



**VRH RANCH REINING**

<b>Date:</b>	1/15/2026
<b>Show:</b>	2026 FWSSR AQHA, NRCHA & NRHA
<b>Class:</b>	#1781 - AQHA 178100 - RHC Open 4 Yr Old Working Ranch Horse
<b>Judge:</b>	Sandy Jirkovsky

**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](http://www.aqhuniversity.com)

WO Entry #		MANEUVER SCORES							Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
		3 Spins	3 Spins	RC	LC	S LRB	S RRB	SB				
<p><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></p>												
		TIE-BREAKER	1	2	3	4	5	6	7			
		MANEUVER DESCRIPTION										
1	320	PENALTY	0								0	0
		MANEUVER SCORE										
2	112	PENALTY	1/2								1/2	71
		MANEUVER SCORE	0	+1/2	0	0	+1/2	+1/2	0			
3	683	PENALTY	0	1							0	70 1/2 OP
		MANEUVER SCORE	+1/2	+1/2	0	0	0	+1/2	0			
4	411	PENALTY	2		2 1/2	2 1/2	2 1/2	2 1/2	1/2		2 1/2	42 1/2
		MANEUVER SCORE	-1 1/2	-1	-1	-1	-1	-1	-1			
6	485	PENALTY										72 1/2
		MANEUVER SCORE	+1/2	+1/2	+1/2	0	+1/2	+1/2	0			
7	663	PENALTY										70
		MANEUVER SCORE	0	-1/2	+1/2	+1/2	0	-1/2	0			
8	470	PENALTY				1/2					1/2	70
		MANEUVER SCORE	0	-1/2	+1/2	0	0	+1/2	0			
9	111	PENALTY	1/2								1/2	71 1/2
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	0	+1/2	0			

Judge's Signature:

# AQHA

## VRH RANCH COW WORK

Date:	1/15/2026
Show:	2026 FWSSR AQHA, NRCHA & NRHA
Class:	#1781 - AQHA 178100 - RHC Open 4 Yr Old Working Ranch Horse
Judge:	Sandy Jirkovsky

### 1 point

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

### 2 points

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

### 3 points

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

### 5 points

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- R - Failure to catch when roping in open/cowboy classes

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

- A - Turning tail
- B - Use of two hands (except 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
- R - Complete loss of rope in Open/Cowboy 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
- J - Bringing the cow straight over backwards landing on its back or head

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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 #	MANEUVER SCORES										PENALTIES			Penalty Total	Score	Off Pattern		
		BOXING	RATING	FENCE TURNS		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	2 POINT	3 POINT				5 POINT	
				L	R	L	R	TRACK & RATE	STOP & HOLD										
		TIE-BREAKER	7	2	3	4			5	6	1	8	9						
1	320	PENALTY			AC			0	0										0
		MANEUVER SCORE	+1/2	-1/2	-1	-1					-1	-1	-1						
2	112	PENALTY																	
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2		+1	+1	+1/2	0	+1/2							75
3	683	PENALTY																	
		MANEUVER SCORE	0	+1/2	+1/2	+1		+1/2	+1/2	+1/2	+1/2	0							74
4	411	PENALTY			P	P													
		MANEUVER SCORE	0	-1	-1/2	-1		+1/2	-1/2	-1/2	0	-1/2							64.5
6	485	PENALTY																	
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1/2		+1	+1/2	+1/2	0	+1/2							74 1/2
7	663	PENALTY																	
		MANEUVER SCORE	0	0	+1/2	0		+1/2	-1/2	0	+1/2	0						2	69
8	470	PENALTY																	
		MANEUVER SCORE	+1/2	+1/2	+1/2	0		+1	0	+1/2	0	0							73
9	111	PENALTY																	
		MANEUVER SCORE	+1/2	+1/2	+1/2	+1		+1	+1/2	+1	+1	+1/2							76 1/2

Judge's Signature: 