



SHOW: STOCK HOUSE @ JPH

CLASS:

DATE: 10 -11-2020

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
- 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

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):

- Lameness
- · Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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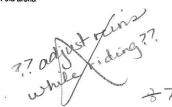
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W/O	#			Each hor	rse/rider team is	scored betwee	n 0-100 points	R SCORES and automatical	v begins the run	with a score of	70 points					RN
		, v	1	2	1/2 Extremely Po	oor, -1 Very Poo	or, -1/2 Poor, 0	Correct, +1/2 Go	ood, +1 Very Goo	od, +1 1/2 Exce	llent 9	10	185	F F	2	
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	. 2	PENALTY														7
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	366	PENALTY			1,2											
	360	CONTENT	1	1	-1	11/2	-11/2	ールト	-1/2					3	58	
	110	PENALTY			-1/2	-5										
	ひ	CONTENT	. Ø	-1/2	Ø	-1/2	-1/2	-1	-1/2					5/2	611/	2
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	120	CONTENT	-1	-1	-1	-1/2	-11/2	-1/2	11/2					9	53	
		PENALTY														
		CONTENT	- 1													

JUDGE'S	NAME	(PRINT	ED):

JUDGE'S SIGNATURE: LABILA





SHOW: STOCK HOUSE @ JPH

CLASS: YOURN

DATE: 10-11-2020

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
- . I amenece
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete



110	#		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								ΕÀ	≿ ¬	щ	OFF PATTERN		
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A	laneuver D	escription	3 spins	3 spins	2 RC	2LC	24 B	SAR	SiB							Ŭ
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

a Hook