY											\	72	
		MANEUVER SCORE	+1/2	-1/2	+1	0	+1/2	0	0	+1/2					
3	643	PENALTY												70.5	
		MANEUVER SCORE	0	-1/2	+1/2	0	+1/2	0	0	0					
4	695	PENALTY			3						3		3	65	
		MANEUVER SCORE	-1/2	0	-1	0	-1/2	0	0	0					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: M. Edwards

AQHA

VRH LTD COW WORK

Date:	Oct. 9. 2026
Show:	Soniota
Class:	631/635
Judge:	Michele Pearson

1 point
A - Loss of working advantage
C - Changing sides on the second drive/rate
P - Working out of position
T - On first drive, failure to drive past middle marker
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver

3 points
D - Dangerous position
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing
W - Performing a fence turn (whether initiated by horse or rider)
Z - Failure to drive cow past middle marker on second drive before time expires

5 points
B - Spurring or hitting in front of cinch at any time or excessively whipping or spurring the horse
C - Blatant disobedience
E - Use of either hand to instill fear
T - Contestant not in a working position that causes the cow to initiate at least one turn/change of direction on the second boxing phase before crossing the timeline and terminating the work
X - Running the cow into the back of the fence with force

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except junior and Level 1 horses shown in a snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
E - Repeated blatant disobedience
F - On first drive down fence, failure to drive cow past middle marker after two attempts
J - Schooling after entering the arena prior to calling for cow
K - Schooling horse between cows (if new cow is awarded)
N - Failure to attempt any part of the class

Disqualified - 0 Score
A - Abuse
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire
H - Leaving arena before run is complete
O - Out of control, dangerous, or excessive schooling

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 #		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	PENALTIES 3 POINT	PENALTIES 5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER															
631 1	692	PENALTY									Ø		Ø	68½	
		MANEUVER SCORE	Ø	-½	-½	-½	-½	Ø	+½	Ø					
2	414	PENALTY											Ø	69½	
		MANEUVER SCORE	-½	Ø	Ø	Ø	Ø	Ø	Ø	Ø					
			69½	69½	69½	69½									
		PENALTY													
		MANEUVER SCORE													
635 1	672	PENALTY											Ø	70½	
		MANEUVER SCORE	Ø	Ø	+½	-½	Ø	Ø	+½	Ø					
			70	70	70½	70			70½	70½					
2	674	PENALTY											Ø	71½	
		MANEUVER SCORE	Ø	-½	Ø	Ø	+½	+½	+½	+½					
			70	69½	69½	69½	70	70½	71	71½					
3	643	PENALTY											Ø	71	
		MANEUVER SCORE	Ø	Ø	+½	Ø	Ø	+½	Ø	Ø					
			70	70	70½	70½	Ø	71	71	71					
4	695	PENALTY											Ø	70	
		MANEUVER SCORE	Ø	+½	-½	Ø	Ø	Ø	Ø	Ø					
			70	70½	70	70	70	70	70	70					
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: M Pearson

AQHA

VRH RANCH REINING

Date:	09 October 2024
Show:	Sonoita
Class:	G32
Judge:	Mike Edwards

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
- failure to hesitate to demonstrate completion of pattern
- 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

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
- out of control, dangerous, or excessive schooling

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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	(3)	2	3	(4)	5	(6)	7		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	538	PENALTY		1					OP				1	68	✓
		MANEUVER SCORE		0	-½	-½	0	0	-½	0		+½			
2	675	PENALTY												66.5	
		MANEUVER SCORE		-½	0	-½	-1	-1	-1½	-½		+½			
3	692	PENALTY		2	2								4	64	
		MANEUVER SCORE		-½	-½	-½	-½	0	-½	0		+½			
4	466	PENALTY		½				½					1	68.5	
		MANEUVER SCORE		0	0	-1	0	0	0	0		+½			
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: _____

AQHA

VRH RANCH REINING

Date:	Oct. 9. 2026
Show:	Soniota
Class:	632
Judge:	Michele Pearson

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
- failure to hesitate to demonstrate completion of pattern
- 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

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
- out of control, dangerous, or excessive schooling

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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	RC	LC	Stop	3½R	Stop	3½L	S+B		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	538	PENALTY			1				OP				1	67	OP
		MANEUVER SCORE		Ø	Ø	Ø	Ø	-1/2	-1	-1/2					
				70	69	69	69	68½	67½	67					
2	615	PENALTY											Ø	66	
		MANEUVER SCORE		Ø	Ø	-1/2	-1	-1	-1	-1/2					
				70	70	69½	68½	67½	66½	66					
3	642	PENALTY			2	2							4	64½	
		MANEUVER SCORE		Ø	Ø	-1/2	-1/2	-1/2	Ø	Ø					
				70	68	65½	65	64½	64½	64½					
4	466	PENALTY											Ø	67½	
		MANEUVER SCORE		-1/2	-1/2	-1/2	Ø	-1/2	Ø	-1/2					
				69½	69	68½	68½	68	68	67½					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: M Pearson

AQHA

VRH ROOKIE COW WORK

Date:	Oct. 9, 2026
Show:	Soniota
Class:	633
Judge:	Michele Pearson

1 point
A - Loss of working advantage
P - Working out of position
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
Z - Excessive hollering

3 points
D - Dangerous position
K - Knocking down the cow without having a working advantage
L - Losing a cow

5 points
B - Spurring in front of cinch
C - Blatant disobedience
E - Use of either hand to instill fear

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except junior and Level 1 horses shown in a snaffle bit/hackamore)
C - More than one finger between split reins or any fingers between romal reins (except in the two-rein)
E - Repeated blatant disobedience
J - Schooling after entering the arena prior to calling for cow
K - Schooling horse between cows (if new cow is awarded)
N - Failure to attempt any part of the class

Disqualified - 0 Score
A - Abuse
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire
H - Leaving arena before run is complete
O - Out of control, dangerous, or excessive schooling

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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) Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	PENALTIES 1 POINT	3 POINT	5 POINT	COMMENTS	Penalty Total	Score	Off Pattern
TIE-BREAKER													
1	675	+1/2	Ø	+1/2	Ø	Ø					Ø	71	
		70 1/2	70 1/2	71	71	71							
2	642	+1/2	Ø	+1/2	Ø	+1/2					Ø	71 1/2	
		70 1/2		71	71	71 1/2							
3	466	+1/2	Ø	Ø	Ø	Ø					Ø	70 1/2	
		70 1/2				70 1/2							

633

Judge's Signature: M Pearson

AQHA

VRH RANCH REINING

Date:	24 October 2026
Show:	Smith
Class:	634
Judge:	Mike Edwards

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
- failure to hesitate to demonstrate completion of pattern
- 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

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
- out of control, dangerous, or excessive schooling

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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 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									Natural Ranch Horsemanship	Penalty Total	Score	Off Pattern
			(3) 1	2	3	(1) 4	5	(2) 6	7						
1	672	PENALTY													
		MANEUVER SCORE	0	0	0	+1/2	-1/2	+1/2	0			+1/2	0	71	
2	674	PENALTY													
		MANEUVER SCORE	0	0	0	-1/2	0	+1/2	0			+1/2	0	70.5	
3	643	PENALTY	1						2						
		MANEUVER SCORE	-1	0	-1/2	-1	-1/2	-1/2	-1/2			+1/2	3	63.5	
4	645	PENALTY		2, 1, 2	OB										
		MANEUVER SCORE	-1	-1	-1/2	-1	-1/2	-1/2	-1/2			+1/2	5	60.5	V
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: M. Edwards

AQHA

VRH RANCH REINING

Date:	Oct. 9. 2026
Show:	Soniota
Class:	634 ~~NRA~~
Judge:	Michele Pearson

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
- failure to hesitate to demonstrate completion of pattern
- 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

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
- out of control, dangerous, or excessive schooling

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									Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
				RC	LC	Stop	3/2 R	Stop	3/2 L	B+S					
1	672	PENALTY											Ø	70 1/2	
		MANEUVER SCORE		Ø	Ø	Ø	+1/2	Ø	Ø	Ø					
				70	70	70	70 1/2	70 1/2	70 1/2	70 1/2					
2	674	PENALTY											Ø	70	
		MANEUVER SCORE		Ø	Ø	Ø	Ø	Ø	Ø	Ø					
				70	70	70	70	70	70	70					
3	643	PENALTY		1									1	67	
		MANEUVER SCORE		Ø	-1/2	Ø	-1	Ø	-1/2	Ø					
				69	68 1/2	68 1/2	67 1/2	67 1/2	67	67					
4	695	PENALTY		2	2								4	62	
		MANEUVER SCORE		-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2					
				67 1/2	64 1/2	64	63 1/2	63	62 1/2	62					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: M Pearson