



VERSATILITY RANCH HORSE - REINING

OPEN/COWBOY

SHOW:

CLASS: Open/Cowboy

DATE: 2/17/19

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty 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 Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team 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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		RL1	LSR	LL1	LSL	8	LRB	RRB	SB						
208	PENALTY														
	CONTENT	0	0	0	-1/2	0	-1/2	-1/2	0					68 1/2	
118	PENALTY			2		1									
	CONTENT	+1/2	0	-1/2	-1/2	-1/2	-1	-1	-1				3	63	
167	PENALTY														
	CONTENT	0	0	0	-1/2	0	-1/2	-1/2	-1/2					68	
161	PENALTY					1211		1							
	CONTENT	0	+1/2	0	+1/2	-1/2	-1/2	-1/2	-1/2				6	63	
157	PENALTY														
	CONTENT	0	0	0	0	0	-1/2	0	0					69 1/2	
111	PENALTY	1/2			1										
	CONTENT	-1/2	0	0	0	-1/2	0	0	0				1 1/2	67 1/2	
192	PENALTY														
	CONTENT	0	-1/2	0	0	0	-1/2	-1	-1/2					67 1/2	
160	PENALTY														
	CONTENT	0	0	0	0	0	-1/2	-1/2	0					69	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



OPEN/COWBOY

SHOW:
CLASS: Open/Cowboy
DATE: 2/17/19

VERSATILITY RANCH HORSE - REINING

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- Delayed change of lead by one stride where the lead change is required by the pattern description
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- Over-spin or under-spin up to 1/8 turn

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- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

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- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
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- Failure to completely pass the specified marker before initiating a stop position
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- More than one finger between split reins or any fingers between romal reins (except two rein)
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- Fall of horse/rider
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			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker																
Maneuver Description			RL1	LSR	LL1	LSL	8	LRB	RRB	SB						
	130	PENALTY														
		CONTENT	0	+1/2	0	0	0	0	0	0					70 1/2	
	183	PENALTY	OP													X
		CONTENT														
	216	PENALTY					1									
		CONTENT	0	0	0	-1/2	-1/2	-1/2	0	0				1	67 1/2	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



VERSATILITY RANCH HORSE - REINING

Amateur/Non Pro

SHOW:

CLASS: *NP/Amnt*

DATE: *2/17/19*

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty 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 Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team 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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		RL1	LSR	LL1	LSL	8	LRB	RRO	SB						
	148	PENALTY	1										1	66	
		CONTENT	-1/2	-1/2	0	-1/2	0	-1	0	-1/2					
	136	PENALTY												70	
		CONTENT	0	0	0	+1/2	0	-1/2	0	0					
	162	PENALTY												69	
		CONTENT	0	0	0	0	0	0	-1/2	-1/2					
	144	PENALTY					1						1	70	
		CONTENT	-1/2	0	0	0	0	+1/2	+1/2	+1/2					
	147	PENALTY				OP									X
		CONTENT	0	-1/2	-1/2										
	137	PENALTY					1						1	68 1/2	
		CONTENT	0	0	-1/2	0	0	0	0	0					
	183	PENALTY	OP												X
		CONTENT													
	217	PENALTY												67 1/2	
		CONTENT	-1/2	0	0	0	0	-1/2	-1	-1/2					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



VERSATILITY RANCH HORSE - REINING

Amt / NP pg 2

SHOW:

CLASS: NP / Amt

DATE: 2/17/19

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty 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 Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

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			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker																
Maneuver Description			RL1	LSR	LL1	LSL	8	LRB	RKB	SB						
	123	PENALTY														
		CONTENT	0	0	0	0	0	0	0	+1/2				70 1/2		
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
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		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



VERSATILITY RANCH HORSE - REINING

SHOW:

CLASS: LTD NP/Am+

DATE: 2/17/19

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty 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 Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
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			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker			1	2	3	4	5	6	7	8	9	10				
Maneuver Description			RL1	LSR	LL1	LSL	8	LRB	RKB	SB						
	194	PENALTY		1/2		1/2	1									
		CONTENT	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2			2	70 1/2		
	124	PENALTY					1211									
		CONTENT	0	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2			6	61		
	159	PENALTY		OP	111211		1111		11							
		CONTENT	0	-1	-1	0	-1	-1	-1	-1/2			16	48 1/2	X	
	114	PENALTY					22									
		CONTENT	0	-1/2	0	0	-1	-1	-1	-1/2			4	62		
	130	PENALTY														
		CONTENT	0	0	0	+1/2	0	+1/2	0	0				71		
	113	PENALTY	1													
		CONTENT	0	-1/2	0	0	-1/2	0	0	+1/2			1	68 1/2		
	117	PENALTY					1									
		CONTENT	0	+1/2	0	+1/2	0	+1/2	0	+1/2			1	71		
	268	PENALTY		1/2			12									
		CONTENT	0	0	0	-1/2	0	-1	-1	-1			3 1/2	63		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



VERSATILITY RANCH HORSE - REINING

SHOW:

CLASS: Ltd NP/Am+

DATE: 2/17/19

1/2 Point Penalties:

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Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		RL	LSR	LL	LSL	8	LRB	RRB	SB						
	186	PENALTY	1												
		CONTENT	-1/2	-1/2	0	-1/2	0	-1/2	+1/2	0			1	67 1/2	
	190	PENALTY					1								
		CONTENT	0	-1	-1/2	-1	-1/2	-1	-1	-1			1	63	
	135	PENALTY					22								
		CONTENT	0	0	0	0	0	0	-1/2	-1/2			4	65	
	155	PENALTY		2			1111								
		CONTENT	0	-1	0	-1	-1	-1	-1	-1			9	55	
	121	PENALTY				1/2	1								
		CONTENT	-1/2	0	0	0	0	0	+1/2	0			1 1/2	68 1/2	
	180	PENALTY					1111	0							
		CONTENT	0	0	-1/2	0	-1/2	+1/2	0	+1/2			3	67	X
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



Green Horse

SHOW:
CLASS: Green Horse
DATE: 2/17/19

VERSATILITY RANCH HORSE - REINING

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Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		RL1	LSR	LL1	LSL	8	LRB	RKB	SB						
188	PENALTY	2	1	2		1 1/2	1								
	CONTENT	-1	-1 1/2	-1	-1 1/2	-1	-1 1/2	-1	-1 1/2				10	50	
138	PENALTY			1 1/2 OP		OP			OP				5	57.5	X
	CONTENT	-1/2	-1	-1 1/2	-1	-1/2	-1	-1	-1						
191	PENALTY					11							2	66 1/2	
	CONTENT	0	0	0	-1/2	-1/2	-1/2	0	0						
198	PENALTY					22							4	64	
	CONTENT	0	0	0	0	-1/2	-1/2	-1	0						
169	PENALTY					2 1/2							5	62	
	CONTENT	0	-1/2	0	0	-1/2	-1/2	-1	-1/2						
168	PENALTY		OP												
	CONTENT	0	-1 1/2	-1/2	-1	0	-1	-1/2	-1					64 1/2	X
156	PENALTY					1 1/2 1 1/2							8	60	
	CONTENT	0	-1/2	0	0	-1/2	-1/2	-1/2	0						
219	PENALTY					1/2 1/2 1/2									
	CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1/2	0	-1/2				6 1/2	59 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



VERSATILITY RANCH HORSE - REINING

SHOW:

CLASS: *NOVICE*

DATE: *2/17/19*

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - Starting a circle or exiting a rollback at a trot for up to two strides - Delayed change of lead by one stride where the lead change is required by the pattern description - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead - Over or under spinning 1/8 to 1/4 turn - Slipping rein <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - Break of gait - Freeze up in spins or rollbacks - Failure to stop or walk before executing a lope departure on trot-in patterns - Failure to be in a lope prior to the first marker on run-in patterns - Failure to completely pass the specified marker before initiating a stop position - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins (except two rein) - Trotting in excess of 1/2 circle or 1/2 length of the arena <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team 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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		RL1	LSR	LL1	LSL	8	LRB	RRB	SB						
197	PENALTY					2 1/2									
	CONTENT	-1/2	0	0	0	-1/2	-1	-1	-1/2				6	60 1/2	
129	PENALTY				1/2	1 1/2									
	CONTENT	0	0	0	0	-1/2	0	-1/2	0				7 1/2	61 1/2	
150	PENALTY		1/2			1									
	CONTENT	0	-1/2	0	0	0	-1/2	-1/2	-1/2				1 1/2	66 1/2	
133	PENALTY	2 1/2		1 1/2		2 2		2							
	CONTENT	-1/2	-1	-1	-1	-1/2	-1	-1	-1				17	46	
178	PENALTY					1									
	CONTENT	0	-1	0	-1	0	-1/2	-1	-1				1	64 1/2	
177	PENALTY	1 2 2	2	1 2		1 2 2		1 1							
	CONTENT	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1	-1				17	47 1/2	
104	PENALTY		OP			1 1/2 1/2	OP OP	2							
	CONTENT	0	-1 1/2	0	-1		-1/2	-1	-1				13	51	X
220	PENALTY														
	CONTENT	0	0	0	0	0	0	0	0					70	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



VERSATILITY RANCH HORSE - REINING

SHOW:

CLASS: *Youth*

DATE: *2/17/19*

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty 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 Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team 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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		RL1	LSR	LL1	LSL	8	LRB	RKB	SB						
	115	PENALTY		12				12					6	64	
		CONTENT	+1/2	0	0	0	-1/2	0	0						
	187	PENALTY	1										1	68	
		CONTENT	0	-1	0	-1/2	0	0	0	+1/2					
	116	PENALTY	OP	OP	OP	OP								63	X
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1/2	0	-1/2					
	171	PENALTY			11 1/2		11 1/2	1/2	12				16 1/2	48	
		CONTENT	-1/2	0	-1	0	-1	-1	-1	-1					
	153	PENALTY												70 1/2	
		CONTENT	0	+1/2	0	0	0	-1/2	0	+1/2					
	214	PENALTY					1						1	70 1/2	
		CONTENT	0	0	0	0	0	+1/2	+1/2	+1/2					
	146	PENALTY												69 1/2	
		CONTENT	0	0	0	0	0	0	0	-1/2					
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]