

AQHA

Show # 2

AQHA # 912170

VRH RANCH REINING

Date:	2/28/25
Show:	AZURRA Spectacular
Class:	OPEN
Judge:	Rick Chayer

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	MANEUVER SCORES									Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
			1	4	2	5	8	3	6	7					
			Stop	R. Spin	L. Spin	L. Circle	R. Circle	Rollbac	Rollback	Stop					
9	211	MANEUVER SCORE	0	-1/2	0	0	+1/2	0	-1/2	-1/2	0		69		
10	179	MANEUVER SCORE	+1/2	0	+1/2	0	-1/2	+1/2	+1/2	+1/2	+1/2	2	70 1/2		
11	178	MANEUVER SCORE	0	-1/2	-1	0	0	-1/2	0	0	0		68		
12	446	MANEUVER SCORE	-1/2	+1/2	+1/2	+1/2	+1/2	0	0	0	+1/2		72		
13	360	MANEUVER SCORE	-1	0	+1/2	0	+1/2	+1	+1	+1	+1		74		
14	720	MANEUVER SCORE	0	0	0	-1	-1	-1/2	-1/2	-1/2	-1		54 1/2	3x	
15	904	MANEUVER SCORE	0	-1/2	-1/2	0	0	+1	+1/2	+1/2	+1/2	1	70 1/2		
16	703	MANEUVER SCORE	-1/2	+1/2	+1/2	+1/2	+1/2	0	0	0	+1/2	1/2	71 1/2		

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WO Entry #	TIE-BREAKER MANEUVER DESCRIPTION	PENALTY	Stop	R. Spin	L. Spin	L. Circle	R. Circle	Rollback	Rollback	Stop	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
17	734		0	0	0	0	0	0	0	+1/2	+1/2	1	70	
18	824		0	+1/2	+1/2	0	0	0	0	0	0	1/2	70 1/2	
19	722		+1/2	0	-1/2	-1/2	0	+1/2	-1/2	0	0	1	68 1/2	
20	433		0	-1/2	+1/2	0	0	0	0	+1/2	0		70 1/2	
21	708		-1	-1/2	-1/2	-1	-1	-1	-1	-1/2	-1	15	46 1/2	
22	146		+1/2	-1/2	+1/2	0	0	0	0	0	0	1/2	70	
23	218		+1/2	+1/2	0	0	0	+1/2	+1/2	0	0		72 1/2	
24	347		-1	0	+1/2	0	+1/2	-1/2	-1/2	0	0		69	

Judge's Signature: *Rick Chayer*

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Show:	AZUREA Spectacular
Class:	Amateur / Advanced
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1/2 point

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

1 point

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

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
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WO Entry #	TIE-BREAKER MANEUVER DESCRIPTION	PENALTY	Stop	R. Spin	L. Spin	L. Circle	R. Circle	Rollback	Rollback	Stop	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	729		0	-1/2	-1/2	-1/2	0	0	+1/2	0		1	68	
				69 1/2		67 1/2			68					
2	270		-1	+1/2	+1/2	-1/2	-1/2	-1	-1	-1/2		5		59 1/2
					90		63		61	59 1/2				
3	845		0	0	+1/2	0	0	-1/2	0	0		1/2	69 1/2	
						70		62 1/2						
4	281		-1/2	0	0	0	0	0	0	0		5	64 1/2	
						64 1/2								
5	710		+1/2	0	+1/2	0	0	-1/2	0	0		2	68 1/2	
						69		68 1/2						
6	707		+1/2	+1/2	0	+1/2	0	0	0	+1/2			72	
						71		71 1/2		72				
7	791		-1/2	-1/2	-1/2	0	+1/2	-1	-1	-1				66
						69		68 1/2		67				
8	217		0	0	+1/2	+1/2	+1/2	+1/2	+1	+1/2			73 1/2	
						71		72						

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WO Entry #		MANEUVER DESCRIPTION								Natural/Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
		Stop	R.Spin	L.Spin	L.Circle	R.Circle	Rollbac	Rollback	Stop					
9	267	PENALTY 2												
		MANEUVER SCORE -1/2	+1/2	+1/2	0	+1/2	-1/3	+1/2	-1/2	0	2	68 1/2		
10	720	PENALTY												
		MANEUVER SCORE +1/2	0	0	-1/2	-1/2	-1	-1	0	0	2	65 1/2		
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
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- slipping rein

2 points

- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
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WO Entry #	TIE-BREAKER	MANEUVER DESCRIPTION	MANEUVER SCORES									Natural/Ranch Horse Appearance	Penalty Total	Score	Off Pattern		
			1	4	2	5	8	3	6	7							
1	724	Stop															
		PENALTY			OP	2											
		MANEUVER SCORE	-1	0	+1/2	0	0	-1	-1	0				2			65 1/2
				69		67 1/2			66 1/2								
2	717	Stop															
		PENALTY															
		MANEUVER SCORE	+1/2	-1/2	0	0	+1/2	-1/2	0	0							70
				70				70									
3	711	Stop															
		PENALTY															
		MANEUVER SCORE	-1	+1/2	+1/2	0	0	-1/2	-1/2	0							69
				69 1/2		70			69 1/2								
4	780	Stop															
		PENALTY															
		MANEUVER SCORE	-1	-1/2	-1/2	0	+1/2	0	-1	-1/2							67
				68 1/2		68			68 1/2								
5	787	Stop															
		PENALTY															
		MANEUVER SCORE	-1	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					72
				69		69 1/2			70 1/2								
6	188	Stop															
		PENALTY															
		MANEUVER SCORE	+1/2	0	0	+1/2	+1/2	+1/2	-1/2	0	+1/2						71 1/2
				70 1/2		71			71 1/2								
7	781	Stop				5											
		PENALTY															
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	0	+1/2	-1/2	-1/2	0			5			62 1/2
				69		68			67 1/2								
8	782	Stop															
		PENALTY															
		MANEUVER SCORE	-1 1/2	0	0	0	1 1/2	-1	-1	-1/2	0			4			62
				68 1/2				63 1/2									

Judge's Signature: _____

Rick Chayer

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9	130	Stop	Stop	R. Spin	L. Spin	L. Circle	R. Circle	Rollback	Rollback	Stop						
		PENALTY														
		MANEUVER SCORE	+1/2	0	+1/2	0	+1/2	+1/2	0	+1/2	0				72 1/2	
10	747	Stop				2, 1, 1/2										
		PENALTY														
		MANEUVER SCORE	-1/2	0	-1	-1	0	0	-1/2	0	0		6		61	
11	702	Stop														
		PENALTY														
		MANEUVER SCORE	-1	-1	-1/2	0	0	-1	-1	-1	0				65 1/2	
12	305	Stop		OP	1/2		OP 11									
		PENALTY														
		MANEUVER SCORE	+1/2	0	0	0	-1	-1/2	-1/2	0	0				66	
13	314	Stop			OP	1/2	2									
		PENALTY														
		MANEUVER SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2	0	0		5		61	
14	741	Stop				1										
		PENALTY														
		MANEUVER SCORE	-1	-1	0	0	0	-1	-1	0	0		1		65	
15	355	Stop		1/2												
		PENALTY														
		MANEUVER SCORE	+1/2	0	0	0	0	+1/2	0	+1/2	0		1/2		71	
16	700	Stop				1/2										
		PENALTY														
		MANEUVER SCORE	-1/2	0	-1/2	0	0	+1/2	+1/2	+1/2	0		3		67 1/2	

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17	177	0	+1/2	+1	+1/2	0	+1/2	0	0	0	0	72 1/2	
18	562	0	1/2	-1/2	0	-1/2	0	0	0	0	1/2	68 1/2	
19	176	-1/2	-1/2	-1	-1	-1	-1	-1/2	0	0	9	54 1/2	
20	350	0	0	0	0	0	-1/2	0	0	0		69 1/2	20
21	180	0	-1/2	-1	0	0	0	0	-1/2	0	2	66	
22	250	-1	0	0	0	0	-1	-1	0	0		67	

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Class:	Rookie / Novice
Judge:	Rick Chavez

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 #		MANEUVER DESCRIPTION								Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
		Stop	R. Spin	L. Spin	L. Circle	R. Circle	Rollback	Rollback	Stop					
1	104	Penalty				2	1 1/2	1						
		MANEUVER SCORE	-1	-1/2	-1	-1/2	-1/2	-1/2	-1	-1/2		9	55 1/2	
			68 1/2		65		57		56					
2	132	Penalty												
		MANEUVER SCORE	-1/2	0	0	0	0	-1	0	0			68 1/2	
			69 1/2		68 1/2									
3	350	Penalty				2	1 1/2	OP	OP					
		MANEUVER SCORE	-1	-1	-1	0	-1/2	-1	-1/2	-1		5		59
			68		65		60 1/2		59					
4	363	Penalty			OP									
		MANEUVER SCORE	-1	-1/2	-1	-1/2	-1/2	-1	-1	-1				63 1/2
			68 1/2		67		65 1/2		63 1/2					
5	111	Penalty		OP	OP	1,2,2	2							
		MANEUVER SCORE	-1	-1	-1	-1	0	-1	-1	-1		7		56
			68		61		58		56					
6	714	Penalty	2											
		MANEUVER SCORE	-1/2	0	0	-1/2	0	0	-1/2	-1/2			60	
7	720	Penalty												
		MANEUVER SCORE	-1/2	0	0	0	0	-1/2	-1/2	-1/2			68	
			69 1/2		69		69		68					
8	654	Penalty				5,5,2,2	2	OP	5,2	OP	1,1			
		MANEUVER SCORE	-1/2	0	0	-1/2	-1/2	-1/2	-1	-1	-1	27		36
			69 1/2		52		41		37					

Judge's Signature: 

AQHA

Show # 2

AQHA # 912170

VRH RANCH REINING

Date:	2/28/25
Show:	AZUREA Spectacular
Class:	Rookie / Novice
Judge:	Rick Chayer

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 reins)

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									Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		Stop	R. Spin	L. Spin	L. Circle	R. Circle	Rollback	Rollback	Stop					
9	346	MANEUVER SCORE	-1/2	-1	0	0	+1/2	-1/2	-1	-1/2	0			67
		PENALTY		OP										
10	353	MANEUVER SCORE	-1/2	-1	-1	-1/2	+1/2	0	0	0	0	1/2	67	
		PENALTY				1/2								
11	297	MANEUVER SCORE	-1	0	-1/2	-1/2	0	-1	0	-1	0	1/2	65 1/2	
		PENALTY			OP					1/2				
12	725	MANEUVER SCORE	-1	-1	-1	-1	-1	-1	-1	-1	0	11	51	
		PENALTY				2	2, 1/2			2, 2				
13	740	MANEUVER SCORE	0	0	+1/2	0	0	-1/2	-1/2	-1/2	0		69	
		PENALTY												
14		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: _____

Rick Chayer

AQHA

Show # 2

AQHA # 912170

VRH RANCH REINING

Date:	2/28/25
Show:	AZUREA Spectacular
Class:	Youth
Judge:	Rick Chayer

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 reins)

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	MANEUVER DESCRIPTION	PENALTY	Stop	R Spin	L Spin	L Circle	R Circle	Rollback	Rollback	Stop	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
			MANEUVER SCORE											
1	202		-1/2	OP	0	0	-1/2	0	0	0				69
2	295		-1/2	-1/2	+1/2	0	0	0	0	0		5	64 1/2	
3	343		-1/2	0	0	0	0	0	+1/2	+1/2			70 1/2	
4	280		-1	0	0	-1	-1/2	0	-1	-1/2		4	62	
5														

Judge's Signature: _____

Rick Chayer

AQHA

Show # 2

AQHA # 912170

VRH RANCH REINING

Date:	2/28/25
Show:	AZURRA Spectacular
Class:	Walk/Trot
Judge:	Rick Chayer

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-bridged (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 Vary Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

WO Entry #

TIE-BREAKER	MANEUVER DESCRIPTION	PENALTY	STOP	R. Spin	L. Spin	L. Circle	R. Circle	Rollback	Rollback	Stop	Natural/Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	412		0	1 68 1/2	OP -1/2	0	0	0	2 66	2 64 1/2	0	5		64 1/2
2														

Judge's Signature: _____

Rick Chayer