

REINING SCORE SHEET PATTERN 8

139

AMERICAN
QUARTER
HORSE
ASSOCIATION

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

		MANEUVER DESCRIPTION	4SL	4SR	3CR OoO	3CL OoO	LRB	RRB	5 & B		PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8		
DRAW	EXHB #	PENALTY									→	
1	225	SCORE	-1	-1/2	-1/2	0	-1	-1	-1			65
			68	68 1/2	68		67	66	65			SCORE
DRAW	EXHB #	PENALTY									→	
2	215	SCORE	0	0	0	-1/2	-1/2	-1/2	0			68 1/2
			70			69 1/2	69	68 1/2				SCORE
DRAW	EXHB #	PENALTY					22	2			→	
3	218	SCORE	0	0	0	-1/2	-1/2	-1/2	-1		18	47 1/2
						6	67	65 1/2				SCORE
DRAW	EXHB #	PENALTY						-18			→	
		SCORE										
												SCORE
DRAW	EXHB #	PENALTY									→	
		SCORE										
												SCORE
DRAW	EXHB #	PENALTY									→	
		SCORE										
												SCORE
DRAW	EXHB #	PENALTY									→	
		SCORE										
												SCORE
DRAW	EXHB #	PENALTY									→	
		SCORE										
												SCORE
DRAW	EXHB #	PENALTY									→	
		SCORE										
												SCORE

JUDGES SIGNATURE *[Signature]*

REINING SCORE SHEET PATTERN 8

42

**AMERICAN
QUARTER
HORSE
ASSOCIATION**

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

		MANEUVER DESCRIPTION	4SL	4SR	3CR OoO	3CL OoO	LRB	RRB	S & B				
		MANEUVER	1	2	3	4	5	6	7	8		PENALTY TOTAL	SCORE
DRAW	EXHB #	PENALTY		0									
1	177	SCORE	0										0
70													
DRAW	EXHB #	PENALTY					1						
2	165	SCORE	0	0	0	0	-1/2	-1/2	-1/2			1	67 1/2
70													
69 1/2 69 68 1/2													
DRAW	EXHB #	PENALTY											
3		SCORE											
DRAW	EXHB #	PENALTY											
		SCORE											
DRAW	EXHB #	PENALTY											
		SCORE											
DRAW	EXHB #	PENALTY											
		SCORE											
DRAW	EXHB #	PENALTY											
		SCORE											
DRAW	EXHB #	PENALTY											
		SCORE											
DRAW	EXHB #	PENALTY											
		SCORE											
DRAW	EXHB #	PENALTY											
		SCORE											

JUDGES SIGNATURE *D. Schuyt*

144

REINING SCORE SHEET PATTERN 8

AMERICAN
QUARTER
HORSE
ASSOCIATION

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

		MANEUVER DESCRIPTION	4SL	4SR	3CR OoO	3CL OoO	LRB	RRB	S & B		PENALTY TOTAL	SCORE	
		MANEUVER	1	2	3	4	5	6	7	8			
DRAW	EXHB #	PENALTY					0				→		
	125	SCORE	-1	-1	-1	-1/2						0	
			69	68	67	66 1/2							
DRAW	EXHB #	PENALTY		0							→		
	174	SCORE	0									0	
			70										
DRAW	EXHB #	PENALTY					-1/2	-1/2	0		→		
	211	SCORE	0	0	0	0						69	
			70	69 1/2 69									
DRAW	EXHB #	PENALTY									→		
	123	SCORE	0	0	0	0	0	-1/2	0			69 1/2	
			70	69 1/2									
DRAW	EXHB #	PENALTY									→		
		SCORE											
DRAW	EXHB #	PENALTY									→		
		SCORE											
DRAW	EXHB #	PENALTY									→		
		SCORE											
DRAW	EXHB #	PENALTY									→		
		SCORE											
DRAW	EXHB #	PENALTY									→		
		SCORE											

JUDGES SIGNATURE Buddy Chayer

REINING SCORE SHEET PATTERN 2

147 & 148

**AMERICAN
QUARTER
HORSE
ASSOCIATION**

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

DRAW	EXHB #	PENALTY	3 CR	3 CL	RRB	LRB	S & B	4SR	4SL	PENALTY TOTAL	SCORE
			oOO	oOO							
		MANEUVER	1	2	3	4	5	6	7	8	
	211	SCORE	0	0	-1/2	-1/2	0	0	0		69
			70			69					
	123	SCORE	0	-1/2	-1/2	-1/2	0	+1/2	0		68
			70	69 1/2	69	68 1/2		69			
	174	SCORE	0	-1/2	-1/2	-1/2	0	0	0		68 1/2
			70	69 1/2	69	68 1/2					
	170	SCORE	+1/2	0	-1/2	0	0	-1/2	0		69
			70 1/2		70			69 1/2			
	225	SCORE	0	-1/2	-1/2	-1/2	-1/2	-1/2	0		67 1/2
			70	69 1/2	69	68 1/2	68	67 1/2			
		SCORE									
		SCORE									
		SCORE									
		SCORE									

JUDGES SIGNATURE *[Signature]*



SHOW:
CLASS: 152
DATE:

VERSATILITY RANCH HORSE - REINING

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> Spurring in front of cinch Blatant disobedience Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> 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 <p>Disqualification (DO):</p> <ul style="list-style-type: none"> Abuse Lameness Disrespect or misconduct Illegal equipment Fall of horse/rider Improper western attire Leaving arena before pattern is complete
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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				
		3LR	2CL												
		000	000	STOP	3/2SR	STOP	3/2SL	S+B							
1	214	PENALTY	1										1	66	
		CONTENT	-1	-1/2	-1/2	-1/2	0	-1/2	0						
			67	65	65	64		62							
2	150	PENALTY	2										2	67	
		CONTENT	-1/2	0	0	-1/2	0	0	0						
			67												
3		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *[Signature]*



SHOW:
CLASS: 153
DATE:

VERSATILITY RANCH HORSE - REINING

- | | |
|---|--|
| <p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 | <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - 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				
		300	300												
	Maneuver Description	000	000	stop	3/4 SL stop	3/4 SL	S+B								
	210	150	120	2	00		00						15	50	✓
	PENALTY	-1	-1	-1	-1	-1/2	-1	-1							
	CONTENT	69	68	67	66	65	64	63	62	61	60				
	169													72	
	PENALTY														
	CONTENT	0	+1/2	0	+1/2	0	+1/2	+1/2							
	171													68	✓
	PENALTY														
	CONTENT	0	0	-1/2	-1	-1/2	0	0							
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *[Signature]*



SHOW:
CLASS: 154
DATE:

VERSATILITY RANCH HORSE - REINING

- | | |
|---|--|
| <p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 | <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - 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				
		3LR	3CL												
		000	000	STOP	3/2SL	STOP	3/2SL	S+B							
	216	PENALTY	2	2				1						\$	61 1/2
		CONTENT	0	-1/2	-1	-1/2	-1	0	-1/2						
			60	60 1/2	60 1/2	60	60	60 1/2	60 1/2						
	210	PENALTY	OP			OP									67 ✓
		CONTENT	-1/2	0	-1/2	-1	-1/2	-1/2	0						
			60 1/2	60	60	60	60 1/2	60							
	191	PENALTY													69 1/2
		CONTENT	0	0	0	0	-1/2	0	0						
			70	70	70	70	60 1/2	70							
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Dallas Grayson*

REINING SCORE SHEET PATTERN 8

Larson

Class 139
All Breed 197

AMERICAN
QUARTER
HORSE
ASSOCIATION

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

		MANEUVER DESCRIPTION	4SL	4SR	3CR OoO	3CL OoO	LRB	RRB	S & B		PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8		
DRAW	EXHB #	PENALTY	2	1								
	225	SCORE	-1	-1	-1/2	-1/2	-1/2	-1/2	-1/2		3	62 1/2
			66	65	64 1/2	64	63 1/2	63	62 1/2			
DRAW	EXHB #	PENALTY						1/2				
	215	SCORE	0	0	0	0	-1/2	0	0		1/2	69
							69 1/2	69				
DRAW	EXHB #	PENALTY				1/2	2	2				
	218	SCORE	-1/2	-1/2	-1	-1 1/2	-1	-1	-1/2		18	46
			69 1/2	69	68	54 1/2	49 1/2	46 1/2	46			
DRAW	EXHB #	PENALTY										
		SCORE										
DRAW	EXHB #	PENALTY										
		SCORE										
DRAW	EXHB #	PENALTY										
		SCORE										
DRAW	EXHB #	PENALTY										
		SCORE										
DRAW	EXHB #	PENALTY										
		SCORE										
DRAW	EXHB #	PENALTY										
		SCORE										

JUDGES SIGNATURE _____

REINING SCORE SHEET PATTERN 8

AMERICAN
QUARTER
HORSE
ASSOCIATION

Larsen

Class 142
L 4th

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

		MANEUVER DESCRIPTION	4SL	4SR	3CR OoO	3CL OoO	LRB	RRB	S & B				
		MANEUVER	1	2	3	4	5	6	7	8		PENALTY TOTAL	SCORE
DRAW	EXHB #	PENALTY		0								→	
	177	SCORE	0									0	0
DRAW	EXHB #	PENALTY				1						→	
	165	SCORE	+1/2	+1/2	0	-1/2	0	-1/2	-1/2			1	68 1/2
			70 1/2	71		69 1/2		69	68 1/2				
DRAW	EXHB #	PENALTY										→	
		SCORE											
DRAW	EXHB #	PENALTY										→	
		SCORE											
DRAW	EXHB #	PENALTY										→	
		SCORE											
DRAW	EXHB #	PENALTY										→	
		SCORE											
DRAW	EXHB #	PENALTY										→	
		SCORE											
DRAW	EXHB #	PENALTY										→	
		SCORE											
DRAW	EXHB #	PENALTY										→	
		SCORE											
DRAW	EXHB #	PENALTY										→	
		SCORE											

JUDGES SIGNATURE *John Larsen*

REINING SCORE SHEET PATTERN 8

AMERICAN
QUARTER
HORSE
ASSOCIATION

Larsen

CLASS 144
LI AM

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

		MANEUVER DESCRIPTION	4SL	4SR	3CR OoO	3CL OoO	LRB	RRB	S & B			PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8			
DRAW	EXHB #	PENALTY					0					→	
	225	SCORE	-1	-1	-1/2	-1/2						0	0
			69	68	67 1/2	67							
DRAW	EXHB #	PENALTY		0								→	
	174	SCORE	+1/2									0	0
			70 1/2										
DRAW	EXHB #	PENALTY	1/2									→	
	211	SCORE	0	0	0	0	-1/2	0	0			1/2	69
			69 1/2								69		
DRAW	EXHB #	PENALTY										→	
	123	SCORE	+1/2	0	0	0	0	-1/2	0				70
			70 1/2								70		
DRAW	EXHB #	PENALTY										→	
		SCORE											
DRAW	EXHB #	PENALTY										→	
		SCORE											
DRAW	EXHB #	PENALTY										→	
		SCORE											
DRAW	EXHB #	PENALTY										→	
		SCORE											
DRAW	EXHB #	PENALTY										→	
		SCORE											
DRAW	EXHB #	PENALTY										→	
		SCORE											

JUDGES SIGNATURE Jan Larsen

REINING SCORE SHEET PATTERN 2

AMERICAN
QUARTER
HORSE
ASSOCIATION

Larsen

Class 147
Am. reining

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

DRAW	EXHB #	MANEUVER DESCRIPTION	3 CR	3 CL	RRB	LRB	S & B	4SR	4SL	PENALTY TOTAL	SCORE
			000	000							
		MANEUVER	1	2	3	4	5	6	7	8	
	211	PENALTY									
		SCORE	0	0	-1/2	0	0	-1/2	0		69 + 3
			69 1/2			69					
	123	PENALTY	1								
		SCORE	-1/2	0	0	0	0	+1/2	+1/2	1	69 1/2 2
			68 1/2			69			69 1/2		
	174	PENALTY	1/2								
		SCORE	0	0	0	-1/2	-1/2	0	+1/2	1/2	69 4 3
			69 1/2			69			68 1/2 69		
	170	PENALTY						1/2			
		SCORE	0	0	-1/2	0	-1/2	+1/2	+1/2	1/2	69 1/2 + 1
			69 1/2			69			69 69 69 1/2		
	225	PENALTY									
		SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	0	0		67 1/2 5
			69 1/2 69			68 1/2 68			69 1/2		
DRAW	EXHB #	PENALTY									
		SCORE									
DRAW	EXHB #	PENALTY									
		SCORE									
DRAW	EXHB #	PENALTY									
		SCORE									
DRAW	EXHB #	PENALTY									
		SCORE									
DRAW	EXHB #	PENALTY									
		SCORE									

JUDGES SIGNATURE John Larsen



SHOW:	Sweetwater
CLASS:	152 YH
DATE:	6/14/20

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		
		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	302	301													
		Maneuver Description	000	000	STOP	3/4 SL	STOP	3/4 SL	S+B								
	217	PENALTY	1														
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	0					1	65 1/2		
			62 1/2	62	61 1/2	60 1/2	60	60 1/2	60 1/2								
	158	PENALTY	2														
		CONTENT	-1/2	-1/2	0	0	0	0	0					2	67		
			67 1/2	67													
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Jon Larson

JUDGE'S SIGNATURE: Jon Larson



SHOW:
CLASS: 153 Am
DATE: 6/14/20

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						
		3ER	2CL														
		000	000	STOP	3/4LSL	STOP	3/4SL	S+B									
	210	2.5	2.2		(OP)	2	2-OP								17		(46)
		-1	-1	-1	-1	-1	-1	-1									
		52	53	52	51	50	47	46									
	169																70 1/2
	171																(67)

JUDGE'S NAME (PRINTED): Jan Larsen

JUDGE'S SIGNATURE: Jan Larsen



SHOW:
CLASS: 157
DATE: VPH Open

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					
		302	301													
	Maneuver Description	000	000	STOP	3/2SR	STOP	3/2SL	S+B								
	PENALTY	2	2	2				1/2								
	CONTENT	-1/2	-1/2	-1	-1/2	-1	-1/2	-1/2							6 1/2	59
		62 1/2	65	62	64 1/2	61 1/2	60									
	PENALTY	OP			OP											
	CONTENT	-1/2	0	-1/2	-1 1/2	-1/2	-1/2	0							60 1/2	X2
		62 1/2	64	61 1/2	61 1/2	60 1/2	60 1/2									
	PENALTY															
	CONTENT	0	0	0	0	-1/2	0	0							69 1/2	
						69 1/2										
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															
	PENALTY															
	CONTENT															

JUDGE'S NAME (PRINTED): Jan Larsen

JUDGE'S SIGNATURE: Jan Larsen

REINING SCORE SHEET PATTERN 8

CHILTON MOORE

AMERICAN
QUARTER
HORSE
ASSOCIATION

139
6-12-20

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

		MANEUVER DESCRIPTION	4SL	4SR	3CR OoO	3CL OoO	LRB	RRB	S & B		PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8		
DRAW	EXHB #	PENALTY	21									
1	225	SCORE	-1	-1	-1/2	-1/2	-1	-1	-1/2		3	6 1/2
DRAW	EXHB #	PENALTY										
2	215	SCORE	-1/2	0	-1	-1/2	-1/2	-1/2	0		1/2	66
DRAW	EXHB #	PENALTY										
3	218	SCORE	-1/2	-1/2	-1/2	-1/2	-1	-1	-1/2		18	46 1/2
DRAW	EXHB #	PENALTY										
		SCORE										
DRAW	EXHB #	PENALTY										
		SCORE										
DRAW	EXHB #	PENALTY										
		SCORE										
DRAW	EXHB #	PENALTY										
		SCORE										
DRAW	EXHB #	PENALTY										
		SCORE										
DRAW	EXHB #	PENALTY										
		SCORE										
DRAW	EXHB #	PENALTY										
		SCORE										

JUDGES SIGNATURE Cindy Chilton Moore

REINING SCORE SHEET PATTERN 8

AMERICAN
QUARTER
HORSE
ASSOCIATION

142
CHILTON-MOORE

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

		MANEUVER DESCRIPTION	4SL	4SR	3CR OoO	3CL OoO	LRB	RRB	S & B		PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8		
DRAW	EXHB #	PENALTY		0							→	
1	177	SCORE	0									
DRAW	EXHB #	PENALTY					1				→	
2	165	SCORE	0	+1/2	0	-1/2	0	-1/2	-1			
DRAW	EXHB #	PENALTY									→	
		SCORE										
DRAW	EXHB #	PENALTY									→	
		SCORE										
DRAW	EXHB #	PENALTY									→	
		SCORE										
DRAW	EXHB #	PENALTY									→	
		SCORE										
DRAW	EXHB #	PENALTY									→	
		SCORE										
DRAW	EXHB #	PENALTY									→	
		SCORE										
DRAW	EXHB #	PENALTY									→	
		SCORE										
DRAW	EXHB #	PENALTY									→	
		SCORE										

JUDGES SIGNATURE Cindy Chilton Moore

REINING SCORE SHEET PATTERN 8

*CHILTON
MOORE*

AMERICAN
QUARTER
HORSE
ASSOCIATION

*144
6-12*

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

DRAW	EXHB #	MANEUVER DESCRIPTION	4SL	4SR	3CR	3CL	LRB	RRB	S & B	PENALTY TOTAL	SCORE
			1	2	3	4	5	6	7		
1	225	PENALTY					0				
		SCORE	-1	-1	-1/2	-1/2					0
2	174	PENALTY		0							
		SCORE	0								0
3	211	PENALTY	1/2								
		SCORE	0	0	0	-1/2	-1/2	-1/2	0	1/2	68
4	123	PENALTY									
		SCORE	+1/2	0	0	0	-1/2	-1/2	0		69 1/2
DRAW	EXHB #	PENALTY									
		SCORE									
DRAW	EXHB #	PENALTY									
		SCORE									
DRAW	EXHB #	PENALTY									
		SCORE									
DRAW	EXHB #	PENALTY									
		SCORE									
DRAW	EXHB #	PENALTY									
		SCORE									
DRAW	EXHB #	PENALTY									
		SCORE									

JUDGES SIGNATURE *Candy Chilton-Moore*

REINING SCORE SHEET PATTERN 2

AMERICAN
QUARTER
HORSE
ASSOCIATION

147 148
6-12-20

CHILTON -
moore

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

DRAW	EXHB #	MANEUVER DESCRIPTION	3 CR	3 CL	RRB	LRB	S & B	4SR	4SL	PENALTY TOTAL	SCORE
			oOO	oOO	3	4	5	6	7		
1	211	SCORE	0	0	-1/2	0	0	-1/2	0		69
2	123	SCORE	-1/2	1/2	0	-1/2	0	+1/2	+1/2	1 1/2	68 1/2
3	174	SCORE	0	0	0	-1/2	-1/2	-1/2	0	1/2	60
4	170	SCORE	0	0	-1/2	0	-1/2	0	0	1/2	68 1/2
5	225	SCORE	-1/2	+1/2	-1/2	-1/2	-1/2	-1/2	0	1/2	66 1/2
		SCORE									
		SCORE									
		SCORE									
		SCORE									
		SCORE									

JUDGES SIGNATURE Cindy Chilton Moore



VERSATILITY RANCH HORSE - REINING

CHILTON

SHOW: *MOORE*

CLASS: *152-Youth*

DATE: *6-12-20*

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - 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				
		300	301												
	Maneuver Description	000	000	stop	3/2SR	stop	3/2SL	S+B							
1	217	PENALTY	-1	1											
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2	0				2	65 1/2	
2	158	PENALTY	2												
		CONTENT	-1/2	-1/2	-1/2	0	0	0	0				2	66 1/2	
3		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____ JUDGE'S SIGNATURE: *Candy Chilton Moore*



SHOW:	CHILTON MOORE
CLASS:	153
DATE:	6-12-20

VERSATILITY RANCH HORSE - REINING

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		302	301														
Maneuver Description		000	000	STOP	3/2SR	STOP	3/2SL	S+B									
1	210	PENALTY	1 1/2	2		OP		OP									
		CONTENT	-1/2	-1	-1	-1	-1	-1	-1/2					5		49	
2	169	PENALTY															
		CONTENT	0	0	-1/2	+1/2	0	+1/2	+1/2							71	
3	171	PENALTY				OP											
		CONTENT	+1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2								67
4		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Emily Chilton Moore



SHOW: CHILTON MOORE
CLASS: 154
DATE: 6-12-20

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	#	MANEUVER 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										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
			1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																		
Maneuver Description		3CL	3CL															
		PENALTY	000	000	STOP	3/2SL	STOP	3/2SL	S+B									
1	216	PENALTY	2		2				1/2									
		CONTENT	-1/2	-1/2	-1	-1	-1	-1/2	-1/2								4 1/2	60 1/2
2	210	PENALTY	OP			OP												
		CONTENT	-1/2	0	-1/2	-1	-1/2	-1/2	0									67
3	191	PENALTY																
		CONTENT	0	0	0	-1/2	-1/2	0	-1/2									60 1/2
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Cindy Chilton Moore

REINING SCORE SHEET PATTERN 8

AMERICAN
QUARTER
HORSE
ASSOCIATION

#139

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

		MANEUVER DESCRIPTION	4SL	4SR	3CR OoO	3CL OoO	LRB	RRB	S & B			PENALTY TOTAL	SCORE
		MANEUVER	1	2	3	4	5	6	7	8			
DRAW	EXHB #	PENALTY											
1	225	SCORE	-1	-1/2	-1/2	-1/2	-1	-1	-1/2				65
			69	68 1/2	68	67 1/2	66 1/2	65 1/2	65				
2	215	SCORE	0	0	-1/2	-1/2	-1/2	-1/2	0				68
					69			68					
3	218	SCORE	0	0	-1/2	-1	-1	-1	-1				49 1/2
					69	68							
DRAW	EXHB #	PENALTY											SCORE
		SCORE											
DRAW	EXHB #	PENALTY											SCORE
		SCORE											
DRAW	EXHB #	PENALTY											SCORE
		SCORE											
DRAW	EXHB #	PENALTY											SCORE
		SCORE											
DRAW	EXHB #	PENALTY											SCORE
		SCORE											
DRAW	EXHB #	PENALTY											SCORE
		SCORE											
DRAW	EXHB #	PENALTY											SCORE
		SCORE											

JUDGES SIGNATURE Katten

REINING SCORE SHEET PATTERN 8

AMERICAN
QUARTER
HORSE
ASSOCIATION

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

#142 L1 Youth

DRAW	EXHB #	PENALTY	MANEUVER DESCRIPTION								PENALTY TOTAL	SCORE
			4SL	4SR	3CR OoO	3CL OoO	LRB	RRB	S & B			
1	177		0	OPDO								0

2	165		0	0	0	0	0	-1/2	-1/2	-1/2		67 1/2
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3			[Wavy line through the table]									
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1	225		-1	-1/2	-1	-1/2						DP
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2	174		0	[Horizontal line through the table]									DP
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3	211		0	0	0	0	0	-1/2	-1/2	-1/2		68 1/2
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4	123		0	0	0	0	0	0	-1/2	0		69 1/2
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JUDGES SIGNATURE Watt

REINING SCORE SHEET PATTERN 2

AMERICAN
QUARTER
HORSE
ASSOCIATION

147 # 148
207MB-

MANEUVER SCORES: - 1 1/2 Extremely Poor, - 1 Very Poor, - 1/2 Poor, 0 Correct, + 1/2 Good, + 1 Very Good, + 1 1/2 Excellent

DRAW	EXHB #	MANEUVER DESCRIPTION	3 CR	3 CL	RRB	LRB	S & B	4SR	4SL	PENALTY TOTAL	SCORE
			oOO	oOO							
1	211	SCORE	0	0	-1	0	0	0	0		69

2	123	SCORE	0	-1/2	0	-1/2	0	0	0		68
			68 1/2		68						

3	174	SCORE	0	-1/2	-1/2	-1/2	-1/2	0	0		68*
			68 1/2		68						

4	170	SCORE	0	0	-1	-1/2	-1/2	0	+1/2	1	67 1/2
			69		68 1/2		68		67		67 1/2

5	225	SCORE	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2		66 1/2
			69		68		67 1/2		67		66 1/2

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

DRAW	EXHB #	PENALTY									
		SCORE									

JUDGES SIGNATURE Watten



SHOW:
CLASS: # 152 youth
DATE: 6/1

VERSATILITY RANCH HORSE - REINING

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 roma reins (except two rein) - Trotting in excess of 1/2 circle or 1/2 length of the arena <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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#152

#153

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				
		300	301												
	Maneuver Description	000	000	stop	3/4 SR stop	3/4 SL	S+B								
1	217	PENALTY	1												
	CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						65 1/2	
2	158	PENALTY	2												
	CONTENT	-1/2	0	-1/2	-1/2	-1/2	0	0						66	
1	210	PENALTY	5 1/2	12	2	OP		OP						16	45 1/2
	CONTENT	-1/2	-1	-1	-1	-1	-1	-1							OP
2	169	PENALTY													
	CONTENT	+1/2	+1/2	0	+1/2	+0	+1/2	+1/2						72 1/2	
3	171	PENALTY				OP									
	CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	0						68	OP
	PENALTY														
	CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *K. Katter*



SHOW:
CLASS: #154 open
DATE: 6/19/20

VERSATILITY RANCH HORSE - REINING

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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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		SCR	3CL												
PENALTY		000	000	STOP	3/2SR	STOP	3/2SL	S+B							
1	216		2	22										6	60 1/2
CONTENT		0	-1/2	-1	-1/2	-1	0	-1/2							
2	210														69 2X OP
PENALTY		OP			OP										
CONTENT		0	0	-1/2	-1/2	0	0	0							
3	191		1												69
PENALTY															
CONTENT		0	0	0	0	0	0	0							
4															
PENALTY															
CONTENT															
5															
PENALTY															
CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *K. Watter*