



SHOW:	28	8	
CLASS:	NRH	Open	fein
DATE:	511	7/27	

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
- 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 # Each horse/rider team is scored between 0-100 points and auto -11/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct,							and automatical	ly begins the rur	with a score of a	70 points		TN.	LTY	ag.	OFF PATTERN	
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

For more information on how exhibitors are scored visit www.aqhuhiversity.com





SHOW:		
CLASS:	NP/AM	
DATE:	510120	

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- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
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1 Point Penalties:

- Over-bridled (per maneuver)
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- Slipping rein

2 Point Penalties:

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- 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
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10 Point Penalty:

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- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
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- Lameness
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- Illegal equipment
- · Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

MANUEVER SCORES W/O # Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points								10		z						
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SHOW:		
CLASS:	Green	*****
DATE: 4	510122	-

	1/2	Point	Penalties:
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- 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)

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- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
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- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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JUDGE'S	NAME	IPRINIE	JI:

JUDGE'S SIGNATURE:

For more information on how exhibitors are scored visit www.achuniversity.com





CLASS: LTD NP / MM DATE: SIGION

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
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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)
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- 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)
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- Abuse
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- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#			MANUEVER SCORES Each horse/rider leam is scored between 0-100 points and automatically begins the run with a score of 70 points -11/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent									μĻ	<u>}</u>	ı,	OFF PATTERN
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	0	PENALTY									•	1			1.7	
	815	CONTENT	-1/2	-1/2	-1/2	0	0	-1/2	-1/2	0					1/2	
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JUDGE'S	NAME	(PKIN I F	111.

JUDGE'S SIGNATURE:

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SHOW:		
CLASS:	Novice	- years are

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
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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					ξÈ	≿ _	ш	OFF-PATTERN					
	Tie-Breaker		11	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	PATT
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	JUDGE'S	NAME	(PRINTED):
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JUDGE'S SIGNATURE:

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SHOW: CLASS: YOUTH DATE: SIGIPLE

VERSATILITY RANCH HORSE - REINING

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	1	ie-Breaker			3	4	5	6	1	8	9	10	10 POINT PENALTY	PENALTY	SCORE	PAT
Maneuver Description		54B	4 RS	415	LC	RC	SAR	SAR	Stop	1600		1	a.		A.P.	
	7010	PENALTY		1/2			OP	100	1/2,2		***************************************			. 1	11	00
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JUDGE'S	NAME	(PRINTED):

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