AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Open 500
Judge:	Margo Ball

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

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 #		Bridge	1 Logs	Lope L	3 Carry	Ex T	SP R	Gate	2 360		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER															
MANEUVER DESCRIPTION															
1	305	PENALTY		1					1				2	66	(4)
		MANEUVER SCORE	+1/2	0	0	-1	-1/2	-1/2	-1/2	0		0			
				69½		68½	68	67½	66						
2	~~208~~ 203	PENALTY											-	71	(2)
		MANEUVER SCORE	+1/2	-1/2	+1/2	-1/2	+1/2	0	+1/2	0		0			
					70½	70			71						
3	502	PENALTY		1				1					2	68½	(3)
		MANEUVER SCORE	+1/2	0	0	+1/2	0	-1/2	+1/2	-1/2		0			
				69½		70		68½	69						
4	303	PENALTY		1									1	71½	(1)
		MANEUVER SCORE	+1/2	-1/2	0	+1/2	+1/2	+1/2	+1/2	+1		-1/2			
				69			70		71	72					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: MBall

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Open 500
Judge:	Liz Truax

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

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- 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
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- failure to open and shut gate, or failure to complete gate

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WO	Entry #											Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
TIE-BREAKER				2	5	4	6	1		3						
MANEUVER DESCRIPTION			Bridge	Logs	Lope L	Carry	Ex T	SP R	Gate	360						
	305	PENALTY		1			1		1				3	65 1/2		4
		MANEUVER SCORE	0	-1/2	-1	0	-1/2	+1/2	0	0						
	203	PENALTY		1									1	69 1/2		2
		MANEUVER SCORE	0	-1	0	0	+1/2	+1/2	+1/2	0						
	902	PENALTY		1				1					2	68 1/2		3
		MANEUVER SCORE	0	0	+1/2	+1/2	-1/2	0	+1/2	-1/2						
	303	PENALTY		1									1	74		1
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	+1	+1	+1	+1/2						
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: L Truax

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Amateur 510
Judge:	Liz Truax

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

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- use of either hand to instill fear/praise
- stepping out of or falling off an obstacle with more than 1 foot
- dropping an object required to be carried
- 1st or 2nd cumulative refusal
- letting go of gate
- 5 or more steps on mount/ dismount or ground tie
- missing or evading a part of log/obstacle with more than 1 foot

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WO	Entry #											Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER				2	5	4	6	1		3					
MANEUVER DESCRIPTION			Bridge	Logs	Lope L	Carry	Ex T	SP R	Gate	360					
		PENALTY													
	303	MANEUVER SCORE	+1/2	+1	0	+1/2	+1	+1	+1/2	+1/2				75	1
		PENALTY		III											
	203	MANEUVER SCORE	0	-1	0	0	+1	+1/2	+1/2	+1/2			3	68 1/2	3
		PENALTY													
	206	MANEUVER SCORE	0	+1/2	-1/2	0	0	+1	+1/2	0				71 1/2	2
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: _____

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Amateur Limited 515
Judge:	Liz Truax

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
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- use of either hand to instill fear/praise
- stepping out of or falling off an obstacle with more than 1 foot
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- 1st or 2nd cumulative refusal
- letting go of gate
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- missing or evading a part of log/obstacle with more than 1 foot

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- eliminates or adds maneuver
- incomplete maneuver
- 3rd refusal
- repeated blatant disobedience
- 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
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WO	Entry #		Bridge	2 Logs	5 Lope L	4 Carry	6 Ex T	1 SP R	Gate	3 360		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER															
MANEUVER DESCRIPTION															
	402	PENALTY	5			5			5 5				20		42 5
		MANEUVER SCORE	-1	-1/2	-1.	-1 1/2	0	-1	-1 1/2	-1 1/2					
	403	PENALTY		1		3							4		66 20 6
		MANEUVER SCORE	+1/2	0	0	-1	0	0	0	+1/2					
	207	PENALTY		3	1								4		65 4
		MANEUVER SCORE	+1/2	-1	-1/2	-1	+1/2	+1/2	0	0					
	204	PENALTY		1									1	71 1/2	2
		MANEUVER SCORE	0	-1/2	+1/2	+1	+1/2	+1/2	+1/2	0					
	206	PENALTY												73	1
		MANEUVER SCORE	0	+1/2	+1/2	0	0	+1	+1						
	305	PENALTY		1		1							2		67 1/2 3
		MANEUVER SCORE	0	0	-1	0	0	+1/2	+1/2	-1/2					
	203	PENALTY		1	5								6		65 1/2 20 7
		MANEUVER SCORE	0	0	+1/2	-1 1/2	+1/2	+1/2	0	-1 1/2					
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: L. Truax

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Amateur Limited 515
Judge:	Margo Ball

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
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WO	Entry #		Bridge	1 Logs	Lope L	3 Carry	Ex T	SP R	Gate	2 360		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	402	PENALTY	5		1	5 OP			5 OP				21		42½ x 2 (6)
		MANEUVER SCORE	-1	-½	-½	-1½	0	-1	-1½	-½		0			
			64		62		59½			42½					
2	403	PENALTY				OP	OP								69 x 2 (5)
		MANEUVER SCORE	+½	0	0	-1½	-1½	+½	+½	+½		0			
								68		69					
3	207	PENALTY		1	3	OP									63½ (4)
		MANEUVER SCORE	+½	-1	-½	-1½	0	+½	0	-½		0			
					65	63½		64							
4	204	PENALTY		-1									1	71	(2)
		MANEUVER SCORE	0	-1	0	+1	+½	+½	+½	0		+½			
				68		69		70							
5	206	PENALTY												71½	(1)
		MANEUVER SCORE	+½	0	0	-½	0	+½	+½	+½		0			
							70	70½	71	71½					
6	305	PENALTY		1						OP			1		70 (3)
		MANEUVER SCORE	0	0	+½	+½	+½	+½	+½	-1½					
				69		70									
7	203	PENALTY		OP	5	OP				OP			5		61½ x 3 (7)
		MANEUVER SCORE	0	-1½	-½	-1½	+½	+½	+½	-1½					
							62		63						
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: MBall

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Amateur Rookie 517
Judge:	Liz Truax

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
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TIE-BREAKER				2	5	4	6	1		3						
MANEUVER DESCRIPTION			Bridge	Logs	Lope L	Carry	Ex T	SP R	Gate	360						
	304	PENALTY					1	1	1				3	68		4
		MANEUVER SCORE	+1/2	0	0	+1/2	0	0	0	0						
	207	PENALTY		1									1	71		1
		MANEUVER SCORE	+1/2	-1/2	0	+1/2	0	+1/2	+1/2	+1/2						
	407	PENALTY		3				1					4		59	OP 7
		MANEUVER SCORE	-1/2	-1	-1	-1	-1	-1	-1/2	-1						
	301	PENALTY						1					1	68 1/2		3
		MANEUVER SCORE	+1/2	+1/2	0	-1/2	-1/2	-1/2	0	0						
	607	PENALTY				SS	1		SSS				26		37 1/2	OP 8
		MANEUVER SCORE	0	0	-1	-1 1/2	-1	-1/2	-1 1/2	-1						
	204	PENALTY		11									2	71		2
		MANEUVER SCORE	+1/2	-1	+1/2	+1	+1/2	+1/2	+1/2	+1/2						
	101	PENALTY		13					SS				14	54 1/2		6
		MANEUVER SCORE	0	-1	+1/2	0	+1/2	+1/2	-1	-1						
	501	PENALTY		13									4	65		5
		MANEUVER SCORE	0	-1	-1/2	0	0	+1/2	0	0						

Judge's Signature: L Truax

AQHA

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Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Amateur Rookie 517
Judge:	Margo Ball

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
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- 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

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- use of either hand to instill fear/praise
- stepping out of or falling off an obstacle with more than 1 foot
- dropping an object required to be carried
- 1st or 2nd cumulative refusal
- letting go of gate
- 5 or more steps on mount/ dismount or ground tie
- missing or evading a part of log/obstacle with more than 1 foot

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- eliminates or adds maneuver
- incomplete maneuver
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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 #		Bridge	1 Logs	Lope L	3 Carry	Ex T	SP R	Gate	2 360		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	304	PENALTY		1									1	70½	(1)
		MANEUVER SCORE	+½	0	-½	+½	+½	0	+½	0		0			
					69	69½	70								
2	207	PENALTY		1	3								4	66½	(3)
		MANEUVER SCORE	+½	-½	0	0	0	+½	0	0		0			
					66			66½							
3	407	PENALTY		-11	OP5	OP	5	1					13		(48 x2) (7)
		MANEUVER SCORE	-1	-1	-1½	-1½	-1	-1	-1	-1		0			
				66				50	49	48					
4	301	PENALTY						1					1	65	(4)
		MANEUVER SCORE	0	0	-½	-1	-½	-1	-½	-½		0			
						68½	68	66	65½						
5	607	PENALTY			OP	5OP	3		5,5	5OP			23		(39 OPx3) (8)
		MANEUVER SCORE	0	0	-1½	-1½	-1	-1	-1½	-1½		0			
						62	58	57							
6	204	PENALTY		1,1									2	69½	(2)
		MANEUVER SCORE	0	-1	+½	+½	+½	+½	+½	0		0			
				67	67½	68		69							
7	101	PENALTY		1,3					5,5					55	(6)
		MANEUVER SCORE	0	-1	+½	0	+½	+½	-1	-½		0			
					65½		66	66½	65½						
8	501	PENALTY		1,3										64	(5)
		MANEUVER SCORE	+½	-1	-½	-½	0	0	0	-½		0			
					65	64½									

Judge's Signature: MBall

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Youth Limited
Judge:	Liz Truax

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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-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 #											Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER				2	5	4	6	1		3					
MANEUVER DESCRIPTION			Bridge	Logs	Lope L	Carry	Ex T	SP R	Gate	360					
		PENALTY													
	302	MANEUVER SCORE	+1/2	0	-1	-1/2	-1/2	0	0	-1/2				68	
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: _____

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Youth Limited
Judge:	Margo Ball

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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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 #										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER				1		3			2					
MANEUVER DESCRIPTION			Bridge	Logs	Lope L	Carry	Ex T	SP R	Gate	360				
1	302	PENALTY		-1		1			1			3	64	
		MANEUVER SCORE	+1/2	-1/2	-1/2	-1	-1	0	0	-1/2	0			
								65 1/2	64 1/2					
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: MBall

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Green Horse 530 1/2
Judge:	Liz Truax

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 #										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
TIE-BREAKER				2	5	4	6	1		3					
MANEUVER DESCRIPTION			Bridge	Logs	Lope L	Carry	Ex T	SP R	Gate	360					
1	203	PENALTY		1								1	71 1/2		3
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0					
2	306	PENALTY	SS	SII								17	50 1/2		6
		MANEUVER SCORE	-1	-1	0	0	0	0	0	-1/2					
3	401	PENALTY		1	II							3		65 1/2	2OP 8
		MANEUVER SCORE	0	-1	-1	0	0	+1/2	0	0					
4	304	PENALTY		II								2	72		2
		MANEUVER SCORE	+1/2	0	+1	+1	+1	0	0	+1/2					
5	403	PENALTY		1								1	73		1
		MANEUVER SCORE	0	0	+1/2	+1	+1/2	+1/2	+1	+1/2					
6	106	PENALTY						1	1			2	69		4
		MANEUVER SCORE	+1/2	+1/2	+1/2	0	+1/2	-1/2	-1/2	0					
7	207	PENALTY		III								3	68 1/2		5
		MANEUVER SCORE	+1/2	-1	0	+1/2	+1/2	+1/2	+1/2	0					
8	406	PENALTY						1				1		68	7
		MANEUVER SCORE	0	-1/2	-1	0	0	0	+1/2	0					

Judge's Signature: [signature]

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Green Horse 2/2
Judge:	Liz Truax

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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-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 #		Bridge	2 Logs	5 Lope L	4 Carry	6 Ex T	1 SP R	Gate	3 360		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER		MANEUVER DESCRIPTION													
9	205	PENALTY				5			5				10		56 (9)
		MANEUVER SCORE	0	+1/2	(-1)	-1	-1/2	-1/2	-1	-1/2					
10	607	PENALTY		13					555					0	(DQ)
		MANEUVER SCORE	0	-1	-1 1/2	(-1 1/2)	-1 1/2	0	(-1 1/2)	-1					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: L Truax

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Green Horse 530 7/2
Judge:	Margo Ball

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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WO	Entry #		Bridge	1 Logs	Lope L	3 Carry	4 Ex'T	SP R	Gate	2 360		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
TIE-BREAKER																
MANEUVER DESCRIPTION																
1	203	PENALTY		1									1	70½		3
		MANEUVER SCORE	0	-½	0	+½	+½	+½	+½	0		0				
						69		70								
2	306	PENALTY	5,5	5,1,1									18	49		6
		MANEUVER SCORE	-1½	-1	0	0	+½	0	0	-1		0				
			58½		49½		50									
3	401	PENALTY		1,1,1	3 OP		OP						3		59½	9
		MANEUVER SCORE	0	-1	-1½	-½	-1½	0	-½	0		0				
				66		61	59½									
4	304	PENALTY														
		MANEUVER SCORE	+½	0	+½	+½	+½	+½	+½	+½		0		73½		1
					71		72		73							
5	403	PENALTY		1										72		2
		MANEUVER SCORE	0	0	+½	+½	+½	+½	+½	+½		0				
				69		70		71								
6	106	PENALTY						1,1					2	68		5
		MANEUVER SCORE	+½	0	+½	0	+½	-½	-½	-½		0				
					71			69								
7	207	PENALTY		1,1,1										68½		4
		MANEUVER SCORE	0	-½	+½	0	0	+½	+½	+½						
					67				68							
8	406	PENALTY			OP										69 OP	
		MANEUVER SCORE	0	0	-1½	0	0	+½	0	0						8
						68½		69								

Judge's Signature: MBall

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Green Horse 2/2
Judge:	Margo Ball

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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-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 #		Bridge	Logs	Lope L	Carry	Ex T	SP R	Gate	360		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER				2	5	4	6								
MANEUVER DESCRIPTION															
9	205	PENALTY			1	5,5			5,5				21	43	(7)
		MANEUVER SCORE	0	0	-1	-1	-1	-1	-1	-1		0			
					68	57	56	55							
10	607	PENALTY	1	3,1	OP	5,OP			5,5OP					DQ	
		MANEUVER SCORE	-1	-1	-1 1/2	-1 1/2	-1	-1	-1 1/2						
			68	63	61 1/2	56 1/2		53							
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: M Ball

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Walk Trot 550
Judge:	Liz Truax

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

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 #											Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
TIE-BREAKER				2	5	4	6	1		3						
MANEUVER DESCRIPTION			Bridge	Logs	Ext T	Carry	Trot	SP R	Gate	360						
1	100	PENALTY	5	5					5				15	51½		3
		MANEUVER SCORE	-1	-1	0	-1/2	0	+1/2	-1	-1/2						
2	502	PENALTY		1				1					2	70		2
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	+1/2	0	0	0						
3	402	PENALTY			55	55			55				20		42½	50P 4
		MANEUVER SCORE	+1/2	0	0	-1/2	-1/2	-1 1/2	+1 1/2	-1						
4	503	PENALTY												73		1
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	+1/2	+1	0	0						
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: L. Truax

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Ranch Trail Walk Trot 550
Judge:	Margo Ball

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	Bridge	Logs	Ext T	Carry	Trot	SP R	Gate	360		Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
1	100	PENALTY	5	5					5				15	51		3
		MANEUVER SCORE	-1	-1	0	-1/2	0	+1/2	-1	-1		0				
			64	58				58	52							
2	502	PENALTY												70		2
		MANEUVER SCORE	0	0	0	0	-1/2	+1/2	+1/2	-1/2		0				
					70				70 1/2							
3	402	PENALTY				OP	OP		5,5,5 OP	OP					49 X 4	4
		MANEUVER SCORE	+1/2	0	-1/2	-1 1/2	-1 1/2	-1	1 1/2	-1		0				
							67			50						
4	503	PENALTY												73 1/2		1
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0		0				
					71 1/2			73								
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: MBall

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Showdown
Judge:	Liz

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

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 #		Logs	LL	S&B	L Spin	Bridge	Gate	Drag	R Spin	SP R	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
TIE-BREAKER																
MANEUVER DESCRIPTION																
1	206	PENALTY	1										1	68		3
		MANEUVER SCORE	0	+1	+1/2	-1	-1/2	+1/2	0	-1/2	-1/2	-1/2				
2	204	PENALTY						1		1			2	72		5
		MANEUVER SCORE	+1	+1	+1/2	+1/2	0	-1	+1/2	0	+1	+1				
3	403	PENALTY	11						11				4	62 1/2		4
		MANEUVER SCORE	-1/2	0	0	0	-1/2	+1/2	-1	-1	-1/2	-1/2				
4	303	PENALTY	1										1	72 1/2		1
		MANEUVER SCORE	+1/2	0	+1/2	-1/2	+1/2	+1/2	+1	+1/2	0	+1/2				
5	301	PENALTY		1	13			55	1				16		51 1/2	2 of 5
		MANEUVER SCORE	0	-1/2	-1	0	-1	-1	-1	0	0	0				
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: _____

AQHA

VRH RANCH TRAIL

Date:	10/5/2024
Show:	Spooktacular
Class:	Showdown
Judge:	Margo

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	Trot Logs	LL Lope	Est Lope S&B	L Spin	Bridge	Gate	Drag	R Spin	SP R	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
1	206	PENALTY	1										1	68		3
		MANEUVER SCORE	+1/2	+1/2	+1/2	-1/2	-1/2	+1/2	0	-1	-1/2	-1/2				
			69 1/2	70		70		70		69	68 1/2	68				
2	204	PENALTY						1		1			2	72		2
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	0	-1/2	0	+1/2	+1	+1				
						72		70 1/2		70						
3	403	PENALTY	1											64		4
		MANEUVER SCORE	0	-1/2	-1/2	0	-1	0	-1/2	-1/2	-1	-1				
				68 1/2		68	67		66 1/2		65	64				
4	303	PENALTY	1											76		1
		MANEUVER SCORE	+1/2	+1/2	+1	0	+1	+1/2	+1	+1/2	+1	+1				
			69 1/2	70	71		72	72 1/2	73 1/2	74	75	76				
5	301	PENALTY		1	OP-1,3			5	OP					54		5
		MANEUVER SCORE	+1/2	-1	-1 1/2	0	-1	-1	-1 1/2	-1/2	-1/2	+1/2				
							62	56	54 1/2		53 1/2	54				
		PENALTY														
		MANEUVER SCORE														
		PENALTY														

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Open 400
Judge:	Margo Ball

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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

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 #		R Lead	Change	L Lead	Rundown	3.5 R	Rundown	3.5 L	Stop	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
		TIE-BREAKER MANEUVER DESCRIPTION													
1	404	PENALTY													
		MANEUVER SCORE	0	0	0	+1/2	0	0	0	0			70 1/2		0
2	406	PENALTY	2	+2	OP					OP					
		MANEUVER SCORE	-1	-1/2	OP 1/2		-1 1/2	-1/2	-1/2	-1 1/2			59		5
3	202	PENALTY		-2											
		MANEUVER SCORE	0	-1/2	0	-1	-1/2	-1/2	-1/2	-1/2			64 1/2		2
4	305	PENALTY	-5												
		MANEUVER SCORE	-1/2	0	0	-1/2	-1/2	-1/2	-1	-1/2			61 1/2		4
5	407	PENALTY		-1						-2					
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1	-1/2	-1	-1/2	0			62		3
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: MBall

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Open 400
Judge:	Liz Truax

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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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 Change	L Lead	2 Rundown	3.5 R	5 Rundown	3 3.5 L	4 Stop	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
1	404	PENALTY														1
		MANEUVER SCORE	+1/2	0	0	+1/2	0	0	+1/2	0				71 1/2		
2	406	PENALTY	2		22								6		57	2 op 5
		MANEUVER SCORE	-1	0	-1 1/2	-1	-1	-1/2	-1/2	-1 1/2						
3	202	PENALTY		11									2	65 1/2		2
		MANEUVER SCORE	0	-1/2	0	-1	-1/2	-1/2	0	0						
4	305	PENALTY	5										5	60 1/2		4
		MANEUVER SCORE	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	0						
5	407	PENALTY		1						2			3	64		3
		MANEUVER SCORE	0	-1/2	0	-1	-1/2	-1	-1/2	-1/2						
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: L Truax

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Amateur 410
Judge:	Margo Ball

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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

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 #		R Lead	Change	L Lead	Rundown	3.5 R	Rundown	3.5 L	Stop	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER MANEUVER DESCRIPTION														
	203	PENALTY		-1	-1									
		MANEUVER SCORE	0	-1/2	0	-1/2	-1	-1/2	-1/2	0			65	(2)
	206	PENALTY												
		MANEUVER SCORE	0	0	0	0	-1/2	-1/2	0	0			69	(1)
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: MBall

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Amateur 410
Judge:	Liz Truax

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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

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 Change		2 Rundown		5 Rundown	3	4	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
				R Lead		L Lead		3.5 R		3.5 L	Stop					
1	203	PENALTY			1	1/2							1 1/2	66 1/2		2
		MANEUVER SCORE		+1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0					
2	206	PENALTY		1/2									1/2	70		1
		MANEUVER SCORE		+1/2	0	+1/2	+1/2	-1/2	-1/2	0	0					
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: L. Truax

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Amateur Limited 415
Judge:	Margo Ball

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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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 #		R Lead	Change	L Lead	Rundown	3.5 R	Rundown	3.5 L	Stop	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER	MANEUVER DESCRIPTION													
	201	PENALTY												
		MANEUVER SCORE	0	0	0	+1/2	0	0	0	+1/2			71	
	402	PENALTY				OP -1 1/2	OP -							
		MANEUVER SCORE	0	0	0	-1/2							0	
	403	PENALTY		-2	1									
		MANEUVER SCORE	-1/2	-1/2	-1/2	0	0	0	0	0			65 1/2	
	206	PENALTY												
		MANEUVER SCORE		Scratch										
	305	PENALTY												
		MANEUVER SCORE		Scratch										
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: MBall

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Amateur Limited 415
Judge:	Liz Truax

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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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 Change	L Lead	2 Rundown	3.5 R	5 Rundown	3 3.5 L	4 Stop	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
			R Lead													
1	402	PENALTY														
		MANEUVER SCORE	-1/2	0	0	-1 1/2	-1 1/2							0		
2	204	PENALTY														
		MANEUVER SCORE	0	0	0	+1/2	0	0	+1/2	+1/2				71 1/2		1
3	403	PENALTY		21	1								4	65		2
		MANEUVER SCORE	-1/2	-1/2	-1/2	0	+1/2	-1/2	0	+1/2						
4	206	PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: Liz Truax

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Amateur Rookie 417
Judge:	Liz Truax

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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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 #		1 R Lead	2 Change	3 L Lead	4 Rundown	5 3.5 R	6 Rundown	7 3.5 L	8 Stop	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
1	207	PENALTY													
		MANEUVER SCORE	0	0	0	-1/2	-1/2	0	-1	-1/2			67 1/2		2
2	204	PENALTY													
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	-1/2	+1/2	0	+1/2			72		1
3	501	PENALTY		2	2							4	58 1/2		5
		MANEUVER SCORE	-1/2	-1	-1	-1/2	-1	-1	-1/2	-1					
4	407	PENALTY				2						2	63		4
		MANEUVER SCORE	-1/2	0	-1/2	-1/2	-1	-1	-1/2	-1					
5	301	PENALTY	2	2	2					2		8	54 1/2		6
		MANEUVER SCORE	-1	-1/2	-1	-1	-1	-1	-1	-1					
6	304	PENALTY		2	2							4	64 1/2		3
		MANEUVER SCORE	0	-1/2	-1/2	-1/2	+1/2	0	0	-1/2					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: L Truax

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Amateur Rookie 417
Judge:	Margo Ball

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
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- use of either hand to instill fear/praise

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- 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
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- fall of horse/rider

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WO	Entry #		R Lead	Change	L Lead	Rundown	3.5 R	Rundown	3.5 L	Stop	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER	MANEUVER DESCRIPTION													
	207	PENALTY												
		MANEUVER SCORE	0	0	0	-1/2	-1	0	-1	-1			66 1/2	(2)
	201	PENALTY												
		MANEUVER SCORE	0	0	0	+1/2	-1/2	0	0	+1/2			70 1/2	(1)
	501	PENALTY	-2		-2									
		MANEUVER SCORE	-1/2	-1	0	-1/2	-1	-1	-1	-1 1/2			59 1/2	(5)
	407	PENALTY				-2								
		MANEUVER SCORE	-1/2	-1/2	0	-1	-1	-1	-1/2	-1			62 1/2	(4)
	301	PENALTY	-1/2	-2	-2									
		MANEUVER SCORE	-1	-1/2	-1 1/2	-1	-1	-1	-1 1/2	-1			57 1/2	(6)
	304	PENALTY		-2	-2									
		MANEUVER SCORE	0	-1/2	0	-1/2	0	0	0	-1/2			64 1/2	(3)
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: _____

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Youth 420
Judge:	Liz Truax

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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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 #			1		2		5	3	4	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER MANEUVER DESCRIPTION			R Lead	Change	L Lead	Rundown	3.5 R	Rundown	3.5 L	Stop				
1	504	PENALTY		2	2							4	66½	
		MANEUVER SCORE	0	-½	-½	+½	0	+½	0	+½				
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

1

Judge's Signature: L. Truax

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Youth 420
Judge:	Margo Ball

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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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 #		R Lead	Change	L Lead	Rundown	3.5 R	Rundown	3.5 L	Stop	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER MANEUVER DESCRIPTION														
	504	PENALTY		-1	-1									
		MANEUVER SCORE	0	-1/2	0	+1/2	0	0	-1/2	0			67 1/2	
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

1

Judge's Signature: MBall

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Youth Limited 425
Judge:	Liz Truax

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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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 #										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER				1		2		5	3	4				
MANEUVER DESCRIPTION			R Lead	Change	L Lead	Rundown	3.5 R	Rundown	3.5 L	Stop				
1	302	PENALTY		2	23							7	58	
		MANEUVER SCORE	0	-1/2	-1/2	-1	-1	0	-1	-1				
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

1

Judge's Signature: Li Truax

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Youth Limited 425
Judge:	Margo Ball

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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

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 #										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER MANEUVER DESCRIPTION			R Lead	Change	L Lead	Rundown	3.5 R	Rundown	3.5 L	Stop				
	302	PENALTY	-3	2	2									
		MANEUVER SCORE	0	-½	-½	-1	-1	0	-1	-1			58	
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
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		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

1

Judge's Signature: MBall

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Green Horse 430
Judge:	Liz Truax

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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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 Change		2 Rundown		5 Rundown	3 3.5 L	4 Stop	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
				R Lead		L Lead		3.5 R								
1	406	PENALTY			1		2						3		61½	8
		MANEUVER SCORE		-1	-1	-½	-½	-½	-1	-½	-½					
2	106	PENALTY				1 2			½				3½	64½		5
		MANEUVER SCORE		0	0	-½	-½	+½	-1	-½	0					
3	205	PENALTY		1	2	2			½				5½	58½		7
		MANEUVER SCORE		-1	-½	-½	-1	-1	-½	-½	-1					
4	403	PENALTY			1 2								3	68½		2
		MANEUVER SCORE		0	-½	0	0	+½	+½	+½	+½					
5	304	PENALTY			2	2							4	65		4
		MANEUVER SCORE		0	-½	-½	-½	+½	0	+½	-½					
6	202	PENALTY			1								1	69		1
		MANEUVER SCORE		+½	0	0	0	-½	0	0	0					
7	203	PENALTY				1							1	66		3
		MANEUVER SCORE		0	0	-½	-½	-½	-½	-½	-½					
8	207	PENALTY			1	2							3	64		6
		MANEUVER SCORE		0	-½	-½	-½	-½	0	-½	-½					
9	402			-0	~~4-1~~	-½	-½	-1½	-½	-1½	-½		5		59	2 OP 9

Judge's Signature: _____

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Green Horse 430
Judge:	Margo Ball

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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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 #		R Lead	Change	L Lead	Rundown	3.5 R	Rundown	3.5 L	Stop	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
	406	PENALTY	OP	-1		-2									
		MANEUVER SCORE	-1 1/2	-1	-1	-1	-1/2	-1	0	-1/2			61 1/2	OP	8
	106	PENALTY			-1 -2		-1/2								
		MANEUVER SCORE	0	0	-1	-1	-1/2	-1	-1/2	-1/2			62		6
	205	PENALTY	-2 -1	-2		-2									
		MANEUVER SCORE	-1	-1	-1/2	-1/2	-1	-1 1/2	-1	-1			56 1/2		7
	403	PENALTY	-1	-2											
		MANEUVER SCORE	0	-1/2	0	0	+1/2	0	0	+1/2			67 1/2		2
	304	PENALTY	-2		-2										
		MANEUVER SCORE	0	-1/2	-1/2	-1/2	0	0	0	-1/2			64		4
	202	PENALTY	-1												
		MANEUVER SCORE	0	0	0	0	-1/2	-1/2	0	0			68		1
	203	PENALTY			-1										
		MANEUVER SCORE	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2			66		3
	207	PENALTY		-1	2										
		MANEUVER SCORE	0	-1/2	-1/2	-1/2	-1	0	-1/2	-1/2			63 1/2		5
	402	PENALTY		-4	-1		OP		OP						
		MANEUVER SCORE	0	-1	-1/2	-1/2	-1 1/2	-1/2	-1 1/2	-1/2			59	OP	9

Judge's Signature: MBall

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Walk Trot 450
Judge:	Liz Truax

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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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 #		1			2	3		4	5	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
TIE-BREAKER MANEUVER DESCRIPTION			Right	Change	Left	Ext T	2.5 R	Ext T	2.5 L	Stop					
1	100	PENALTY													
		MANEUVER SCORE	0	0	0	-1/2	-1/2	-1/2	-1/2	0			68		1
2	500	PENALTY													
		MANEUVER SCORE	0	0	0	0	-1/2	0	-1 1/2	0				68	2
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: Liz Truax

AQHA

VRH RANCH REINING

Date:	10/6/24
Show:	Spooktacular
Class:	Ranch Reining Walk Trot 450
Judge:	Margo Ball

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

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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 #		Right	Change	Left	Ext T	2.5 R	Ext T	2.5 L	Stop	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER														
MANEUVER DESCRIPTION														
	100	PENALTY												
		MANEUVER SCORE	0	0	0	0	-1/2	-1/2	-1/2	0			68 1/2	
	502	PENALTY						OP	OP					OP
		MANEUVER SCORE	0	0	0	0	-1/2	0	-1 1/2	0			68	
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

1

2

Judge's Signature: MBall

AQHA

VRH & RHC RANCH CUTTING

Date:	10/5/24
Show:	
Class:	#600
Judge:	Liz Truax

1 point
A - losing working advantage
C - working out of position
D - toe, foot, or stirrup on the shoulder
V - over-bridled (per maneuver)
W - out of frame (per maneuver)

3 points
A - hot quit
B - cattle picked up or scattered
D - back fence
E - pawing or biting cattle
F - spurring on shoulder

5 points
A - horse quitting cow
B - losing cow
C - changing cattle after a specific commitment
D - failure to separate a single animal after leaving the herd
E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
E - repeated blatant disobedience
F - failure to cut two cows

Disqualified - 0 Score
A - abuse
B - lameness
D - disrespect or misconduct
E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena
G - Illegal equipment
F - fall of horse/rider
N - improper western attire
H - leaving arena before run is complete

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WO	Entry #	PENALTIES COW 1 (1 POINT)	PENALTIES COW 2 (1 POINT)	PENALTIES COW 1 (3 POINT)	PENALTIES COW 2 (3 POINT)	PENALTIES COW 1 (5 POINT)	PENALTIES COW 2 (5 POINT)	MANEUVER SCORES COW 1 Herd Work	COW 1 Control of Cow	COW 1 Degree of Diff.	COW 1 Eye Appeal	COW 2 Herd Work	COW 2 Control of Cow	COW 2 Degree of Diff.	COW 2 Eye Appeal	Courage	Avg Cow 1/ Cow 2	Penalty Total	Score	Off Pattern	
TIE-BREAKER																					
1	404							0	+1/2	0	+1/2	+1/2	-1/2	-1/2	-1/2	+1/2	71/69 1/2		70 1/2		2
2	303							-1/2	0	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	70/72		71		1
3	~~305~~	AA				B	B	-1/2	-1	-1	-1	-1½	-1	-1	-1	0	66 1/2/65 1/2	12	54		3

Judge's Signature: Liz Truax

AQHA

VRH & RHC RANCH CUTTING

Date:	10/5/24
Show:	
Class:	#600
Judge:	Margo Ball

1 point
A - losing working advantage
C - working out of position
D - toe, foot, or stirrup on the shoulder
V - over-bridled (per maneuver)
W - out of frame (per maneuver)

3 points
A - hot quit
B - cattle picked up or scattered
D - back fence
E - pawing or biting cattle
F - spurring on shoulder

5 points
A - horse quitting cow
B - losing cow
C - changing cattle after a specific commitment
D - failure to separate a single animal after leaving the herd
E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
E - repeated blatant disobedience
F - failure to cut two cows

Disqualified - 0 Score
A - abuse
B - lameness
D - disrespect or misconduct
E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena
G - Illegal equipment
F - fall of horse/rider
N - improper western attire
H - leaving arena before run is complete

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

WO	Entry #	PENALTIES 1 POINT COW 1	PENALTIES 1 POINT COW 2	PENALTIES 3 POINT COW 1	PENALTIES 3 POINT COW 2	PENALTIES 5 POINT COW 1	PENALTIES 5 POINT COW 2	MANEUVER SCORES COW 1 Herd Work	COW 1 Control of Cow	COW 1 Degree of Diff.	COW 1 Eye Appeal	COW 2 Herd Work	COW 2 Control of Cow	COW 2 Degree of Diff.	COW 2 Eye Appeal	Courage	Avg Cow 1/ Cow 2	Penalty Total	Score	Off Pattern
TIE-BREAKER								2	1	3		2	1	3						
1	404							+1/2	+1/2	0	0	+1/2	-1	0	-1	+1/2	71/68½		69½	(2)
2	303							0	+1	+1/2	+1/2	0	+1	+1/2	+1	+1/2	73/72½		72½	(1)
3	305	A				B	B	0	-1	0	-1	-1	-1	·	-1		60/63		62	(3)

Judge's Signature: MBall

AQHA

VRH & RHC RANCH CUTTING

Date:	10/5/24
Show:	
Class:	#610
Judge:	Liz Trivax

1 point
A - losing working advantage
C - working out of position
D - toe, foot, or stirrup on the shoulder
V - over-bridled (per maneuver)
W - out of frame (per maneuver)

3 points
A - hot quit
B - cattle picked up or scattered
D - back fence
E - pawing or biting cattle
F - spurring on shoulder

5 points
A - horse quitting cow
B - losing cow
C - changing cattle after a specific commitment
D - failure to separate a single animal after leaving the herd
E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
E - repeated blatant disobedience
F - failure to cut two cows

Disqualified - 0 Score
A - abuse
B - lameness
D - disrespect or misconduct
E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena
G - Illegal equipment
F - fall of horse/rider
N - improper western attire
H - leaving arena before run is complete

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WO	Entry #	PENALTIES 1 POINT COW 1	PENALTIES 1 POINT COW 2	PENALTIES 3 POINT COW 1	PENALTIES 3 POINT COW 2	PENALTIES 5 POINT COW 1	PENALTIES 5 POINT COW 2	MANEUVER SCORES COW 1 Herd Work	COW 1 Control of Cow	COW 1 Degree of Diff.	COW 1 Eye Appeal	COW 2 Herd Work	COW 2 Control of Cow	COW 2 Degree of Diff.	COW 2 Eye Appeal	Courage	Avg Cow 1/ Cow 2	Penalty Total	Score	Off Pattern
TIE-BREAKER																				
1	303							0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	71/72		72	
2	203	AA						+1/2	-1	-1/2	-1/2	0	0	-1/2	-1/2	0	68/69	2	67	

1

2

Judge's Signature: L. Trivax

AQHA

VRH & RHC RANCH CUTTING

Date:	10/5/24
Show:	
Class:	#610
Judge:	Margo Ball

1 point
A - losing working advantage
C - working out of position
D - toe, foot, or stirrup on the shoulder
V - over-bridled (per maneuver)
W - out of frame (per maneuver)

3 points
A - hot quit
B - cattle picked up or scattered
D - back fence
E - pawing or biting cattle
F - spurring on shoulder

5 points
A - horse quitting cow
B - losing cow
C - changing cattle after a specific commitment
D - failure to separate a single animal after leaving the herd
E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
E - repeated blatant disobedience
F - failure to cut two cows

Disqualified - 0 Score
A - abuse
B - lameness
D - disrespect or misconduct
E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena
G - Illegal equipment
F - fall of horse/rider
N - improper western attire
H - leaving arena before run is complete

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WO	Entry #	PENALTIES COW 1 (1 POINT)	PENALTIES COW 2 (1 POINT)	PENALTIES COW 1 (3 POINT)	PENALTIES COW 2 (3 POINT)	PENALTIES COW 1 (5 POINT)	PENALTIES COW 2 (5 POINT)	MANEUVER SCORES COW 1 Herd Work	COW 1 Control of Cow	COW 1 Degree of Diff.	COW 1 Eye Appeal	COW 2 Herd Work	COW 2 Control of Cow	COW 2 Degree of Diff.	COW 2 Eye Appeal	Courage	Avg Cow 1/ Cow 2	Penalty Total	Score	Off Pattern	
TIE-BREAKER																					
1	303							0	+1	+1	+1	0	+1	+1/2	+1	+1/2	73/73		73		1
2	203	A	A					0	-1/2	0	-1/2	+1/2	-1/2	0	-1	-1	67/66		66 1/2		2

Judge's Signature: MBall

AQHA

VRH & RHC RANCH CUTTING

Date:	10/5/24
Show:	
Class:	#615
Judge:	Liz Tmax

1 point
A - losing working advantage
C - working out of position
D - toe, foot, or stirrup on the shoulder
V - over-bridled (per maneuver)
W - out of frame (per maneuver)

3 points
A - hot quit
B - cattle picked up or scattered
D - back fence
E - pawing or biting cattle
F - spurring on shoulder

5 points
A - horse quitting cow
B - losing cow
C - changing cattle after a specific commitment
D - failure to separate a single animal after leaving the herd
E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
E - repeated blatant disobedience
F - failure to cut two cows

Disqualified - 0 Score
A - abuse
B - lameness
D - disrespect or misconduct
E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena
G - Illegal equipment
F - fall of horse/rider
N - improper western attire
H - leaving arena before run is complete

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

WO	Entry #	PENALTIES 1 POINT COW 1	PENALTIES 1 POINT COW 2	PENALTIES 3 POINT COW 1	PENALTIES 3 POINT COW 2	PENALTIES 5 POINT COW 1	PENALTIES 5 POINT COW 2	MANEUVER SCORES COW 1 Herd Work	COW 1 Control of Cow	COW 1 Degree of Diff.	COW 1 Eye Appeal	COW 2 Herd Work	COW 2 Control of Cow	COW 2 Degree of Diff.	COW 2 Eye Appeal	Courage	Avg Cow 1/ Cow 2	Penalty Total	Score	Off Pattern
TIE-BREAKER																				
1	403	AA	AC	B				-1/2	-1	-1/2	-1/2	0	-1/2	-1/2	-1/2	0	67 1/2 / 68 1/2	7	61	
2	204	A				B		-1/2	-1	-1/2	0	0	+1/2	+1/2	+1/2	+1/2	68 / 72	6	64	
3	305	A	C			B		-1	-1	-1	-1	-1/2	0	-1	0	0	66 / 68 1/2	7	60	

Judge's Signature: L Tmax

AQHA

VRH & RHC RANCH CUTTING

Date:	10/5/24
Show:	
Class:	#615
Judge:	Margo Ball

1 point
A - losing working advantage
C - working out of position
D - toe, foot, or stirrup on the shoulder
V - over-bridled (per maneuver)
W - out of frame (per maneuver)

3 points
A - hot quit
B - cattle picked up or scattered
D - back fence
E - pawing or biting cattle
F - spurring on shoulder

5 points
A - horse quitting cow
B - losing cow
C - changing cattle after a specific commitment
D - failure to separate a single animal after leaving the herd
E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
E - repeated blatant disobedience
F - failure to cut two cows

Disqualified - 0 Score
A - abuse
B - lameness
D - disrespect or misconduct
E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena
G - Illegal equipment
F - fall of horse/rider
N - improper western attire
H - leaving arena before run is complete

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

WO	Entry #	PENALTIES 1 POINT COW 1	PENALTIES 1 POINT COW 2	PENALTIES 3 POINT COW 1	PENALTIES 3 POINT COW 2	PENALTIES 5 POINT COW 1	PENALTIES 5 POINT COW 2	MANEUVER SCORES COW 1 Herd Work	COW 1 Control of Cow	COW 1 Degree of Diff.	COW 1 Eye Appeal	COW 2 Herd Work	COW 2 Control of Cow	COW 2 Degree of Diff.	COW 2 Eye Appeal	Courage	Avg Cow 1/ Cow 2	Penalty Total	Score	Off Pattern
TIE-BREAKER																				
1	403	A A A	A A A	B		B		-1/2	-1	0	-1	0	-1	0	-1	0	57/65	14	61	(3)
2	204	A	A A			B		-1	-1	0	-1	-1	+1/2	0	-1/2	0	60/62½	8	64	(1)
3	305	C	C A A			B		-1	-1	0	-1	0	-1	0	-1	-1	60/64	9	62	(2)

Judge's Signature: M Ball

AQHA

VRH & RHC RANCH CUTTING

Date:	10/5/24
Show:	
Class:	#617
Judge:	Liz Truax

1 point
A - losing working advantage
C - working out of position
D - toe, foot, or stirrup on the shoulder
V - over-bridled (per maneuver)
W - out of frame (per maneuver)

3 points
A - hot quit
B - cattle picked up or scattered
D - back fence
E - pawing or biting cattle
F - spurring on shoulder

5 points
A - horse quitting cow
B - losing cow
C - changing cattle after a specific commitment
D - failure to separate a single animal after leaving the herd
E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
E - repeated blatant disobedience
F - failure to cut two cows

Disqualified - 0 Score
A - abuse
B - lameness
D - disrespect or misconduct
E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena
G - Illegal equipment
F - fall of horse/rider
N - improper western attire
H - leaving arena before run is complete

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WO	Entry #	PENALTIES 1 POINT COW 1	1 POINT COW 2	3 POINT COW 1	3 POINT COW 2	5 POINT COW 1	5 POINT COW 2	MANEUVER SCORES COW 1 Herd Work	COW 1 Control of Cow	COW 1 Degree of Diff.	COW 1 Eye Appeal	COW 2 Herd Work	COW 2 Control of Cow	COW 2 Degree of Diff.	COW 2 Eye Appeal	Courage	Avg Cow 1/ Cow 2	Penalty Total	Score	Off Pattern
TIE-BREAKER																				
1	207	A	A					-1/2	0	-1/2	-1/2	0	-1/2	-1/2	-1/2	0	68 1/2 / 68	2	66 1/2	(1)
2	204		A			B		+1/2	+1/2	0	+1/2	-1	-1	-1	0	0	71 1/2 / 67	6	63	(3)
3	407	AA	A			B		0	-1/2	-1/2	0	-1	-1	-1	-1	0	69 / 66	8	62 1/2	(4)
4	304	A				B		0	-1/2	-1/2	0	+1/2	0	0	0		69 / 70 1/2	6	64	(2)

Judge's Signature: Liz Truax

AQHA

VRH & RHC RANCH CUTTING

Date:	10/5/24
Show:	
Class:	#617
Judge:	Margo Ball

1 point
A - losing working advantage
C - working out of position
D - toe, foot, or stirrup on the shoulder
V - over-bridled (per maneuver)
W - out of frame (per maneuver)

3 points
A - hot quit
B - cattle picked up or scattered
D - back fence
E - pawing or biting cattle
F - spurring on shoulder

5 points
A - horse quitting cow
B - losing cow
C - changing cattle after a specific commitment
D - failure to separate a single animal after leaving the herd
E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
E - repeated blatant disobedience
F - failure to cut two cows

Disqualified - 0 Score
A - abuse
B - lameness
D - disrespect or misconduct
E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena
G - Illegal equipment
F - fall of horse/rider
N - improper western attire
H - leaving arena before run is complete

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WO	Entry #	PENALTIES 1 POINT COW 1	PENALTIES 1 POINT COW 2	PENALTIES 3 POINT COW 1	PENALTIES 3 POINT COW 2	PENALTIES 5 POINT COW 1	PENALTIES 5 POINT COW 2	TIE-BREAKER	MANEUVER SCORES COW 1 Herd Work	COW 1 Control of Cow	COW 1 Degree of Diff.	COW 1 Eye Appeal	COW 2 Herd Work	COW 2 Control of Cow	COW 2 Degree of Diff.	COW 2 Eye Appeal	Courage	Avg Cow 1/ Cow 2	Penalty Total	Score	Off Pattern	
1	207	C	C						0	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1	+1/2	67/66½	2	66½		1
2	204		A				B		+1/2	+1/2	0	0	-1	-1	0	-1	-1	71/61	6	65		3
3	407	AC	A				B		0	-1/2	0	-1/2	-1	-1	0	-1		67/61		64		4
4	304	AA	A			B			0	-1	0	-1/2	0	0	0	-1/2	8	61½/68½		65		+2

Judge's Signature: MBall

AQHA

VRH & RHC RANCH CUTTING

Date:	10/5/2024
Show:	Spooktacular
Class:	Limited Youth Cutting 6a25
Judge:	Liz Truax

1 point
A - losing working advantage
C - working out of position
D - toe, foot, or stirrup on the shoulder
V - over-bridled (per maneuver)
W - out of frame (per maneuver)

3 points
A - hot quit
B - cattle picked up or scattered
D - back fence
E - pawing or biting cattle
F - spurring on shoulder

5 points
A - horse quitting cow
B - losing cow
C - changing cattle after a specific commitment
D - failure to separate a single animal after leaving the herd
E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
E - repeated blatant disobedience
F - failure to cut two cows

Disqualified - 0 Score
A - abuse
B - lameness
D - disrespect or misconduct
E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena
G - Illegal equipment
F - fall of horse/rider
N - improper western attire
H - leaving arena before run is complete

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

WO	Entry #	PENALTIES 1 POINT COW 1	PENALTIES 1 POINT COW 2	PENALTIES 3 POINT COW 1	PENALTIES 3 POINT COW 2	PENALTIES 5 POINT COW 1	PENALTIES 5 POINT COW 2	MANEUVER SCORES COW 1 Herd Work	COW 1 Control of Cow	COW 1 Degree of Diff.	COW 1 Eye Appeal	COW 2 Herd Work	COW 2 Control of Cow	COW 2 Degree of Diff.	COW 2 Eye Appeal	Courage	Avg Cow 1/ Cow 2	Penalty Total	Score	Off Pattern
TIE-BREAKER																				
1	302		A			B		0	+1/2	0	+1/2	-1/2	-1/2	-1/2	-1/2		71/63	6		61

(1)

Judge's Signature: Liz Truax

AQHA

VRH & RHC RANCH CUTTING

Date:	10/5/2024
Show:	Spooktacular
Class:	Limited Youth Cutting 625
Judge:	Margo Ball

1 point
A - losing working advantage
C - working out of position
D - toe, foot, or stirrup on the shoulder
V - over-bridled (per maneuver)
W - out of frame (per maneuver)

3 points
A - hot quit
B - cattle picked up or scattered
D - back fence
E - pawing or biting cattle
F - spurring on shoulder

5 points
A - horse quitting cow
B - losing cow
C - changing cattle after a specific commitment
D - failure to separate a single animal after leaving the herd
E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
E - repeated blatant disobedience
F - failure to cut two cows

Disqualified - 0 Score
A - abuse
B - lameness
D - disrespect or misconduct
E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena
G - Illegal equipment
F - fall of horse/rider
N - improper western attire
H - leaving arena before run is complete

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

WO	Entry #	PENALTIES 1 POINT COW 1	1 POINT COW 2	3 POINT COW 1	3 POINT COW 2	5 POINT COW 1	5 POINT COW 2	MANEUVER SCORES COW 1 Herd Work	COW 1 Control of Cow	COW 1 Degree of Diff.	COW 1 Eye Appeal	COW 2 Herd Work	COW 2 Control of Cow	COW 2 Degree of Diff.	COW 2 Eye Appeal	Courage	Avg Cow 1/ Cow 2	Penalty Total	Score	Off Pattern
TIE-BREAKER																				
1	302						B	+1/2	+1/2	0	0	-1 1/2	-1 1/2	-1 1/2	-1 1/2		71/60			66 A Turn Tail (I)

Judge's Signature: MBall

AQHA

VRH & RHC RANCH CUTTING

Date:	10/5/24
Show:	
Class:	#630
Judge:	Liz Truax

1 point
A - losing working advantage
C - working out of position
D - toe, foot, or stirrup on the shoulder
V - over-bridled (per maneuver)
W - out of frame (per maneuver)

3 points
A - hot quit
B - cattle picked up or scattered
D - back fence
E - pawing or biting cattle
F - spurring on shoulder

5 points
A - horse quitting cow
B - losing cow
C - changing cattle after a specific commitment
D - failure to separate a single animal after leaving the herd
E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
E - repeated blatant disobedience
F - failure to cut two cows

Disqualified - 0 Score
A - abuse
B - lameness
D - disrespect or misconduct
E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena
G - Illegal equipment
F - fall of horse/rider
N - improper western attire
H - leaving arena before run is complete

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WO	Entry #	PENALTIES 1 POINT COW 1	PENALTIES 1 POINT COW 2	PENALTIES 3 POINT COW 1	PENALTIES 3 POINT COW 2	PENALTIES 5 POINT COW 1	PENALTIES 5 POINT COW 2	MANEUVER SCORES COW 1 Herd Work	COW 1 Control of Cow	COW 1 Degree of Diff.	COW 1 Eye Appeal	COW 2 Herd Work	COW 2 Control of Cow	COW 2 Degree of Diff.	COW 2 Eye Appeal	Courage	Avg Cow 1/ Cow 2	Penalty Total	Score	Off Pattern	
	TIE-BREAKER																				
1	205	A	A			B	B	-1½	-1½	-1½	-1½	-1½	-1½	-1½	-1½	-1½	64/66	12		50	3 OP 7
2	202	A				B		0	-½	-½	-½	0	0	0	-½	+½	68½/70	6	63½		5
3	103	A				B		-1	-1½	-1	-1	0	0	-½	-½	0	68½/69	6	61½		3
4	203	A	A			D	B	-1½	-1½	-1	-1	0	-1	-1	-1	0	65/67	12	55		5
5	304							+½	+½	+½	+½	+½	+½	+½	+½	+½	72/72½		72½		1
6	406	A	A A		B	B		+½	-½	-½	0	+½	-1	-½	0	0	67½/68	12	57		4
7	102							0	+1	+½	+½						72/0			55	2 OP 8
8	106	A A	A	DB	B			-1	-1	-1	-1	-1	-1	-1	-1	-1	66/65	15	50		6

Judge's Signature: L Truax

AQHA

VRH & RHC RANCH CUTTING

Date:	10/5/24
Show:	
Class:	#630
Judge:	Margo Ball

1 point
A - losing working advantage
C - working out of position
D - toe, foot, or stirrup on the shoulder
V - over-bridled (per maneuver)
W - out of frame (per maneuver)

3 points
A - hot quit
B - cattle picked up or scattered
D - back fence
E - pawing or biting cattle
F - spurring on shoulder

5 points
A - horse quitting cow
B - losing cow
C - changing cattle after a specific commitment
D - failure to separate a single animal after leaving the herd
E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
E - repeated blatant disobedience
F - failure to cut two cows

Disqualified - 0 Score
A - abuse
B - lameness
D - disrespect or misconduct
E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena
G - Illegal equipment
F - fall of horse/rider
N - improper western attire
H - leaving arena before run is complete

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WO	Entry #	PENALTIES 1 POINT COW 1	1 POINT COW 2	3 POINT COW 1	3 POINT COW 2	5 POINT COW 1	5 POINT COW 2	MANEUVER SCORES COW 1 Herd Work	COW 1 Control of Cow	COW 1 Degree of Diff.	COW 1 Eye Appeal	COW 2 Herd Work	COW 2 Control of Cow	COW 2 Degree of Diff.	COW 2 Eye Appeal	Courage	Avg Cow 1/ Cow 2	Penalty Total	Score	Off Pattern	
		TIE-BREAKER																			
1	205	A	A			B	B	-1½	-½	-1½	-½	-1½	-1½	1½	-1½	-1	58/58	12		58	A, B, B x3 (1)
2	202	A				B		+½	-1	0	-1	+½	+½	0	-1	0	62½/70	6	66		(2)
3	103	C	C A			B		-1	-1½	0	-1	-½	-1	0	-½	0	60½/66	8	63		(4)
4	203	C	A A			D	B	-1	-1½	0	-1	-½	-1	0	-1	13	60½/62½	12	61½		(5)
5	304		A					+½	+½	0	-½	0	+½	0	-½		70½/69	1	69½		(1)
6	406	A	A			B	B	+½	-1	0	0	+½	-½	+½	0	+½	63½/65	12	64½		(3)
7	102							0	0	0	0						70/C			35	B F (8)
8	106	A C	C	D B			B	-½	-1	0	-1	-1	-1	0	-1		61/61	13	61		(6)

Judge's Signature: MBall

AQHA

VRH LTD COW WORK

Date:	10/5/24
Show:	
Class:	#6005
Judge:	Liz Tmax

1 point
A - Loss of working advantage
D - Failure to drive cow past middle marker on second drive before time expires
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
E - Driving cow down the opposite fence (changing sides)

3 points
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

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

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
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
L - While boxing the cow at the opposite end, if the rider loses control and allows the cow to cross the center line, the judge will whistle the end of the run
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

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 #		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																
1	102	PENALTY	A		A								2	69		1
		MANEUVER SCORE	0	-1/2	0	+1/2	0	+1/2	0	+1/2						
2	202	PENALTY												66 1/2		2
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0						
3	305	PENALTY												62		3
		MANEUVER SCORE	-1	-1	-1	-1	-1	-1	-1	-1						
4	404	PENALTY									LL			62		4
		MANEUVER SCORE	-1/2	+1	-1	-1	-1	+1/2	0	+1/2						
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: [signature]

AQHA

VRH LTD COW WORK

Date:	10/5/24
Show:	
Class:	#605
Judge:	Margo Ball

1 point
A - Loss of working advantage
D - Failure to drive cow past middle marker on second drive before time expires
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
E - Driving cow down the opposite fence (changing sides)

3 points
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

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

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
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
L - While boxing the cow at the opposite end, if the rider loses control and allows the cow to cross the center line, the judge will whistle the end of the run
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

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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 #		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																
1	102	PENALTY			A									71½		1
		MANEUVER SCORE	+1	-½	0	+½	+½	+½	0	+½						
2	202	PENALTY												68		2
		MANEUVER SCORE	0	-½	-½	0	0	0	-½	-½						
3	305	PENALTY	A			E								62		3
		MANEUVER SCORE	-½	-1	-1	-½	-1	0	-1	-1						
4	404	PENALTY	C								L			60		4
		MANEUVER SCORE	-1	+½	-½	-1½	-1	+½	0	[illegible]						
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: MBall

AQHA

VRH LTD COW WORK

Date:	10/5/24
Show:	
Class:	#655
Judge:	Liz Truax

1 point
A - Loss of working advantage
D - Failure to drive cow past middle marker on second drive before time expires
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
E - Driving cow down the opposite fence (changing sides)

3 points
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

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

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
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
L - While boxing the cow at the opposite end, if the rider loses control and allows the cow to cross the center line, the judge will whistle the end of the run
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

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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 #		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																
1	407	PENALTY														
		MANEUVER SCORE	-1	-1	-1	-1	-1	+1/2	0	+1/2	LL			60		3
2	204	PENALTY														
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0	+1/2				74		1
3	305	PENALTY														
		MANEUVER SCORE	0	-1 1/2	-1 1/2	-1 1/2	-1	-1	-1	-1					61 1/2	4
4	403	PENALTY				E							1			
		MANEUVER SCORE	0	-1/2	0	0	0	0	0	0				68 1/2		2
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: [signature]

AQHA

VRH LTD COW WORK

Date:	10/5/24
Show:	
Class:	#655
Judge:	Margo Ball

1 point
A - Loss of working advantage
D - Failure to drive cow past middle marker on second drive before time expires
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
E - Driving cow down the opposite fence (changing sides)

3 points
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

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

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
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
L - While boxing the cow at the opposite end, if the rider loses control and allows the cow to cross the center line, the judge will whistle the end of the run
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

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 #		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																
	407	PENALTY	P								L			57		3
		MANEUVER SCORE	0	-1	-1½	-1½	-1	0	-1	0						
	204	PENALTY												70		1
		MANEUVER SCORE	-½	0	-½	+½	-½	+½	0	+½						
	305	PENALTY	P	P, A											61 N	4
		MANEUVER SCORE	-½	-1½	-1½	-1½	-1.	0	0	0						
	403	PENALTY				E								69		2
		MANEUVER SCORE	+½	+½	0	-½	-½	0	0	0						
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: MBall

AQHA

VRH ROOKIE COW WORK

Date:	10/5/24
Show:	
Class:	#657
Judge:	Liz Tmax

1 point
A - Loss of working advantage
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

3 points
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

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

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
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

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 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	204	-1/2	0	0	0	+1/2	PAA				3	67		3
2	304	-1/2	0	0	0	0	AP	L			5	64 1/2		5
3	407	+1/2	0	0	0	+1/2	A				1	70		1
4	402	-1/2	0	0	0	+1/2	PP				2	68		2
5	207	-1/2	-1/2	0	0	+1/2	AA AA				4	65 1/2		4

Judge's Signature: [signature]

AQHA

VRH ROOKIE COW WORK

Date:	10/5/24
Show:	
Class:	#1657
Judge:	Margo Ball

1 point
A - Loss of working advantage
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

3 points
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

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

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
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

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 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	204	-1/2	+1/2	0	+1/2	+1/2	P AA				3	68		1
			70			71								
2	304	-1	0	0	0	0	A	L			4	65		4
3	407	-1/2	0	-1/2	-1/2	+1/2	B				2	67		3
4	402	-1/2	0	0	-1/2	+1/2	P				1	67 1/2		2
5	207	-1/2	0	-1	-1/2	-1/2	P		C		4	62 1/2		5

Judge's Signature: MBall

AQHA

VRH ROOKIE COW WORK

Date:	10/5/24
Show:	
Class:	#675
Judge:	Liz Tmax

1 point
A - Loss of working advantage
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

3 points
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

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

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
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

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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	203	-1	-1	0	0	0	AA AP				5	63		4
2	106	-1	-1	-1/2	0	-1/2	A A	L			5	62		6
3	304	0	0	0	0	+1/2	PA				2	68 1/2		3
4	406	0	+1/2	-1/2	+1/2	+1/2	AA				2	69		2
5	306	+1/2	0	-1/2	+1/2	+1/2						71		1
6	401	-1	-1	-1/2	-1	-1		L			3	62 1/2		5
7	207	-1	-1/2	-1	0	-1/2	A	L	C		9	58		8
8	402	-1	-1/2	-1/2	-1	-1/2	PA	L			5	61 1/2		7

Judge's Signature: L. Tmax

AQHA

VRH ROOKIE COW WORK

Date:	10/5/24
Show:	
Class:	#675
Judge:	Margo Ball

1 point
A - Loss of working advantage
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

3 points
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

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

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
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

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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		2	3									
1	203	-1	0	0	-1/2	-1/2	A A A P A				6	62		5
2	106	-1	-1/2	0	-1/2	-1/2	A P	L			5	62 1/2		4
3	304	0	-1/2	0	-1/2	0		P			1	68		3
4	406	+1/2	+1/2	0	0	0					0	71		1
5	306	0	+1/2	0	+1/2		A P				2	69		2
6	401	-1	0	-1/2	-1	-1	A P	L			5	61 1/2		6
7	207	-1	0	-1	-1	-1	A A P	L	C		10	55		8
8	402	-1	0	0	-1	-1	P A A	L				61		7

Judge's Signature: MBall

AQHA

VRH LTD COW WORK

Date:	10/5/24
Show:	
Class:	#670
Judge:	Liz Tmax

1 point
A - Loss of working advantage
D - Failure to drive cow past middle marker on second drive before time expires
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
E - Driving cow down the opposite fence (changing sides)

3 points
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

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

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
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
L - While boxing the cow at the opposite end, if the rider loses control and allows the cow to cross the center line, the judge will whistle the end of the run
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

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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 #		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																
1	106	PENALTY									LL			57 1/2		5
		MANEUVER SCORE	-1	-1	-1 1/2	-1	-1	-1	0	0						
2	202	PENALTY			A								1	67 1/2		2
		MANEUVER SCORE	+1/2	0	-1/2	-1	0	0	-1/2	0						
3	406	PENALTY												72		1
		MANEUVER SCORE	+1/2	-1/2	+1/2	+1/2	+1/2	0	+1/2	0						
4	304	PENALTY	A		A								2	65 1/2		3
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	0						
5	205	PENALTY	A								L			60 1/2		4
		MANEUVER SCORE	-1/2	-1	-1 1/2	-1 1/2	-1	-1	-1	-1						
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: L Tmax

AQHA

VRH LTD COW WORK

Date:	10/5/24
Show:	Green
Class:	#670
Judge:	Margo Ball

1 point
A - Loss of working advantage
D - Failure to drive cow past middle marker on second drive before time expires
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
E - Driving cow down the opposite fence (changing sides)

3 points
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

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

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
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
L - While boxing the cow at the opposite end, if the rider loses control and allows the cow to cross the center line, the judge will whistle the end of the run
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

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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 #		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																
1	106	PENALTY	P	P							LL			60½		4
		MANEUVER SCORE	-½	-1	-1½	-1½	-1	0	-1	-1						
2	202	PENALTY			A							C		61½		3
		MANEUVER SCORE	-½	+½	-½	-1	-½	0	-1	+½						
3	404	PENALTY												70		1
		MANEUVER SCORE	0	+½	0	+½	+½	0	-½	0						
4	304	PENALTY												68½		2
		MANEUVER SCORE	+½	-½	-1	-½	-½	+½	0	0						
					69		68									
5	205	PENALTY		A P								C		58		5
		MANEUVER SCORE	0	-1	-1	-1½	-1	0	1	0						
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														
		PENALTY														
		MANEUVER SCORE														

Judge's Signature: MBall

AQHA

VRH LTD COW WORK

Date:	10/5/2024
Show:	Spooktacular
Class:	Limited Youth Box Drive Box Drive #665
Judge:	Liz Truax

1 point
A - Loss of working advantage
D - Failure to drive cow past middle marker on second drive before time expires
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
E - Driving cow down the opposite fence (changing sides)

3 points
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

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

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
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
L - While boxing the cow at the opposite end, if the rider loses control and allows the cow to cross the center line, the judge will whistle the end of the run
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

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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 #		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															
	302	PENALTY			E								1	71	
		MANEUVER SCORE	+1/2	0	0	+1/2	+1/2	0	+1/2	0					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: L. Truax

AQHA

VRH LTD COW WORK

Date:	10/5/2024
Show:	Spooktacular
Class:	Limited Youth Box Drive Box Drive #665
Judge:	Margo Ball

1 point
A - Loss of working advantage
D - Failure to drive cow past middle marker on second drive before time expires
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
E - Driving cow down the opposite fence (changing sides)

3 points
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

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

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
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
L - While boxing the cow at the opposite end, if the rider loses control and allows the cow to cross the center line, the judge will whistle the end of the run
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

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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 #		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															
1	302	PENALTY				E								70	(1)
		MANEUVER SCORE	+1/2	0	+1/2	-1/2	0	0	0	+1/2					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: MBall

AQHA

VRH ROOKIE COW WORK

Date:	10/5/24
Show:	
Class:	#6090
Judge:	Liz Truax

1 point
A - Loss of working advantage
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

3 points
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

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

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
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

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 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	100	-1/2	0	0	-1/2	0	A					68		2
2	502	-1	0	-1/2	-1/2	-1/2	AA PA				4	63 1/2		3
3	402	+1/2	0	+1/2	0	+1/2						71 1/2		1

Judge's Signature: L Truax

AQHA

VRH ROOKIE COW WORK

Date:	10/5/24
Show:	
Class:	#690
Judge:	Margo Ball

1 point
A - Loss of working advantage
P - Working out of position
S - Slipping rein
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

3 points
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

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

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
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

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 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	100	-1/2	0	0	+1/2	0	A A A				3	67		2
2	502	-1	0	-1	0	0	A P A A A A				6	62		3
3	402	-1/2	0	0	0	0	A A					67 1/2		1

Judge's Signature: MBall

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Open 200
Judge:	Liz Truax

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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 #		Walk	Trot	1 Ex T	Stop	Back	2 SP R	1/4	4 Logs	LL	3 Ext L	LC	RL	Trot	Stop	5 360	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER		MANEUVER DESCRIPTION																			
1	406	PENALTY											3								
		MANEUVER SCORE	0	0	+1/2	0	0	0	-1/2	+1/2	0	+1/2	-1	-1	0	-1/2	0		3	65 1/2	3
2	305	PENALTY								111			3						6		
		MANEUVER SCORE	-1/2	-1/2	0	0	-1 1/2	0	0	-1	0	0	-1	0	+1/2	-1/2	0			59 1/2	4
3	105	PENALTY								1			1						2	69	
		MANEUVER SCORE	+1/2	+1/2	+1/2	0	-1/2	0	-1/2	0	0	0	-1/2	0	+1/2	0	+1/2				2
4	407	PENALTY								1									1	71	
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	-1/2	0	0	-1/2	+1/2	+1/2	+1/2	-1/2	0	0	+1/2				1
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

Judge's Signature: L Truax

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Open 200
Judge:	Margo Ball

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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	Walk	Trot	Ex T	Stop	Back	SP R	1/4	Logs	LL	Ext L	LC	RL	Trot	Stop	360	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
1	406	PENALTY												3					3	67		3
		MANEUVER SCORE	0	0	+1/2	+1/2	0	0	0	0	0	+1/2	-1/2	-1	0	0	0	0				
						71								67								
2	305	PENALTY	1				OP												1		65	4
		MANEUVER SCORE	-1	0			-1 1/2	0	0	-1	+1/2	+1/2	-1/2	0	-1/2	-1/2	0					
				68			66 1/2															
3	105	PENALTY																		69 1/2		2
		MANEUVER SCORE	0	+1/2	+1/2	0	-1/2	-1/2	0	0	0	-1/2	-1/2	0	+1/2	0	0					
								70														
4	407	PENALTY																		74		1
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2	0	0	0					
								72				73										
		PENALTY																				
		MANEUVER SCORE																				
		PENALTY																				
		MANEUVER SCORE																				
		PENALTY																				
		MANEUVER SCORE																				
		PENALTY																				
		MANEUVER SCORE																				

Judge's Signature: MBall

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Amateur 210
Judge:	Margo Ball

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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	Walk	Trot	Ex T	Stop	Back	SP R	1/4	Logs	LL	Ext L	LC	RL	Trot	Stop	360	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	206	PENALTY	1							1									2	70½	②
		MANEUVER SCORE	-½	0	+½	+½	0	0	+½	-½	0	+½	+½	0	0	+½	+½				
					69				70	68½			69½								
2	203	PENALTY											3						3	71	①
		MANEUVER SCORE	0	+½	+½	0	+½	0	0	+½	+½	+½	-½	+½	+½	0	+½				
										72		73		70							
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

Judge's Signature: MBall

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Amateur 210
Judge:	Liz Truax

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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 #																	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER					1			2		4		3					5				
MANEUVER DESCRIPTION			Walk	Trot	Ex T	Stop	Back	SP R	1/4	Logs	LL	Ext L	LC	RL	Trot	Stop	360				
1	204	PENALTY	1								1								2	68½	
		MANEUVER SCORE	-½	0	+½	0	-½	-½	+½	+½	0	0	0	+½	0	0	0				
2	203	PENALTY										3							3	71	
		MANEUVER SCORE	+½	0	+1	0	+½	0	+½	+½	+½	+½	-½	0	0	0	+½				
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
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		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

(2)

(1)

Judge's Signature: L Truax

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Amateur Limited 215
Judge:	Liz Truax

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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 #		Walk	Trot	1 Ex T	Stop	Back	2 SP R	1/4	4 Logs	LL	3 Ext L	LC	RL	Trot	Stop	5 360	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	204	PENALTY								1									1	72½	2
		MANEUVER SCORE	0	+½	+½	+½	+½	0	0	0	0	0	+½	0	+½	0	+½				
2	103	PENALTY		1						1									2	62½	4
		MANEUVER SCORE	+½	-½	+½	0	0	+½	0	0	+½	+½	0	-½	-½	+½	0				
3	305	PENALTY						1		11			3						6	62½	5
		MANEUVER SCORE	0	0	0	0	0	-½	0	-½	+½	0	-1	0	0	0	0				
4	403	PENALTY																		74	1
		MANEUVER SCORE	0	0	0	+½	+½	+½	+½	+½	0	-½	0	0	+½	+½	+1				
5	101	PENALTY			1														1	70½	3
		MANEUVER SCORE	0	0	-½	0	-½	+½	+½	+½	+½	0	0	+½	0	0	0				
6	206	PENALTY									13				3				7		57½ OP
		MANEUVER SCORE	0	+½	0	0	-½	0	0	0	-1	0	-1½	-1	-1	0	-1				
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

Judge's Signature: L Truax

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Amateur Limited 215
Judge:	Margo Ball

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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	Walk	Trot	Ex T	Stop	Back	SP R	1/4	Logs	LL	Ext L	LC	RL	Trot	Stop	360	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	204	PENALTY																			
		MANEUVER SCORE	0	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0	0	+1/2	+1/2	0	0			73 1/2	(2)
								72			72 1/2										
2	103	PENALTY		1															1	69 1/2	(4)
		MANEUVER SCORE	0	0	0	+1/2	0	0	0	0	-1/2	+1/2	0	0	0	+1/2	-1/2				
					69		69 1/2														
3	305	PENALTY										3							3	66 1/2	(5)
		MANEUVER SCORE	0	+1/2	0	0	0	0	0	-1/2	+1/2	-1/2	-1/2	+1/2	-1/2	0	0				
										70 1/2		69									
4	403	PENALTY																		74 1/2	(1)
		MANEUVER SCORE	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	-1/2	0	+1/2	+1/2	+1/2	+1/2				
									72		73					74					
5	101	PENALTY			1														1	71 1/2	(3)
		MANEUVER SCORE	0	+1/2	-1/2	0	0	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0	0				
						69				70		71									
6	206	PENALTY								1				OP	1.3						(6)
		MANEUVER SCORE	0	0	+1/2	0	-1/2	0	0	-1/2	-1			-1 1/2	+1/2	0	+1/2			60	
											67 1/2			66							
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

Judge's Signature: MBall

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Amateur Rookie 217
Judge:	Liz Truax

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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	Walk	Trot	1 Ex T	Stop	Back	2 SP R	1/4	4 Logs	LL	3 Ext L	LC	RL	Trot	Stop	5 360	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	304	PENALTY																			
		MANEUVER SCORE	+1/2	+1/2	+1	+1	+1/2	0	0	0	+1/2	+1/2	0	+1/2	+1	+1/2	+1/2			77	(1)
2	501	PENALTY								1									1		
		MANEUVER SCORE	0	0	0	-1/2	-1/2	0	0	-1/2	+1/2	+1/2	0	+1/2	-1/2	0	0			68 1/2	(5)
3	207	PENALTY						1		1									2		
		MANEUVER SCORE	+1/2	0	0	+1/2	-1/2	-1/2	0	0	0	-1/2	0	0	0	0	0			67 1/2	(6)
4	204	PENALTY																			
		MANEUVER SCORE	0	+1/2	+1/2	+1	+1	+1	+1/2	+1/2	0	0	+1/2	0	+1/2	0	0			76	(2)
5	407	PENALTY																			
		MANEUVER SCORE	0	0	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2	0	-1/2	0	0	-1/2			71 1/2	(3)
6	301	PENALTY						1											1		
		MANEUVER SCORE	0	0	0	0	+1/2	-1/2	0	+1/2	-1/2	0	-1	-1/2	0	0	0			67 1/2	(7)
7	101	PENALTY																			
		MANEUVER SCORE	0	+1/2	0	0	0	0	+1/2	+1/2	+1/2	0	0	-1/2	+1/2	0	-1/2			71 1/2	(4)
		PENALTY																			
		MANEUVER SCORE																			

Judge's Signature: Liz Truax

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Amateur Rookie 217
Judge:	Margo Ball

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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	Walk	Trot	Ex T	Stop	Back	SP R	1/4	Logs	LL	Ext L	LC	RL	Trot	Stop	360	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	304	PENALTY																		74	(2)
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2	0	0	0	0	+1/2	+1/2	0	+1/2	+1/2	0	0				
						72						73			74						
2	501	PENALTY																		70½	(5)
		MANEUVER SCORE	-1/2	+1/2	0	0	0	0	0	0	+1/2	+1/2	0	+1/2	-1/2	0	-1/2				
												71									
3	207	PENALTY																		68	(7)
		MANEUVER SCORE	0	0	0	0	-1/2	-1/2	0	0	0	-1/2	+1/2	0	-1/2	-1/2	0				
										69						68					
4	204	PENALTY																		74½	(1)
		MANEUVER SCORE	0	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0	+1/2	+1/2	+1/2	0	+1/2				
								72					73		74						
5	407	PENALTY																		73	(3)
		MANEUVER SCORE	0	+1/2	+1/2	0	+1/2	0	0	0	+1/2	+1/2	0	+1/2	+1/2	0	-1/2				
											72			73							
6	301	PENALTY																		70	(6)
		MANEUVER SCORE	0	0	+1/2	0	0	-1/2	0	0	-1/2	+1/2	+1/2	0	+1/2	0	0				
								70				70									
7	401	PENALTY																			(4)

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Youth 220
Judge:	Liz Truax

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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 #		Walk	Trot	1 Ex T	Stop	Back	2 SP R	1/4	4 Logs	LL	3 Ext L	LC	RL	Trot	Stop	5 360	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER	MANEUVER DESCRIPTION																				
1	504	PENALTY	1					1		1					1				4	64	
		MANEUVER SCORE	-1/2	0	0	0	0	-1/2	0	0	+1/2	-1/2	-1/2	0	-1/2	-1/2	+1/2				
2	302	PENALTY						1			33								8	60	
		MANEUVER SCORE	+1/2	0	0	+1/2	+1/2	-1/2	0	+1/2	-1	-1	-1	-1/2	+1/2	0	-1/2				
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

1

2

Judge's Signature: Liz Truax

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Youth 220
Judge:	Margo Ball

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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	Walk	Trot	Ex T	Stop	Back	SP R	1/4	Logs	LL	Ext L	LC	RL	Trot	Stop	360	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	504	PENALTY													1						①
		MANEUVER SCORE	0	0	+1/2	0	+1/2 71	-1/2	0	0	0	+1/2 70 1/2	0	0	-1/2	0	0			69 1/2	
2	302	PENALTY									OP 3	OP 3							6		②
		MANEUVER SCORE	0	0	+1/2	+1/2 71	+1/2	-1/2	0	+1/2 71 1/2	-1 1/2 67	1 1/2 62 1/2	0	0	+1/2	0	-1/2				62 1/2 X 2
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

Judge's Signature: MBall

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Youth Limited 225
Judge:	Liz Truax

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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 #																	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER					1			2		4	3	3		3			5				
MANEUVER DESCRIPTION			Walk	Trot	Ex T	Stop	Back	SP R	1/4	Logs	LL	Ext L	LC	RL	Trot	Stop	360				
1	302	PENALTY	1							11	33			1							
		MANEUVER SCORE	-1/2	+1/2	0	+1/2	+1/2	+1/2	0	-1/2	-1	-1	-1	-1/2	0	0	-1		10	56 1/2	
2	504	PENALTY						1		1											
		MANEUVER SCORE	+1/2	0	+1/2	0	0	-1/2	0	0	0	0	0	-1/2	0	0	+1/2		2	68 1/2	
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

2

1

Judge's Signature: Li Truax

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Youth Limited 225
Judge:	Margo Ball

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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 #		Walk	Trot	Ex T	Stop	Back	SP R	1/4	Logs	LL	Ext L	LC	RL	Trot	Stop	360	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER																					
MANEUVER DESCRIPTION																					
1	302	PENALTY	1								OP3	OP3									②
		MANEUVER SCORE	-1/2	0	+1/2	+1/2	+1/2	0	0	0-	1 1/2	-1 1/2	0	0	0	0	-1/2				60½ x2
					69		70														
2	504	PENALTY												3						67	①
		MANEUVER SCORE	0	0	+1/2	0	0	-1/2	0	-1/2	0	+1/2	0	-1/2	0	0	+1/2				
								70				70		66½							
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

Judge's Signature: MBall

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Green Horse 230
Judge:	Liz Truax

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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 #		Walk	Trot	1 Ex T	Stop	Back	2 SP R	1/4	4 Logs	LL	3 Ext L	LC	RL	Trot	Stop	5 360	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
TIE-BREAKER		MANEUVER DESCRIPTION																				
1	203	PENALTY						1					3						4	69 1/2		2
		MANEUVER SCORE	0	0	+1	0	+1/2	-1/2	0	+1/2	+1/2	+1	-1	+1/2	+1/2	0	+1/2					
2	205	PENALTY									3								3	63		6
		MANEUVER SCORE	0	0	-1/2	0	0	-1/2	0	0	-1/2	-1/2	-1/2	0	-1/2	0	-1					
3	304	PENALTY																		75		1
		MANEUVER SCORE	+1/2	+1/2	+1	0	+1/2	+1/2	0	+1/2	0	+1/2	-1/2	+1/2	0	+1/2	+1/2					
4	406	PENALTY											3	3					6		65 1/2	7
		MANEUVER SCORE	0	0	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	-1	-1	0	0	+1/2					
5	207	PENALTY									1	3							4	64		5
		MANEUVER SCORE	0	0	0	0	+1/2	0	0	+1/2	-1/2	-1/2	0	0	0	0	0					
6	403	PENALTY											3						3	67		3
		MANEUVER SCORE	0	0	+1/2	+1/2	0	0	0	+1/2	-1/2	-1	-1	0	0	+1/2	+1/2					
7	106	PENALTY						111		1									4	65 1/2		4
		MANEUVER SCORE	+1/2	-1/2	0	+1/2	-1/2	-1	-1/2	-1/2	+1/2	+1/2	0	0	0	+1/2						
		PENALTY																				
		MANEUVER SCORE																				

Judge's Signature: Liz Truax

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Green Horse 230
Judge:	Margo Ball

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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	Walk	Trot	Ex T	Stop	Back	SP R	1/4	Logs	LL	Ext L	LC	RL	Trot	Stop	360	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	203	PENALTY											3						3	70½	(2)
		MANEUVER SCORE	0	+½	+½	0	0	0	0	+½	+½	+½	-½	+½	+½	0	+½	0			
					71						72		69		70						
2	205	PENALTY																		66½	(5)
		MANEUVER SCORE	0	0	-½	0	-½	-½	0	0	0	-½	-½	0	-½	0	-½	0			
							69					68			67						
3	304	PENALTY																		75	(1)
		MANEUVER SCORE	+½	+½	+½	0	0	+½	0	+½	+½	+½	0	+½	+½	0	+½	0			
								72			73			74							
4	406	PENALTY												30¢					3	67	(7) OP
		MANEUVER SCORE	0	0	+½	+½	0	0	0	0	+½		-1	-1½	0	0	+½				
							71						70½								
5	207	PENALTY										3							3	64	(6)
		MANEUVER SCORE	0	-½	-½	0	0	0	0	0	0	-1	-½	0	0	-½	0				
						69						65					64				
6	403	PENALTY											3						3	69	(4)
		MANEUVER SCORE	0	+½	+½	+½	0	0	0	+½	0	-½	-1	0	+½	0	+½				
					71					72			68								
7	106	PENALTY																		70	(3)
		MANEUVER SCORE	+½	0	-½	+½	0	-1	-½	0	+½	+½	-½	0	+½	-½	+½				
									69			70									
		PENALTY																			
		MANEUVER SCORE																			

Judge's Signature: MBall

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Walk Trot 250
Judge:	Liz Truax

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- 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	Walk	Trot	Ex T	Trot	Stop	Rev	Walk	Trot	Ext T	Trot	Stop	Back				Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
					1		3							2							
1	100	PENALTY		5								3							8		4
		MANEUVER SCORE	0	-1	0	0	0	-1/2	0	0	+1/2	-1	0	0						60	
2	502	PENALTY																			
		MANEUVER SCORE	0	+1/2	0	+1/2	0	-1/2	+1/2	+1/2	-1	+1/2	0	0						69	3
3	402	PENALTY																			
		MANEUVER SCORE	+1/2	+1/2	0	0	-1/2	-1	-1/2	+1/2	0	+1/2	-1	+1/2						69½	2
4	503	PENALTY																			
		MANEUVER SCORE	+1/2	0	0	-1/2	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2						72½	1
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

Judge's Signature: L. Truax

AQHA

VRH & RHC RANCH RIDING

Date:	10/6/2024
Show:	Spooktacular
Class:	Ranch Riding Walk Trot 250
Judge:	Margo Ball

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- 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)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 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
- illegal equipment including hoof black, braided or banded manes, or tail extensions
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WO	Entry #	TIE-BREAKER / MANEUVER DESCRIPTION	Walk	Trot	Ex T	Trot	Stop	Rev	Walk	Trot	Ext T	Trot	Stop	Back				Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	100	PENALTY		OP								OP									(4)
		MANEUVER SCORE	-1/2	-1 1/2	0	0	0	0	+1/2	0	+1/2	-1 1/2	0	+1/2							(64) x2
				64							65										
2	502	PENALTY							OP												(3)
		MANEUVER SCORE	0	0	+1/2	0	+1/2	0	-1 1/2	+1/2	-1/2	+1/2	0	0							(70 1/2) OP
							71		70												
3	402	PENALTY																			(2)
		MANEUVER SCORE	0	0	+1/2	+1/2	-1	-1	-1	0	+1/2	+1/2	-1/2	+1/2						69	
						71	70		68			69									
4	503	PENALTY																			(1)
		MANEUVER SCORE	0	+1/2	0	0	0	+1/2	0	0	+1/2	0	0	+1/2						72	
								71													
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

Judge's Signature: MBall