



7/14/19

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: 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

- 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 *andiamo* 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

1. Remalter
2. Leir
3. step 2
4. step 3 + back

Leaving arena before pattern is complete

4.50 + 1.00 = 5.50

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

W/O

#

Tie-Breaker

Maneuver Description

PENALTY

CONTENT

PENALTY

CONTENT

PENALTY

CONTENT

PENALTY

CONTENT

PENALTY

CONTENT

PENALTY

CONTENT

PENALTY

CONTENT

PENALTY

CONTENT

10 POINT
PENALTY

PENALTY
TOTAL

SCORE

OFF PATTERN

4

70

71 1/2

4 1/2 / 63

71 1/2

2

2hcmdu

JUDGE'S NAME (PRINTED):

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Wayne Halverson

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - REINING

SHOW:

CLASS:

NON PRO AMT

DATE:

7/14/19

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-bridged (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/hider
- Improper western attire
- Leaving arena before pattern is complete

1 Penalty
2. L Cir
3 Stop 2
4. Stop 3 + Back

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8	9	10				
		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	2												
		Maneuver Description	L Cir	R Cir	stop	LSAN	STOP	R SPIN	STOP						
		PENALTY	-1/2												
	410	CONTENT	-1/2	0	-1/2	0	-1/2	0	-1/2				1/2	67 1/2	
		PENALTY		2											
	439	CONTENT	0	-1/2	0	+1/2	0	0	0				2 1/2	67 1/2	
		PENALTY				OP									
	442	CONTENT	+1/2	+1/2	0	-1/2	0	0	+1/2					71	OP
		PENALTY				-1/2									
	440	CONTENT	0	0	+1/2	0	0	+1/2	+1/2				1/2	71	
		PENALTY													
	424	CONTENT	+1/2	0	+1/2	+1/2	+1/2	0	+1/2					72 1/2	
		PENALTY		1 1/2											
	401	CONTENT	0	-1	-1/2	0	0	-1/2	0				6	62	
		PENALTY		1				1/2							
	429	CONTENT	+1/2	0	0	+1/2	-1	0	0				1 1/2	68 1/2	
		PENALTY				1/2									
	427	CONTENT	-1/2	-1/2	0	0	+1/2	+1/2	-1/2				1/2	69	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Wayne Halmon

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - REINING

SHOW:

CLASS: Brown

DATE: 7/14/19

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: 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 uncinched 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

1 Penalty
2 L cir
3 Stop 2
4. stop 3+ Back

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8	9	10				
		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	2			3		4							
		Maneuver Description	L cir	R cir	stop	L spin	stop	R spin	stop						
		PENALTY	-1/2	-1/2				1/2							
	444	CONTENT	0	0	-1	0	-1/2	-1/2	0						
		PENALTY	2.0	2.1									6'6"	6'6"	
	492	CONTENT	-1/2	-1/2	0	0	-1/2	0	0				7	6'6"	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Wayne Halvorsen



VERSATILITY RANCH HORSE - REINING

SHOW:

CLASS: LTD NON PAC

DATE: 7/14/19

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: 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 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

1 Penalty
2. L cir
3 stop 2
4. stop 3 + back

W/O	#	Tie-Breaker	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			1	2	3	4	5	6	7	8	9	10				
		Maneuver Description	L cir	R cir	stop	L spin	stop	R spin	stop							
	422	PENALTY		1/2	1/2											
		CONTENT	0	-1/2	0	0	0	0	0							
	497	PENALTY	5			1/2								3 1/2	66	
		CONTENT	0	0	0	0	+1/2	+1/2	+1/2							
	463	PENALTY												5 1/2	66	
		CONTENT	0	0	-1/2	0	-1/2	-1/2	-1/2							
	418	PENALTY												1	67	DQ
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	0							
	430	PENALTY		2											72 1/2	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0						
	496	PENALTY	2	2										2	65 1/2	
		CONTENT	-1/2	-1/2	-1/2	0	0	0	-1/2							
	476	PENALTY												4	64	
		CONTENT	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2							
	829	PENALTY													72	
		CONTENT	0	0	+1/2	0	+1/2	0	0						71	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Wayne Halvorson



VERSATILITY RANCH HORSE - REINING

SHOW:

CLASS: LTD NON PRO

DATE: 7/14/19

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: 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

1. Penalties
2. L cir
3. Stop 2
4. Stop 3 + Back

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8	9	10				
		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	2												
		Maneuver Description	L cir	R cir	stop	L spin	stop	R spin	stop						
	474	PENALTY	1	2											
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	0	0						
	428	PENALTY		2									3	64 1/2	
		CONTENT	0	-1/2	0	0	-1/2	0	-1/2						
		PENALTY											2	66 1/2	
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Wayne Hilo

AMERICAN QUARTER
HORSE ASSOCIATION



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - REINING

SHOW:

CLASS:

DATE: _____

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 English 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

between normal reins (except two rein)

1. Finality
2. L cir
3. STOP 2.
4. stop + back

[illegible]

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: _____

Wayne Halverson



VERSATILITY RANCH HORSE - REINING

SHOW:

CLASS: *YOUTH*

DATE:

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 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

1 Penalties
2. L cir
3. stop 2
4. stop 3 + Back

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8	9	10				
		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	2												
		Maneuver Description	L cir	R cir	stop	L spin	stop	R spin	stop						
		PENALTY	2	2											
		CONTENT	0	-1/2	+1/2	0	+1/2	0	+1/2						
		PENALTY	0	2									4	67	
		CONTENT	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1						
		PENALTY											4	6 1/2	
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2						
		PENALTY												68 1/2	
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Wayne Halvorsen