



VRH RANCH TRAIL

Date:	2023 MQHA Show-Me Spring
Show:	AQHA 281000 VRH Amt Ranch Trail
Class:	4/21/2023
Judge:	Meneely, Robert

1 point

- over-bridled (per maneuver)
- out of frame (per maneuver)
- each hit, bite or stepping on a log, cone plant or any component of the obstacle
- break of gait at walk or trot for 2 strides or less
- both front or hind feet in a single-stride slot or space at a walk or trot
- skipping over or failing to step into required space
- split pole in lope-over
- incorrect number of strides, if specified
- 1 to 2 steps on mount/dismount or ground tie except shifting to balance
- wrong lead or out of lead for 2 strides or less

3 points

- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- 3 to 4 steps on mount/dismount or ground tie
- trotting for more than 3 strides in lope departures or exiting a rollback
- knocking over or severely disturbing an obstacle
- stepping out of or falling off an obstacle with 1 foot
- missing or evading a part of log/obstacle with 1 foot

5 points

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise
- stepping out of or falling off an obstacle with more than 1 foot
- dropping an object required to be carried
- 1st or 2nd cumulative refusal
- letting go of gate
- 5 or more steps on mount/ dismount or ground tie
- missing or evading a part of log/obstacle with more than 1 foot

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- 3rd refusal
- repeated blatant disobedience
- failure to dally and remain dalled during the drag
- use of two hands (except junior and L1 horses shown in a snaffle bit/ hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)
- failure to open and shut gate, or failure to complete gate

Disqualified - 0 Score

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

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

WO Entry #		MANEUVER SCORES										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
		Walk	Back SP G	Back 184	RL	Trot	Jog	LL	Drag							
TIE-BREAKER		MANEUVER DESCRIPTION														
		PENALTY														
		MANEUVER SCORE														
1	616	PENALTY												1	73	
		MANEUVER SCORE	+½	+½	+½	+½	+½	0	+½	+½		+½				
2	417	PENALTY	1,1					1,1						4	63	
		MANEUVER SCORE	-½	-½	0	0	-½	-½	-1	+½		-½				
3	1313	PENALTY						1						1	71	
		MANEUVER SCORE	+½	0	0	0	0	0	+½	+½		+½				
4	442	PENALTY												0	77	
		MANEUVER SCORE	+½	+1	+1	0	+1	+½	+1	+1		+1				
5	413	PENALTY	1	5		3		1						10	57	
		MANEUVER SCORE	-½	-1	0	-1	0	0	+½	-½		-½				
6	415	PENALTY				5,3,op	op	op	op	Z				0	0	
		MANEUVER SCORE	-½	-1	-1	-1½	-1½	-1½	-1½							
7	426	PENALTY				1	1	1	3					6	65	
		MANEUVER SCORE	+½	+1	+½	-½	0	-½	-1	+½		+½				
8	438	PENALTY				1		1	1					3	67½	
		MANEUVER SCORE	0	0	0	0	+½	0	-½	+½		0				

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TIE-BREAKER MANEUVER DESCRIPTION															
9	892	PENALTY				3		1,1							
		MANEUVER SCORE	+½	+½	+½	-1	-½	-1	0	+½		0	5	64½	
10	894	PENALTY													
		MANEUVER SCORE	+½	+½	+½	+½	+½	+½	+1	+1		+1	0	76	
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
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TIE-BREAKER		MANEUVER DESCRIPTION															
<i>Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent</i>																	
1	616	PENALTY													2	68½	
		MANEUVER SCORE	+½	0	0	0	0	-½	0	+½		0					
2	417	PENALTY												2	65½		
		MANEUVER SCORE	0	-1	0	0	0	-½	-1	-½		+½					
3	1313	PENALTY												1	70½		
		MANEUVER SCORE	0	0	+½	+½	0	0	+½	+½		-½					
4	442	PENALTY												0	75		
		MANEUVER SCORE	+½	+½	+½	0	+½	+½	+½	+1		+1					
5	413	PENALTY	1	5		3		1						10	58½		
		MANEUVER SCORE	0	-1	0	-1	+½	0	0	-½		+½					
6	415	PENALTY				5,3,1	op	op	op	Z				0	0		
		MANEUVER SCORE	0	-1	-½	-1½	-1½	-1½	-1½								
7	426	PENALTY				1	1	1	1,1					5	66½		
		MANEUVER SCORE	0	+½	+½	-½	0	0	-1	+1		+1					
8	438	PENALTY				1		1	1					3	69		
		MANEUVER SCORE	0	+½	0	-½	+½	0	0	+½		+1					

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9	892	PENALTY				3		1,1					0	5	67	
		MANEUVER SCORE	0	+1/2	+1/2	-1	+1/2	-1/2	+1	+1						
10	894	PENALTY											+1/2	0	75	
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1						
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