



SHOW: April Stock Horse At JPH

CLASS: #16-OkSHA ORNN-Open Reining

DATE: 04/14/19

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 roman 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														
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		1	5	2	3	8	4	4	7							
Maneuver Description		SB	4RS	4 1/4 LS	LL 00	Reo0	S. PRB	S. LRB	SH							
1	180	PENALTY														
		CONTENT														
2	167	PENALTY					8									
		CONTENT	-1/2	-1/2	-1	-1/2	-1	0	0	0				8	58 1/2	
3	166	PENALTY		OP	1/2	OP	2.5	2 OP		OP 1						
		CONTENT	+1/2	-1/2	+1/2	-1/2	-1	-1/2	-1/2	-1/2	with			10 1/2	54	
4	117	PENALTY														
		CONTENT	0	-1	0	0	0	0	+1/2	+1/2					70	
5	154	PENALTY														
		CONTENT	-1/2	0	0	0	0	0	0	+1/2					70	
6	145	PENALTY														
		CONTENT	-1/2	0	-1/2	-1/2	0	0	0	0					108 1/2	
7	111	PENALTY														
		CONTENT	0	-1/2	-1/2	0	0	0	-1/2	0					108 1/2	
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



SHOW: April Stock Horse At JPH

CLASS: #34 - OkSHA NPRN - Non Pro
Reining

DATE: 04/14/19

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:

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- 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													
		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker		1	5	2	3	8	4	6	7						
Maneuver Description		S, B	4 R SPINS	1/4 L SPINS	L Go	R Go	S, R RB	S, L RB	S, H						
1	112	PENALTY	00						1/2			1/2		108	
		CONTENT	0	-1/2	0	0	0	0	0	0					
2	158	PENALTY				1/2						1/2	108		
		CONTENT	-1/2	0	0	-1/2	0	0	0	-1/2					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
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		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *J. Dublin*



SHOW: April Stock Horse At JPH

CLASS: #54 - OkSHA LNPR - Ltd Non Pro
Reining

DATE: 04/14/19

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										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		SB	4RS	4 1/4 LS	LC 0	Rcd	SRB	SURA	SH						
1	135	PENALTY													
		CONTENT	0	-1/2	0	0	0	-1/2	-1/2	-1/2				68	
2	172	PENALTY							1/2, 2						
		CONTENT	-1/2	0	0	0	-1/2	0	0	-1/2			2 1/2	66	
3	166	PENALTY													
		CONTENT	0	+1/2	+1/2	0	0	-1/2	-1/2	0				70	
4	170	PENALTY					6								
		CONTENT	0	-1/2	+1/2	-1	-1	-1/2	-1/2	0			6	61	
5	163	PENALTY													
		CONTENT	0	+1/2	+1/2	-1/2	0	0	0	0				70 1/2	
6	104	PENALTY			1										
		CONTENT	0	+1/2	-1/2	0	-1/2	0	0	0			1	68 1/2	
7	136	PENALTY							2						
		CONTENT	-1/2	0	0	0	0	0	-1/2	0			2	67	
8	101	PENALTY				2	2								
		CONTENT	0	-1	0	0	0	-1/2	-1/2	0			4	64	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



SHOW: April Stock Horse At JPH

CLASS: #54 - OkSHA LNPR - Ltd Non Pro
Reining

DATE: 04/14/19

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 roma 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			SB	4RS	4 1/4 LS	Lcd	Rcd	SRBB	S, LBB	SH						
9	111	PENALTY		2 1/2 @			1 1/2									
		CONTENT	-1/2	-1 1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				7	SB	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
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		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Publin

Printed from HSW



SHOW: April Stock Horse At JPH

CLASS: #42 - OkSHA GRNN - Green Horse
Reining

DATE: 04/14/19

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 roman 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		S, B	4 R SPINS	1/4 L SPINS	R O	L O	S, R RB	S, L RB	S, H						
1	102	PENALTY													
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2		4 1/2	102	
2	123	PENALTY		1/2			1								
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	0			1 1/2	105 1/2	
3	155	PENALTY				2, 2	2, 1								
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	0			7	100 1/2	
4	153	PENALTY		2		1		3							
		CONTENT	-1/2	-1 1/2	-1/2	-1/2	-1	-1	-1/2	-1/2			6	58	
5	156	PENALTY				2	1, 2								
		CONTENT	0	0	0	0	-1/2	0	+1/2	+1/2			5	105 1/2	
6	157	PENALTY	OP		5, 2	2	3-		1/2						
		CONTENT	-1/2	-1/2	-1 1/2	-1	-1	-1/2	-1/2	-1			12 1/2	(50)	
7	181	PENALTY													
		CONTENT													
8	152	PENALTY													
		CONTENT	-1/2	0	-1/2	0	0	-1/2	-1/2	0				68	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Arbuckle



SHOW: April Stock Horse At JPH

CLASS: #42 - OkSHA GRNN - Green Horse
Reining

DATE: 04/14/19

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										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		S, B	4 R SPINS	1/4 L SPINS	R O	L O	S, R RB	S, L RB	S, H						
9	103	PENALTY													
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1				65	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
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		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

J. Dublin



SHOW: April Stock Horse At JPH

CLASS: #72 - OkSHA VRNN - Novice
Reining

DATE: 04/14/19

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
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- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
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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														
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		1	5	2	3	8	4	6	7							
Maneuver Description		SB	4 RS	4 1/4 IS	LEOD	RCOD	S PEB	S, LEB	SH							
0	110	PENALTY			1/2		1/2	2								
		CONTENT	-1/2	-1/2	-1	-1/2	-1/2	0	0	-1/2				5 1/2	61	
0	124	PENALTY				1/2	2, 1									
		CONTENT	-1/2	-1	-1	-1/2	-1/2	-1/2	-1/2	-1/2				6 1/2		
0	150	PENALTY	2			2	2									
		CONTENT	-1/2	-1	-1	-1	-1/2	0	0	-1/2				6	59 1/2	
0	162	PENALTY														
		CONTENT														
0	174	PENALTY	2	1/2	1/2	1										
		CONTENT	-1	-1/2	0	-1/2	0	-1/2	0	0				4	63 1/2	
138		PENALTY		2	OP	2	2	2	2, 2	2 1/2						
		CONTENT	-1/2	-1/2	-1 1/2	-1	-1	-1/2	-1	-1/2				14 1/2	48	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

J. A. Klein

Printed from HSW



SHOW: April Stock Horse At JPH

CLASS: #86-OkSHA YRNN-Youth Reining

DATE: 04/14/19

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
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1 Point Penalties:

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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:

- 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		SB	4PS	4 1/4 LS	LC 00	RC 00	S 2PS	S 1/2	SB						
1	161	PENALTY													
		CONTENT													
2	119	PENALTY		1	1/2	00	00	1	00	00	00				
		CONTENT	-1/2	-1	-1	-1 1/2	-1 1/2	-1/2	-1/2	-1/2			2 1/2		60 1/2
3	139	PENALTY													
		CONTENT	0	0	+1/2	+1/2	0	0	0	0				71	
4	120	PENALTY													
		CONTENT													
5	129	PENALTY													
		CONTENT	0	-1	0	+1/2	+1/2	+1/2	+1/2	+1/2				71 1/2	
6	147	PENALTY													
		CONTENT	0	0	+1/2	0	+1/2	0	0	0				71	
7	142	PENALTY			00	1									
		CONTENT	-1/2	0	-1/2	0	0	-1/2	0	-1/2			1		60
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

J. Dublin

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