



AQHA RANCH TRAIL

Date:	HERITAGE CLASSIC
Show:	AQHA 281200 VRH Limited Amt Ranch Trail
Class:	9/4/2026 1
Judge:	LONGACRE P; KEITH

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				
		MANEUVER DESCRIPTION	RL	LOGS	T	LOGS	W	LOG BRIDGE	SPL	GATE	XLL	DRAG/CIRCLE					T	LOGS	B	1/4 W
		MANEUVER	1	2	3	4	5	6	7	8	9									
1	282	PENALTY	op		1		5,5,op,5,5	Z												
		MANEUVER SCORE	-1½	-1	-1	0	-1½													
2	274	PENALTY																		
		MANEUVER SCORE	0	+½	+½	0	0	+½	0	+½	+½	+½								
3	363	PENALTY	1											1,1						
		MANEUVER SCORE	0	+½	+½	+½	+½	0	0	+½	-½	+½								
4	283	PENALTY				1								1						
		MANEUVER SCORE	0	0	+½	-½	0	+½	+½	0	0	0	0							
5	308	PENALTY																		
		MANEUVER SCORE	0	0	0	-½	0	0	-½	0	+½	0								
6	300	PENALTY												1	1					
		MANEUVER SCORE	0	+½	0	+½	0	+½	+½	0	0	+½								
7	287	PENALTY		1											1,3,3,3					
		MANEUVER SCORE	0	0	0	+½	+½	0	+½	+½	-1	0								
		PENALTY																		
		MANEUVER SCORE																		

Judge's Signature: _____



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Judge:	BAILEY; RICK

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- 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
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- split pole in lope-over
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- 1 to 2 steps on mount/dismount or ground tie except shifting to balance
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- 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
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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
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WO Entry #		MANEUVER SCORES											Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern			
		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																	
MANEUVER DESCRIPTION			RL	LOGS	T	LOGS	W	LOG BRIDGE	SPL	GATE	XLL	DRAG/CIRCLE	T	LOGS	B	1/4 W			
MANEUVER			1	2	3	4	5	6	7	8	9								
1	282	PENALTY	op				5,5,op	op	DQ								0	DQ	
		MANEUVER SCORE	-1½	-1½	-1	-1½	-1½												
2	274	PENALTY															0	76½	
		MANEUVER SCORE	+1	+1	+1	0	0	+½	+½	+½	+1	+1							
3	363	PENALTY	1												1,1,1		4	70	
		MANEUVER SCORE	0	+½	+½	+½	+½	+½	+½	+1	-1	+1							
4	283	PENALTY				1								1			2	71	
		MANEUVER SCORE	+½	+½	+½	+½	0	+½	+½	+½	-1	+½							
5	308	PENALTY															0	71½	
		MANEUVER SCORE	0	+½	0	0	0	0	0	+½	0	+½							
6	300	PENALTY												1,1	1		3	69	
		MANEUVER SCORE	+½	+½	0	0	+½	+½	+½	-½	-½	+½							
7	287	PENALTY		1											1,3,3		8	62½	
		MANEUVER SCORE	0	-½	0	0	+½	+½	+½	+½	-1½	+½							
		PENALTY																	
		MANEUVER SCORE																	

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- 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
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- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
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- 3 to 4 steps on mount/dismount or ground tie
- trotting for more than 3 strides in lope departures or exiting a rollback
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		MANEUVER	1	2	3	4	5	6	7	8	9					
1	282	PENALTY	op		1,1		5,5,op,op	DQ						0	DQ	
		MANEUVER SCORE	-1½	-½	-1	-½	-1½									
2	274	PENALTY	1											1	71½	
		MANEUVER SCORE	0	0	+½	0	0	+½	+½	0	+½	+½				
3	363	PENALTY	1								1,1			3	69½	
		MANEUVER SCORE	0	0	+½	+1	+½	-½	+½	+½	-½	+½				
4	283	PENALTY				1								1	71	
		MANEUVER SCORE	0	0	+½	-½	+½	-1	+½	+½	+1	+½				
5	308	PENALTY												0	70	
		MANEUVER SCORE	0	0	0	-½	0	-½	-½	+½	+½	+½				
6	300	PENALTY			1,1					1	1,1			5	65½	
		MANEUVER SCORE	+½	0	-½	0	+½	0	+½	0	-1	+½				
7	287	PENALTY			1						1,1,5,3			11	59½	
		MANEUVER SCORE	-½	0	0	+1	+½	-½	+½	+½	-1½	+½				
		PENALTY														
		MANEUVER SCORE														

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MANEUVER			1	2	3	4	5	6	7	8	9					
1	282	PENALTY	op		1,1		5,5,op,5,op,5	DQ								
		MANEUVER SCORE	-1½	-1	-1	0	-1½						0	0	DQ	
2	274	PENALTY														
		MANEUVER SCORE	0	0	+½	+½	+½	0	0	0	0	0	0	0	71½	
3	363	PENALTY									1,1					
		MANEUVER SCORE	0	+½	+½	+½	+½	+½	+½	+½	+½	0	0	2	71½	
4	283	PENALTY				1					1					
		MANEUVER SCORE	0	0	0	-½	0	0	+½	0	0	0	0	2	68	
5	308	PENALTY														
		MANEUVER SCORE	0	0	0	-1	0	-½	0	0	0	0	0	0	68½	
6	300	PENALTY			1						1	1				
		MANEUVER SCORE	0	0	0	+½	+½	+½	0	-½	0	0	0	3	68	
7	287	PENALTY										1,3,1,1,3				
		MANEUVER SCORE	0	0	0	0	+½	0	0	0	0	-1½	0	9	60	
		PENALTY														
		MANEUVER SCORE														

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