



## VERSATILITY RANCH HORSE - REINING

**SHOW:** Stock Horse @ JPH

**CLASS:** 16. Open Reining

**DATE:** June 14, 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 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													
			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker			2 RC	4 RS	2 LC	4 LS	Fig. 8	S & R	S & R	S & B						
Maneuver Description			1	2	3	4	5	6	7	8						
		PENALTY					1									
	600	CONTENT	+1/2	0	+1/2	-1/2	0	0	-1/2	+1/2				1	68 1/2	
		PENALTY		1/2			1/2, 1	1/2		2						
	193	CONTENT	0	-1/2	-1/2	0	0	0	+1/2	-1/2				4 1/2	64 1/2	
		PENALTY				2 00										
	300	CONTENT	-1/2	-1	-1/2										DQ	
		PENALTY				1/2								1/2	71	
	500	CONTENT	+1/2	-1/2	+1/2	+1/2	+1/2	0	-1/2	+1/2						
		PENALTY					1									
	168	CONTENT	0	0	+1/2	+1/2	0	+1/2	0	+1				1	71 1/2	
		PENALTY														
	275	CONTENT	+1/2	-1/2	+1/2	-1/2	+1/2	-1/2	0	0					70	
		PENALTY					1/2							1/2	68 1/2	
	499	CONTENT	0	-1/2	0	0	+1/2	-1/2	-1/2	0						
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

C. Robbins

JUDGE'S SIGNATURE:

Candi A. Robbins



**SHOW:** Stock Horse @ JPH

**CLASS:** 34. Non Pro Reining

**DATE:** June 14, 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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		2 RC	4 RS	2 LC	4 LS	Fig. 8	S & R	S & R	S & B						
		PENALTY			1/2								1/2	68	
291		CONTENT	0	-1/2	0	0	0	-1/2	-1/2						
		PENALTY													
889		CONTENT	+1/2	0	+1/2	+1/2	0	-1	0	0				70 1/2	
		PENALTY													
190		CONTENT	+1/2	-1/2	-1/2	0	0	-1/2	-1	0				68	
		PENALTY		1			1,1	2							
6000		CONTENT	0	-1/2	0	0	-1/2	0	0	0				64	
		PENALTY													
498		CONTENT	-1/2	0	0	0	0	-1/2	-1/2	0				68 1/2	
		PENALTY													
290		CONTENT	-1/2	0	0	+1/2	0	+1/2	-1	-1/2				69	
		PENALTY		1/2											
499		CONTENT	+1/2	-1/2	0	0	0	-1/2	-1/2	0			1/2	68 1/2	
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

C. Robbins

JUDGE'S SIGNATURE:

Gandi Robbins





**SHOW:** Stock Horse @ JPH

**CLASS:** 42. Green Horse Reining

**DATE:** June 14, 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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		2 RC	4 RS	2 LC	4 LS	Fig. 8	S & R	S & R	S & B						
		1	2	3	4	5	6	7	8						
	PENALTY		1/2			1/2									
295	CONTENT	0	0	0	0	0	-1	-1/2	-1/2				1	67	
	PENALTY					1		1/2							
257	CONTENT	0	-1/2	0	+1/2	-1/2	-1/2	-1/2	0				1 1/2	107	
	PENALTY	2				1/2	0	2	2						
892	CONTENT	0	-1/2	-1/2	0	0	-1/2	-1/2	-1				1 1/2	99 1/2	
	PENALTY		1/2		1/2	1/2	1/2	1/2	1/2						
300	CONTENT	0	-1/2	-1/2	+1/2	-1/2	-1	-1/2	-1				3	103 1/2	
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														

JUDGE'S NAME (PRINTED):

C Robbins

JUDGE'S SIGNATURE

Cindi A. Robbins



SHOW: Stock Horse @ JPH

CLASS: 54. LTD NP/Am Reining

DATE: June 14, 2020

1/2

## 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
- 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 tie 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			2 RC	4 RS	2 LC	4 LS	Fig. 8	S & R	S & R	S & B						
Maneuver Description			1	2	3	4	5	6	7	8						
887	PENALTY					1/2				2						
	CONTENT	-1	0	-1/2	0	0	-1/2	-1/2	-1/2					2 1/2	64 1/2	
260	PENALTY					1										
	CONTENT	+1/2	+1/2	+1/2	0	0	+1/2	0	+1/2					1	71 1/2	
277	PENALTY	1 1/2				1/2										
	CONTENT	-1	-1/2	0	-1/2	0	-1	-1/2	-1/2					6 1/2	59 1/2	
212	PENALTY					1										
	CONTENT	0	+1/2	+1/2	+1/2	-1/2	0	0	+1/2					1	70 1/2	
892	PENALTY		1/2			2										
	CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	0					2 1/2	65	
283	PENALTY					2 1/2										
	CONTENT	0	-1	-1/2	-1	-1/2	-1	-1/2	-1/2						60	
685	PENALTY															
	CONTENT	-1/2	0	-1/2	+1/2	0	0	0	0						69 1/2	
184	PENALTY		1/2													
	CONTENT	0	0	+1/2	0	0	+1/2	+1/2	0					1/2	71	

JUDGE'S NAME (PRINTED):

C. Robbins

JUDGE'S SIGNATURE:

Grady A. Roberson





**SHOW:** Stock Horse @ JPH

**CLASS:** 54. LTD NP/Am Reining

**DATE:** June 14, 2020

2/2

## 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
- 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			2 RC	4 RS	2 LC	4 LS	Fig. 8	S & R	S & R	S & B						
		PENALTY					1									
	899	CONTENT	0	-1/2	0	-1/2	0	-1/2	0	-1/2				1	67	
		PENALTY	2				2 1/2									
	888	CONTENT	-1/2	0	0	-1/2	-1/2	-1	-1/2	-1				6	60	
		PENALTY					1		1/2	1						
	472	CONTENT	-1/2	-1	0	-1	-1	-1	-1/2	-1/2				2 1/2	62	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

C Robbins

JUDGE'S SIGNATURE:

Cindi Robbins



**SHOW:** Stock Horse @ JPH

**CLASS:** 72. Novice Reining

**DATE:** June 14, 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	2 RC	4 RS	2 LC	4 LS	Fig. 8	S & R	S & R	S & B						
	Maneuver Description	1	2	3	4	5	6	7	8						
	PENALTY						1/2								
	CONTENT	0	-1/2	0	0	0	0	-1/2	-1/2				1/2	68	
	PENALTY	1/2				2, 1									
	CONTENT	-1/2	-1	0	-1	-1/2	0	0	0				10	61	
	PENALTY		1/2												
	CONTENT	-1/2	-1	-1	0	-1/2	-1	-1	-1/2				1/2	64	
	PENALTY		1 1/2	2, 2			2	2							
	CONTENT	-1/2	-1	-1/2	0	-1/2	-1/2	-1/2	-1/2				9	57	x1
	PENALTY		2	2		1, 2									
	CONTENT	0	-1/2	-1/2	0	-1/2	-1/2	-1	0				7	60	
	PENALTY		5 1/2			1									
	CONTENT	-1/2	-1	0	-1	0	-1/2	-1/2	-1/2				1	65	x1
	PENALTY					1, 2, 2									
	CONTENT	+1/2	-1/2	0	-1/2	-1/2	0	0	+1/2				5	64 1/2	
	PENALTY					(OP)	(OP)								
	CONTENT	0	-1/2	0	0	-1	-1	0	0					61 1/2	x2

JUDGE'S NAME (PRINTED):

C. Robbins

JUDGE'S SIGNATURE:

Cyndi A. Robbin





SHOW: Stock Horse @ JPH

CLASS: 86. Youth Reining

DATE: June 14, 2020 1/2

## 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
- 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			2 RC	4 RS	2 LC	4 LS	Fig. 8	S & R	S & R	S & B						
		PENALTY														
	191	CONTENT	+1/2	0	+1/2	+1/2	+1/2	-1/2	+1/2	0					72	
		PENALTY														
	895	CONTENT	0	0	+1/2	0	0	0	-1/2	0					70	
		PENALTY		1/2		5 spins OP									1/2	68 1/2
	891	CONTENT	0	-1/2	0	0	+1/2	-1/2	-1/2	0					1/2	68 1/2
		PENALTY	2				22	(OP)								
	159	CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1	+1/2	-1/2					16	60
		PENALTY					1								1	70
	894	CONTENT	0	0	+1/2	0	0	0	0	+1/2					1	70
		PENALTY					5 spins OP	1,2,2,2	1/2							
	118	CONTENT	0	-1/2	0	-1	-1/2	-1/2	-1/2	0					7 1/2	59 1/2
		PENALTY					1/2 1/2									
	597	CONTENT	+1/2	-1/2	0	0	0	-1/2	0	0					1	68 1/2
		PENALTY	2		1										3	69
	169	CONTENT	0	+1/2	-1/2	+1/2	+1/2	+1/2	0	+1/2					3	69

JUDGE'S NAME (PRINTED):

C. Robbins

JUDGE'S SIGNATURE:

Angela Robbins



**SHOW:** Stock Horse @ JPH

**CLASS:** 86. Youth Reining

**DATE:** June 14, 2020 2/2

## 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
- 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			2 RC	4 RS	2 LC	4 LS	Fig. 8	S & R	S & R	S & B						
Maneuver Description			1	2	3	4	5	6	7	8						
		PENALTY					5									
	171	CONTENT	+1/2	0	0	+1/2	-1/2	0	0	+1/2				5	60	
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JUDGE'S NAME (PRINTED):

C. Robbins

JUDGE'S SIGNATURE

C. Robbins