

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-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/rider
- Improper western attire
- Leaving arena before pattern is complete

MANUEVER SCORES

Each horse/rider team is scored from 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	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Tie-Breaker	5	1	2	6	7	3	4	8						
		Maneuver Description	Side	4ES	4 1/4 LS	00	00	ARB	Stop	Stop						
		PENALTY														
		CONTENT	-1/2	-1/2	-1/2	-1 1/2	-1 1/2	-1	-1	-1						69 1/2
		PENALTY														
		CONTENT	-1/2	-1/2	0	0	0	0	-1/2	0						68 1/2
		PENALTY		1/2												
		CONTENT	0	0	+1/2	+1/2	0	+1/2	0	+1/2				1/2	71 1/2	
		PENALTY		1			1		1/2							
		CONTENT	0	0	0	0	-1/2	-1/2	-1/2	-1/2				3 1/2	65 1/2	
		PENALTY														
		CONTENT	0	0	0	0	0	0	-1/2	0						69 1/2
		PENALTY														
		CONTENT	+1/2	0	+1/2	+1/2	-1/2	+1/2	0	+1/2					72	
		PENALTY							1/2							
		CONTENT	0	0	0	+1/2	+1/2	+1/2	0	0						71
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Sandy Jirkowsky

VERSATILITY RANCH HORSE - REINING

SHOW: Stock Horse @ JPH
CLASS: Non-Pro/ AMT
DATE: 11/17/19

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-bried (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 DR 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
		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	5	1	2	6	7	3	4	8					
		Maneuver Description	Slide	4RS	4 1/4 LS	LL	RL	RRB	SLB	SLP					
		PENALTY													
		CONTENT	-1	-1	-1	-1/2	0	-1/2	-1/2	-1/2				65	
		PENALTY		1/2		1									
		CONTENT	-1/2	-1/2	-1/2	0	0	-1/2	-1/2	0			1 1/2	66	
		PENALTY			OP - over spin										
		CONTENT	0	0	-1/2	0	0	0	0	0					
		PENALTY		OP over spin	1										
		CONTENT	-1/2	-1	-1/2	0	0	-1/2	0	0			1	66 1/2	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Sandy Jirkausk

SHOW: Stock Horse @ JPH
CLASS: Green
DATE: 11/17/19

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-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/rider
- Improper western attire
- Leaving arena before pattern is complete

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	5	1	2	6	7	3	LRB	4	8				
		Maneuver Description	SLIDE	4RS	4 1/4 LS	LL	OL	RRB	SLIDE	STOP					
		PENALTY													
		CONTENT	0	0	-1/2	0	0	+1/2	0	0				70	
		PENALTY													
		CONTENT	-1/2	-1/2	-1/2	0	0	0	-1/2	0					
		PENALTY												10	102
		CONTENT	0	-1/2	-1/2	0	0	-1/2	0	0				4	64 1/2
		PENALTY													
		CONTENT	0	-1	-1	0	0	-1/2	0	0				6	60 1/2
		PENALTY													
		CONTENT	-1/2	-1/2	0	0	0	0	-1/2	0					68 1/2
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Sandy Jurkovich

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION

Pattern 5



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

1/2

VERSATILITY RANCH HORSE - REINING

SHOW: Stock Horse @ JPH
CLASS: LTD NP / AMT
DATE: 11/17/19

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 whoops or hackamores)
- 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		5	1	2	6	7	REL ³	LEG ⁴	8						
	PENALTY	3/4LS	4RS	4 1/4LS	LL 00	RL 00	REL ³	LEG ⁴	Slide	Stop					
708	CONTENT	0	0	0	-1/2	0	0	+1/2	0	1.2					
	PENALTY												5	65	
741	CONTENT	0	-1/2	-1/2	0	0	0	0	0						
	PENALTY													69	
747	CONTENT	0	0	0	0	0	+1/2	0	+1/2						
	PENALTY													71	
759	CONTENT	0	0	+1/2	0	+1/2	0	+1/2	0						
	PENALTY													71 1/2	
739	CONTENT	-1/2	-1/2	-1	0	0	-1/2	-1/2	-1/2				2	64 1/2	
	PENALTY														
707	CONTENT	-1/2	0	-1/2	0	0	-1/2	-1/2	-1/2				4	63 1/2	
	PENALTY				1.2	1/2									
752	CONTENT	0	0	0	0	0	0	0	0						
	PENALTY												2 1/2	67 1/2	
738	CONTENT	-1/2	-1/2	-1/2	0	0	-1/2	-1	0					67	
JUDGE'S NAME (PRINTED):															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Sandy Jankovsk

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION

Pattern 5



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - REINING

2/2

SHOW: Stock Horse @ JPH

CLASS: LTD NP/AmT

DATE: 11/17/19

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

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	5	1	2	6	7	3	1RB	8					
		Maneuver Description	Slide	4RS	4 1/4 LS	LL	RL	RRB	Slide	STOP					
		PENALTY													
		CONTENT	0	-1/2	-1/2	2	2.2	-1/2	-1/2	-1/2			10	60 1/2	
		PENALTY		1/2		2.1		1/2							
		CONTENT	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2			4	68 1/2	
		PENALTY			DP - 2 1/2 P/A										
		CONTENT	0	-1/2	0	0	0	0	-1/2	0					69
		PENALTY													
		CONTENT	+1/2	0	0	+1/2	0	+1/2	+1/2	0				72	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Sandy Jankovsk

VERSATILITY RANCH HORSE - REINING

SHOW: Stock Horse @ JPH
CLASS: Novice
DATE: 11/17/19

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 starting 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

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	#	1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
	Tie-Breaker	5	1	2	6	7	3	4	8						
	Maneuver Description	Slide	4RS	4 1/4 LS	00	RL	RRB	Slide	Stop						
	PENALTY														
	CONTENT	0	0	0	0	3	0	0	-1/2				3	66	
	PENALTY														
	CONTENT	0	0	0	0	-1/2	+1/2	0	+1/2					70 1/2	
	PENALTY														
	CONTENT	-1/2	-1	-1	0	-1/2	-1/2	-1	-1/2					65	
	PENALTY														
	CONTENT	-1/2	0	-1/2	2	2	-1/2	1 1/2	-1/2				7	60	
	PENALTY	2	2, 2		2, 2, 2			1 1/2							
	CONTENT	-1/2	-1	-1	-1/2	-1/2	0	-1/2	-1/2				13	52 1/2	
	PENALTY														
	CONTENT	0	-1	-1	-1/2	-1/2	-1	-1/2	-1/2				5	58	
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Sandy Jirkausk

VERSATILITY RANCH HORSE - REINING

SHOW: Stock Horse @ JPH
CLASS: Youth
DATE: 11/17/19

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-bred (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										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8	9	10				
	Tie-Breaker	5	1	2	10	7	3	4	8						
	Maneuver Description	2/28	4/25	4 1/2/25	0/0	0/0	2/28	4/28	8						
	PENALTY														
	CONTENT	0	0	0	0	0	0	0	0					70	
	PENALTY														
	CONTENT	0	0	+1/2	+1/2	+1/2	0	0	+1/2					72	
	PENALTY			OP - Over spin				1/2	OP - Hesitation					1/2	71 1/2
	CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0	0					1/2	71 1/2
	PENALTY				1/2									1/2	68 1/2
	CONTENT	-1/2	0	0	0	0	0	-1/2	0					1/2	68 1/2
	PENALTY								2 1/2					2 1/2	67
	CONTENT	+1/2	-1/2	-1/2	0	0	+1/2	0	-1/2					2 1/2	67
	PENALTY			OP - Over spin	OP - Under spin	2/28	1								
	CONTENT	-1/2	-1/2	-1	0	-1/2	0	0	0						
	PENALTY				1/2										
	CONTENT	-1/2	0	0	0	-1/2	-1/2	0	0					1/2	68
	PENALTY														
	CONTENT	0	-1	-1/2	0	0	+1/2	+1/2	0					1/2	69

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Sandy Jurkowski

VERSATILITY RANCH HORSE - REINING

SHOW: Stock Horse @ JPH

CLASS: Youth

DATE: 11/17/19

1 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 cradle 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
		1	2	3	4	5	6	7	8	9	10				
	Tie-Breaker	5	1	2	6	7	3	4	8						
	Maneuver Description	SLDR	4RS	4/4LS	LO	PL	RRB	SLDR	STOP						
	PENALTY														
	CONTENT	0	-1/2	-1/2	0	0	-1/2	0	0				3 1/2	65	
	PENALTY														
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	PENALTY														
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Sandy Jurkovich