



SHOW: STOCK Horse@JPH

CLASS: OPEN

DATE: (019)19

VERSATILITY RANCH HORSE - REINING Pattern 2

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: AQHA entry ONLY

- 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	#			Each hor	se/rider leam is	s scored betwee	n 0-100 nointe	R SCORES and automatical Correct, +1/2 Go	u hacina the m	n with a score o	f 70 points		 ->	>		RN
	1	ie-Breaker	1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY	SCORE	OFF PATTERN
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VERSATILITY RANCH HORSE - REINING

Pattern 2

SHOW:	Stock Horse@JPH	The state of the s
CLASS:	LTD NONPRO/LTDAM	
DATE: (19/19 1/2 54	-

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:

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- Out of frame (per maneuver)
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- 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
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- Blatant disobedience
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- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
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Disqualification (DQ):

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

W/O	#			Each ho	orse/rider team	is scored between	en 0-100 nointe	R SCORES		n with a score of	70 points					N.
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and the same	7-1	CONTENT	D	_	1/2	_//1_		10	_					K	62	

JUDGE'S NAME (PRINTED):





SHOW: STOCK HOISE @ JPH

CLASS: NON Pro /Am

DATE: 619119

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

Pattern Z

- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty: AQHA entry ONLY

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

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- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
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- More than one finger between split reins or any fingers between romal reins (except two rein)
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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	IZ Extremely I	is scored betwee	MANUEVE en 0-100 points a or, -1/2 Poor, 0	and automatical	lly begins the gu	n with a score of 7	70 points		ĮŅ Č.	È.,	ш	OFF PATTERN
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SHOW:	Shektjorse@ Jft
CLASS:	Halmingro /Halam
DATE:	6/9/19 3/2

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
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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	12 Extremely Po	scored betwee or, -1 Very Poo	MANUEVE n 0-100 points a or, -1/2 Poor, 0 0	70 points lent		ŢŅ.	Σ <u>Ι</u> .	Ш	OFF PATTERN			
	T	ie-Breaker	1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY	SCORE	PAT
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		PENALTY									T-POSITIVE AND IN					
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





Pattern Z

SHOW: Stock Horse JPH CLASS: Newton Green Horse

DATE: (0/9/19

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

VERSATILITY RANCH HORSE - REINING

- 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
- Failure to stop or walk before executing a lope departure on trot-in patterns
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- 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

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

W/O	#			Each hor	selrider team is	s scored betwee	n 0-100 points	and automatica	lly begins the ru	n with a score of ood, +1 1/2 Exce	70 points		<u> </u>	≥ .		OFF PATTERN
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JUDGE'S NAME (PRINTED):





SHOW:	Stock Hars	e@JPH
CLASS:	Careen N	ovice
DATE:	1019/19	72

VERSATILITY RANCH HORSE - REINING PAHOEN Z

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
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- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

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- Slipping rein

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

#			Each hor	se/rider team is	scored between	70 points		TN.	<u>}</u> -1	щ	OFF PATTERN				
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nell	PENALTY	***************************************			1/2									10	
340	CONTENT	O	0	D	0	0	-1/2	0	0				1/2.	69	
106	PENALTY					222	7	19	2						
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220	PENALTY		r			<i>3A</i> .			2	2 100000			Ι,		
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	Ti	Tie-Breaker laneuver Description 329 PENALTY CONTENT PENALTY CONTENT	Tie-Breaker	Tie-Breaker 2 Ianeuver Description PO; 0 45Pet 329 PENALTY	1 2 3 3 3 3 3 3 3 3 3	# Each horse/rider team is scored between 11/2 Extremely Poor, -1 Very Poor 1 2 3 4 Tie-Breaker	# Each horse/rider team is scored between 0-100 points a -11/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0.0 Tie-Breaker	# Each horse/rider team is scored between 0-100 points and automatical -11/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Gr Tie-Breaker	1 2 3 4 5 6 7	# Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 11/2 Extremely Poor, -1 Very Poor, -10 Correct, -11/2 Extremely Poor, -1 Very Poor, -10 Correct, -11/2 Extremely Poor, -1 Very Poor, -1	# Each horse/infer team is scored between 0-100 points and automatically begins the rum with a score of 70 points -1/12 Extremely Prox1 Very Prox1/12 Poot, -1 Very Prox1 Very	# Each horselrider learn is scored between 0-100 points and automatically begins the run with a score of 70 points -11/2 Extremely Poor, -11 very Poor, -11	# Each horselfider learn is scored between 0-100 points and automatically begins the run with a score of 70 points -11/2 Extremely Poor, -1 Very Poor, -11/2 Poor, 0 Correct, -11/2 Good, +1 Very Cood, +1 1/2 Excellent 1	## Each horselifet feath is scored between 1.00 prints and submatically begin the num with a score of 70 prints 11/2 Extensive Prox. 11/2 Prox. 0 Correct. 11/2 Good. 11 (Prox. 0 Correct. 11/	# Each hoselfider feath is source between 0-10 points and automatically begins the on with the access of 17 points 1 2 3 4 5 6 7 8 9 10 Tie-Breaker 2 3 4 5 6 7 8 9 10 Separation Points Poin

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Suf-





K Horsa JPH CLASS:

DATE:

VERSATILITY RANCH HORSE - REINING Pattern 2

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: AQHA entry ONLY

- 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 -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										>		OFF PATTERN
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