



# VERSATILITY RANCH HORSE - REINING

SHOW: Feb. Stock Horse  
CLASS: OPEN  
DATE: Feb. 10, 2020

## 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			3S	3S	RC	LC	S&R	S&R	S&B							
936	PENALTY								55					10	56	
	CONTENT	-1/2	-1/2	0	0	-1	-1	-1								
930	PENALTY														72	
	CONTENT	0	0	+1/2	+1/2	+1/2	0	+1/2								
946	PENALTY							2						2	67 1/2	
	CONTENT	+1/2	0	0	0	-1/2	-1/2	0								
956	PENALTY														72 1/2	
	CONTENT	+1/2	0	+1/2	+1/2	0	+1/2	+1/2								
967	PENALTY	1													67	
	CONTENT	-1/2	-1/2	0	-1/2	-1/2	0	0								
911	PENALTY														73	
	CONTENT	+1/2	+1	+1/2	+1/2	0	+1/2	0								
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Jeff Allen*





# VERSATILITY RANCH HORSE - REINING

SHOW:	Feb. Stock Horse
CLASS:	NON PRO
DATE:	Feb. 10, 2020

## 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			3S	3S	RC	LC	SdR	SdR	SdR								
	912	PENALTY															
		CONTENT	-1/2	-1	0	0	-1/2	-1	-1/2							66 1/2	
		PENALTY															
		CONTENT															
		PENALTY															
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Jeff Allen*





## VERSATILITY RANCH HORSE - REINING

SHOW: Feb. Stock Horse  
CLASS: Green Horse  
DATE: Feb. 16, 2020

### 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		3S	3S	RC	LC	SdR	SdR	SdB							
	944	PENALTY		1			2							3 1/2	
		CONTENT	0	-1	-1/2	0	-1/2	-1	-1/2						
	910	PENALTY					2							2	68
		CONTENT	0	0	0	0	0	0	0						
	977	PENALTY													
		CONTENT	-1/2	0	0	-1/2	-1/2	0	0					68 1/2	
	941	PENALTY				1 1/2								4	64
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	0	0						
	913	PENALTY				1 1/2	1/2							7 1/2	57 X
		CONTENT	-1	-1/2	-1/2	-1	-1/2	-1/2	-1/2						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Jeff Allen*





# VERSATILITY RANCH HORSE - REINING

SHOW: Feb. Stock Horse  
CLASS: LTD WP  
DATE: Feb. 10, 2020

## 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													
			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker																
Maneuver Description			3S	3S	RC	LC	SdR	SdR	SdR							
	915	PENALTY			1/2	1/1		2						7	57	
		CONTENT	-1	-1	-1/2	-1	-1	-1	-1/2							
	919	PENALTY			1/2			1						4	60 1/2	
		CONTENT	-1	-1	-1/2	-1/2	-1	-1	-1/2							
	942	PENALTY		1 OP		1								2	67	X
		CONTENT	0	-1/2	0	0	0	0	+1/2							
	959	PENALTY				1	1 OP	OP	OP	OP				2	67 1/2	X
		CONTENT	+1/2	+1/2	0	0	-1/2	-1	-1							
	951	PENALTY		OP											70 1/2	X
		CONTENT	0	-1/2	+1/2	+1/2	0	+1/2	+1/2							
	904	PENALTY			1			2						3	63 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1	-1/2							
	901	PENALTY	1/2				2							2 1/2	66	
		CONTENT	0	-1/2	0	0	0	-1/2	-1/2							
	948	PENALTY			1 1/2										70 1/2	
		CONTENT	+1/2	+1/2	0	+1/2	0	0	+1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Jeff Allen*





SHOW: Feb. Stock Horse  
CLASS: LTD NP/LTD AM  
DATE: Feb. 16, 2020

# **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													
			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker																
Maneuver Description			3S	3S	RC	LC	S&R	S&R	S&B							
	952	PENALTY														
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1/2	0						67 1/2	
	976	PENALTY														
		CONTENT	0	0	0	0	-1/2	+1/2	0						70	
		PENALTY														
		CONTENT														
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Jeff Allen*





**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Feb. Stock Horse  
**CLASS:** Novice  
**DATE:** Feb. 10, 2020

**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			3S	3S	RC	LC	S&R	S&R	S&B							
	918	PENALTY				1/2								3	64	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							
	940	PENALTY			2	2								4	62 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							
	908	PENALTY				1 1/2								5	62	
		CONTENT	-1/2	-1	0	-1/2	-1/2	0	-1/2							
	911	PENALTY													71 1/2	
		CONTENT	+1/2	+1	+1/2	+1/2	-1/2	-1/2	0							
	905	PENALTY													65	
		CONTENT	-1	-1	-1/2	-1/2	-1	-1/2	-1/2							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*[Signature]*





# VERSATILITY RANCH HORSE - REINING

SHOW: Feb. Stock Horse  
CLASS: Youth  
DATE: Feb. 16, 2020

## 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			3S	3S	RC	LC	S&R	S&R	S&B							
	958	PENALTY			1	1								2	68	
		CONTENT	0	-1/2	0	0	0	+1/2	0							
	916	PENALTY		1	1 1/2									3	63	
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2							
	933	PENALTY	OP				1/2							1/2	69	X
		CONTENT	-1/2	+1/2	0	+1/2	0	0	0							
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Jeff Allen*