



SHOW:	
CLASS:	Open #16
DATE:	11120

VERSATILITY RANCH HORSE - REINING

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	#		1,	-11	se/rider team is /2 Extremely Po	scored betwee	MANUEVE in 0-100 points a or, -1/2 Poor, 0 0	and automatical	w begins the run	with a score of od, +1 1/2 Excel	70 points lent	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
	T Waneuver D	ie-Breaker	RC RC	LC	Stop	RS	Stop	ア LS	7 Park				5 E	PE 5	SS	OFF P.
	159	PENALTY CONTENT	0	+1/2	-la	1/2 +1/2	*1/a	0	Back					<i>1</i> /2	70%	ì
	127	PENALTY	0	4/2	-1/2	0	-1/2	-1/2	O						69	
	151	PENALTY	()	-1/2	0	O	0	+/2	0					l	69	
	101	PENALTY	+1/a	0	0	Û	41/2	0	1/2						70%	
	108	PENALTY	11	12	0	0	0	0	-1/2					5	63%	,
	155	PENALTY	0	0	0	-1/2	+1/2	0	-Va						69)	L
-	45	PENALTY														
	49	PENALTY	-1/2	0	-1/2	0	-72	0	-1/3						68	

JUDGE'S NAME (PRINTED):

IN SOUSA -

JUDGE'S SIGNATURE:

Stankort





SHOW:	
CLASS:	Open #10
DATE:	(1120

VERSATILITY RANCH HORSE - REINING

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	-	Tie-Breaker Description		Each ho	orse/rider team is 1/2 Extremely P 3 Stop	s scored between Poor, -1 Very Po	en 0-100 points	ER SCORE: and automatica Correct, +1/2 G	s ally begins the run Good, +1 Very Good 7	n with a score of ood, +1 1/2 Exce	f 70 points ellent 9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
	125	PENALTY	0	0	-1/2	+1/2	+1/3	+1/2	+1/2					1	70%	
		PENALTY														
		PENALTY		Williams 8												
		PENALTY														
		PENALTY			Walter Car											
		PENALTY									Tatacan Sala					
		PENALTY														
		PENALTY									2.00					

JUDGE'S NAME (PRINTED):





SHOW:	
CLASS:	Non-Pm #34
DATE:	11127

VERSATILITY RANCH HORSE - REINING

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		ie-Breaker Description	1 RC	Each ho	s selrider team i 1/2 Extremely F 3 Stop	s scored betwee	MANUEVE on 0-100 points : or, -1/2 Poor, 0 (5 Stop	and automatica	s ally begins the run Good, +1 Very Go	n with a score of pod, +1 1/2 Exce	f 70 points illent 9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
	157	PENALTY	0	+1/2	-42	0	-72	-1/2	-1/2						68½	
	163	PENALTY	0	0	+1/4	1/3	1/2	tlya	€ 1/∂						72%	
	164	PENALTY CONTENT	0	+1/2	-1/2	0	0	0	+1/2						70%	
		PENALTY CONTENT		9							*******					
		PENALTY CONTENT														
		PENALTY CONTENT														
		PENALTY														
		PENALTY				10										

JUDGE'S NAME (PRINTED):

FAM Coso





SHOW: CLASS: DATE:

VERSATILITY RANCH HORSE - REINING

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	#	1	Each hor -1 '	se/rider team is 1/2 Extremely P	s scored betwee	n 0-100 points	R SCORES and automatical Correct, +1/2 G	by begins the run bod, +1 Very Go	with a score of od, +1 1/2 Exce	70 points ellent	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
	Tie-Break Maneuver Description		LC	Stop	RS	Stop	LS	Back				<u> </u>	PE 5	SS	OFF P	
	13a PENALTY	2	2112	1/2	-1/2	-1/2	-1/2	Dack					8	59/3	,	9
	104 PENALTY	-	1-1/2	-1/2	0	-1/2	+//2	-42					2	66%		4
	165 PENALTY	417	0	-1/2	0	+1/2	+1/2	0						71		1
	150 PENALTY	- C-	12	-1	0	-1/2	-1/2	-1/a					5	62%	á	8
	142 PENALTY	1/04	50P		0P -1/2	-1	0P	-½					51/a	57%	3	10
	114 PENALTY CONTEN	1	1-1/2	0	+1/a	1 DP	0	0						66	1	5
	153 PENALTY CONTEN	-	2	0	-1/2	-42	0	-1/2					2	661/2	-	3
	154 PENALTY	-	-1/2	-1/a	0	-1/2	-1/a	-/a					4	63%	12.17	7

JUDGE'S NAME (PRINTED):





SHOW: CLASS: DATE:

VERSATILITY RANCH HORSE - REINING

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	#			-11	se/rider team is //2 Extremely Po	scored betwee	MANUEVE n 0-100 points a or, -1/2 Poor, 0 C	nd automatical	y begins the run	with a score of	70 points		F F	ار <u>۲</u>	Ä	OFF PATTERN
		ie-Breaker	1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	PAT
			D0										6 8	ᇤᆫ	S	표
M	laneuver D	escription	RC	LC	Stop	RS	Stop	LS	Back							U
	156	PENALTY	10	1/2											/	
	1)0	CONTENT	1/2	0	0	-1/2	*/a	0	+1/2				1		70%	
	LIA	PENALTY	П											1	1 -	
	118	CONTENT	-1/2	-1/a	-1/2	0	-1/3	-1/2	-1/2					d	65	
		PENALTY														
		CONTENT												_		I
		PENALTY														
		CONTENT														
		PENALTY														1
		CONTENT														
		PENALTY											Ì			
		CONTENT														
		110000000000000000000000000000000000000														
		PENALTY														
		CONTENT														
		PENALTY													- 300	
		250000000				-									0	
		CONTENT	la conservación de la conservaci				1									

JUDGE'S NAME (PRINTED): June Rose





SHOW:			8	
CLASS:	LTO	NP	1 Am	#5
DATE:	1117	1		

11/10

VERSATILITY RANCH HORSE - REINING

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	#		1	Each hor -1 1	se/rider team is 1/2 Extremely Po	scored betwee	n 0-100 points	ER SCORES and automatical Correct, +1/2 Go	y begins the run	with a score of od, +1 1/2 Excel	lent	T 40	10 POINT PENALTY	PENALTY TOTAL	E.	OFF PATTERN
	Т	ie-Breaker			J					8	9	10	A P P	TOT	SCORE	FPA
IV	laneuver D	escription	RC	LC	Stop	RS	Stop	LS	Back				1	-		P
	131	PENALTY -	2	-1/2	- 1/2	-1/2	-1/2	100	-1/a		400.00			4	62%	
	124	PENALTY	U	10	, 00		14		· /a					'	71	
	109	CONTENT	0	0	0	+1/2	0	+1/8	0				1		/1	
	123	PENALTY	-1/9	-1/2	0	0	B	+1/2	0						664	
	133	PENALTY	Ò	Ò	Ū	-1/2	+1/a	*1/2	Ó		W 2000				70%	
	157	PENALTY	+1/2	+1/2	0	6	+1/2	0	+1/2						72	
	116	PENALTY	1/2	1-1/2	-1/2	-1/a	-1/2	OP	OP					4	613	2
	136	PENALTY	1308	0	-1/2	0	-112	0	-1/2					12	55/2	1
	148	PENALTY	0	+1/2	0	1/2	+//a	+1/2	+1/2					1/2	72	

JUDGE'S NAME (PRINTED):







SHOW:				
CLASS:	TO	NUP	1-An	~ ++

DATE: 11/20

VERSATILITY RANCH HORSE - REINING

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	#		1 1	Each ho -1	se/rider team is 1/2 Extremely P	scored between	MANUEVE 1 0-100 points a r, -1/2 Poor, 0 0	and automatical	ly begins the run bod, +1 Very God	od, +1 1/2 Excel	llent		10 POINT PENALTY	PENALTY TOTAL	RE	OFF PATTERN
	T	ie-Breaker			3	4		0		8	9	10	O PC	TOT	SCORE	. PA
M	laneuver D	escription	RC	LC	Stop	RS	Stop	LS	Back	100			" "	<u> </u>		9FI
	117	PENALTY	122	2		OP 2								(1	TCL	1
	1 /	CONTENT	-1/2	()	-1/a		-1/2	~	-					9	50%	1
	. ^ /	PENALTY					1 8							1		
80	126	CONTENT	-1/2	+1/2	+1/2	11/2	0	0	142					de la	70%	
			10	5	* 24	,,,			, d						.0	
	112	PENALTY	/5	^	E42		17		1/-						66/0	
		CONTENT	U	U	-ya		-1/2	-	-1/2						VVd	
	100	PENALTY	2					1.0						0	17	
	100	CONTENT	-1/9	-72	+1/2	0	+1/8	-40.	+1/2					X	かる	
		PENALTY		000000000000000000000000000000000000000										S. Heave		
		CONTENT		arvosios socionis n		Alexandra III										
		PENALTY											I			
		CONTENT														
		CONTENT														
		PENALTY														
		CONTENT		1/2		W. Grandonia		9								
		PENALTY														
		CONTENT				/										

	5	7/
	-11M	1100
JUDGE'S NAME (PRINTED)	19410	CCC





SHOW: CLASS: DATE:

VERSATILITY RANCH HORSE - REINING

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 Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points											18	z	
			1	2	1/2 Extremely P	oor, -1 Very Po	or, -1/2 Poor, 0	Correct, +1/2 (Good, +1 Very Goo	d, +1 1/2 Exce	ellent		10 POINT PENALTY	PENALTY TOTAL	핊	OFF PATTERN	
	1	ie-Breaker				1	3	-	1 1	8	9	10	ENA PO	ENA TOT	SCORE	PAT	
M	aneuver [Description	RC	LÇ	Stop	RS	Stop	LS	Back					Д.		HO.	
	117	PENALTY		O.					20.010			11000		7			
	152	CONTENT	-1/a	-1/2	-1/a	-	-1.1	ann J	-1/2					/	58		
	103	PENALTY													1 3		
	IVJ	CONTENT	-1/2	0	-1/2	0	-1/2	0	-1/2						68	- 1	
	134	PENALTY	2	2										1.			
.	TVI	CONTENT -	b	-1/a	-1/2	-	-	-	-1/2					7	61%		
	102	PENALTY	11				1/2						yard and				
	100	CONTENT	-1/a	7.1/2	-	-1/2	-1/2	-1/2	- y ₂		171			2/2	64		
T	142	PENALTY		2		OP						W-97			call	-	
	1 10	CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2					2	644	-	
	128	PENALTY													. >		
	100	CONTENT	-1/2	1	0	0	0-	0	-1/2						68		
	106	PENALTY	2	2	2	OP	OP							*	en fa	^	
	00	CONTENT	-1/2	-1/2	-1	-	-	-1						6	54	2	
	147	PENALTY						2						_	Cass		
	(/	CONTENT	0	0	-1/2	-1/2	- /		-1/2					d	64x		

Tun Kor JUDGE'S NAME (PRINTED):





MOH	<i>l</i> :

CLASS:

DATE:

VERSATILITY RANCH HORSE - REINING

- 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
- 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	#				1/2 EXIJEMBIY F	oor, -1 very Po	MANUEVI en 0-100 points or, -1/2 Poor, 0	and automatic	S ally begins the rur Good, +1 Very Go	n with a score o	70 points		₽È	≿ _	ш	ERN	1
Tie-Breaker			11	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY	SCORE	OFF PATTERN	ı
- 1	Maneuver l	Description	RC	LC	Stop	RS	Stop	LS	Back				= =	Ξ.	"	유	l
109 PENALTY		PENALTY	40						Buok					,	0		1
	104	CONTENT	0	-1/a	-1/2	-1/2	0	-1/2	Ô				1	1	67		
	137	PENALTY								No.							1
	177	CONTENT	O	0	+1/2	41/2	-1/2	0	+1/2				1		71		1
	153	PENALTY	3	222	2	()P	2								-71.	ě	1
	140	CONTENT	-1/3	-1/3	-1/2	- Va	-1/2	0	4000			100000	1	(1	53a	- Company	
	129	PENALTY		228				1,500,000						1 40			1
	109	CONTENT	-1-	1/2	0	-1/2	+1/2	0	0	,				12	562		1
The suit see	145	PENALTY	422	1 22				OP	42							3	
	1-13	CONTENT	-1/2	-1/2	b	-1/2	-1/2		-/a					7	54/2	dilacrass	
	158	PENALTY	1/2/22	212						T	1997						
	120	CONTENT	-1/2	-1/2	-1/2		-1/a	-					1	10%	54%	5	l
		PENALTY															
		CONTENT	эмсоль —														
		PENALTY	***************************************		13-96												
		CONTENT															

JUDGE'S NAME (PRINTED):