

SHOW:

CLASS: #350, 351, 362, 363, 364, 365, 367

REINING - Pattern 2 *19 ↑*

DATE: March 11

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL				
Maneuver Description		1	2	3	4	5	6	7	8	9		
1	224	PENALTY										
		MANUV.	0	0	-1 1/2	-1	-1	-1	-1/2			-65
					<i>6 1/2</i>		<i>5 1/2</i>					
2	246	PENALTY	0									0
		MANUV.	0									0
3	245	PENALTY	0									0
		MANUV.										0
4	244	PENALTY	0									0
		MANUV.										0
5	240	PENALTY	0									0
		MANUV.										0
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

Willis

JUDGE'S NAME (PRINTED): _____

[Signature]

JUDGE'S SIGNATURE: _____



SHOW:

CLASS: #352, 353, 354, 355, 356

DATE: March 11

VERSATILITY RANCH HORSE - REINING *AMATEUR*

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		2cir-L	2cir-R	stop	31/2S-L	stop	31/2S-R	stop							
1	262														
		PENALTY													
		CONTENT	0	0	+1/2 +1/2	0	+1/2 +1/2								72
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): W. Ellis

JUDGE'S SIGNATURE: *[Signature]*



VERSATILITY RANCH HORSE - REINING

SHOW:

CLASS: #352,353,354,355,356

DATE: March 11

<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				
		Maneuver Description	2cir-L	2cir-R	stop	31/2S-L	stop	31/2S-R	stop						
	1264	PENALTY	1	0	-1	0	0	+1/2	0						68
		CONTENT	-1/2	0	-1	0	0	+1/2	0						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): W. His

JUDGE'S SIGNATURE: [Signature]



SHOW:

CLASS:#352,353,354,355,356

DATE: March 11

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													
		2cir-L	2cir-R	stop	31/2S-L	stop	31/2S-R	stop							
		PENALTY			OP										
		CONTENT	0	-1/2	-1/2	+1 1/2	0	-1/2	0						66
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

Willis

JUDGE'S SIGNATURE:

Willis



SHOW:
CLASS: #352, 353, 354, 355, 356
DATE: March 11

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		2cir-L	2cir-R	stop	31/2S-L	stop	31/2S-R	stop							
1	26	PENALTY													
		CONTENT	0	0	0	+1/2	0	-1 1/2	+1/2						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Willis JUDGE'S SIGNATURE: [Signature]

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION

Friday- All L-1, Rookie

REINING - Pattern 4

SHOW:

CLASS: #357, 358, 259, 360, 361

DATE: March 11

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		3 CR OOo	4 SR	3 CL OOo	4 SL	RC LC	RRB	LRB	S & B			
Maneuver Description		1	2	3	4	5	6	7	8	9		
①	1 ²³⁷	PENALTY										-69½
		MANUV.	0	0	0	0	0	-½	0	0		
2 ²²⁴	PENALTY											-67
	MANUV.	0	-½	0	-½	0	-1	-½	-½			
②	3 ²³²	PENALTY					1					-69
		MANUV.	0	0	0	+½	0	0	0	-½		
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JUDGE'S NAME (PRINTED):

Wills

JUDGE'S SIGNATURE:

[Signature]

*Rookie
YOUTH*

REINING - Pattern 4

SHOW:

CLASS: #357,358,259,360,361

DATE: March 11

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		3 CR OOo	4 SR	3 CL OOo	4 SL	RC LC	RRB	LRB	S & B			
Maneuver Description		1	2	3	4	5	6	7	8	9		
1	274	PENALTY										
		MANUV.	0	-1/2	0	-1/2	0	-1/2	-1/2	0		-68
2		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JUDGE'S NAME (PRINTED): Willis

JUDGE'S SIGNATURE: *[Signature]*

*Rookie
AMA*

REINING - Pattern 4

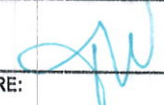
SHOW:

CLASS: #357,358,359,360,361

DATE: March 11

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		3 CR OOo	4 SR	3 CL OOo	4 SL	RC LC	RRB	LRB	S & B			
Maneuver Description		1	2	3	4	5	6	7	8	9		
1	249											
		PENALTY										
		MANUV.	0	1/2	0	0	0					0
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JUDGE'S NAME (PRINTED): Willis

JUDGE'S SIGNATURE: 

2-1 AMA

REINING - Pattern 4

SHOW:

CLASS: #357,358,259,360,361

DATE: March 11

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		3 CR OOo	4 SR	3 CL OOo	4 SL	RC LC	RRB	LRB	S & B			
Maneuver Description		1	2	3	4	5	6	7	8	9		
1	249	PENALTY 1					2					
		MANUV. -1/2	0	0	0	0	-1/2	-1/2	-1/2		3	65
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JUDGE'S NAME (PRINTED): Willis

JUDGE'S SIGNATURE: *[Signature]*

AQHA Friday-
 AMERICAN QUARTER HORSE ASSOCIATION Amateur, Select, Youth, Open,
 All Breed *Combined*
REINING - Pattern 2

SHOW:

CLASS: #350, 351, 362, 363, 364, 365, 367

DATE: March 11

W/O	#	MANEUVER SCORES								PENALTY TOTAL	SCORE	
		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL				
Maneuver Description		1	2	3	4	5	6	7	8	9		
1	26	PENALTY										
		MANUV.	0	0	+1/2	-1/2	0	+1/2	+1/2			-71
					0							
2	261	PENALTY		1	1							
		MANUV.	0	-1/2	0	0	0	0	0			267 1/2
					67 1/2							
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JUDGE'S NAME (PRINTED):

W. His

JUDGE'S SIGNATURE:

[Signature]

REINING - Pattern 2

DATE: March 11

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL				
Maneuver Description		1	2	3	4	5	6	7	8	9		
2	133	PENALTY										
		MANUV.	0	0	0	0	0	-1/2	0			-69 1/2
①	252	PENALTY										
		MANUV.	0	0	-1/2	0	0	+1/2	0			-70
3	323	PENALTY			2							
		MANUV.	0	0	0	-1/2	0	0	-1/2			67
					68	7 1/2						
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JUDGE'S NAME (PRINTED): Willis

JUDGE'S SIGNATURE: [Signature]

SHOW:

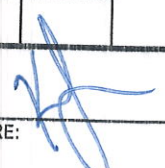
CLASS #350, 351, 362, 363, 364, 365, 367

REINING - Pattern 2

DATE: March 11

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL				
Maneuver Description		1	2	3	4	5	6	7	8	9		
		PENALTY										
1	24	MANUV.	0	0	-1	-1/2	-1/2	-1	-1			66
		PENALTY										
2	246	MANUV.										0
		PENALTY	0									
3	245	MANUV.	0									0
		PENALTY	0									
4	244	MANUV.										0
		PENALTY	0									
5	240	MANUV.										0
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JUDGE'S NAME (PRINTED): Keith Longacre

JUDGE'S SIGNATURE: 



SHOW:

CLASS: #352, 353, 354, 355, 356

DATE: March 11

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						
Tie-Breaker																	
Maneuver Description		2cir-L	2cir-R	stop	31/2S-L	stop	31/2S-R	stop									
1	262	PENALTY															
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1/2							72	
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Keith Longacre

JUDGE'S SIGNATURE: *Keith Longacre*



SHOW:

CLASS: #352, 353, 354, 355, 356

DATE: March 11

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														
		Maneuver Description	2cir-L	2cir-R	stop	31/2S-L	stop	31/2S-R	stop							
1	264	PENALTY														
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	0	-1/2							66 1/2
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Keith Longacre

JUDGE'S SIGNATURE: _____



SHOW:

CLASS: #352, 353, 354, 355, 356

DATE: March 11

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						
Tie-Breaker																	
Maneuver Description		2cir-L	2cir-R	stop	31/2S-L	stop	31/2S-R	stop									
1	263	PENALTY	1	OP													OP
		CONTENT	0	0	-1/2	-1/2	0	-1/2	-1/2								66
		PENALTY				3											
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Keith Longacre

JUDGE'S SIGNATURE: [Signature]



SHOW:

CLASS: #352, 353, 354, 355, 356

DATE: March 11

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

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- 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		2cir-L	2cir-R	stop	31/2S-L	stop	31/2S-R	stop							
1	26	PENALTY					OP								
		CONTENT	0	0	0	+1/2	0	-1/2	0						(69)
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Kathryn...*

SHOW:

CLASS: #357, 358, 259, 360, 361

REINING - Pattern 4

DATE: March 11

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		3 CR OOo	4 SR	3 CL OOo	4 SL	RC LC	RRB	LRB	S & B			
		1	2	3	4	5	6	7	8	9		
1	237	0	0	0	1/2	0	1/2	0	1/2			69 1/2
2	224	0	1/2	0	1/2	0	1/2	1	1/2			66
3	232	0	1/2	0	1/2	0	0	0	0		1	70

Keith Longacre
 JUDGE'S NAME (PRINTED):

Keith Longacre
 JUDGE'S SIGNATURE:

REINING - Pattern 4

SHOW:

CLASS: #357, 358, 259, 360, 361

DATE: March 11

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		3 CR OOo	4 SR	3 CL OOo	4 SL	RC LC	RRB	LRB	S & B			
Maneuver Description		1	2	3	4	5	6	7	8	9		
Maneuver												
		PENALTY										
1	274	MANUV.	0	0	0	-1/2	-1/2	-1/2	-1/2	0		1 67
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JUDGE'S NAME (PRINTED): _____

[Signature]
JUDGE'S SIGNATURE: _____

SHOW:

CLASS: #357,358,259,360,361

REINING - Pattern 4

DATE: March 11

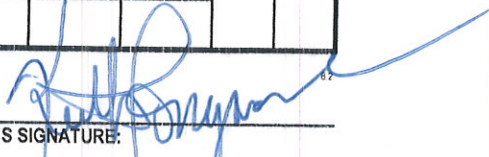
359

360

361

W/O	#	Maneuver Description	MANEUVER SCORES							PENALTY TOTAL	SCORE		
			3 CR 00o	4 SR	3 CL 00o	4 SL	RC LC	RRB	LRB			S & B	
		Maneuver	1	2	3	4	5	6	7	8	9		
		PENALTY					1	5	0				
		MANUV.	-1/2	0	0	0	-1/2	-1/2	-1/2	0			0
		PENALTY											
		MANUV.											
		PENALTY					2	12					
		MANUV.	0	0	0	-1/2	0	-1/2	-1/2	0			5 1/2
		PENALTY											
		MANUV.											
		PENALTY	1					2					
		MANUV.	-1/2	0	-1/2	0	0	0	-1/2	-1/2			3 65
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											

JUDGE'S NAME (PRINTED): Keith Longacre

JUDGE'S SIGNATURE: 

AQHA Friday-
 AMERICAN QUARTER HORSE ASSOCIATION Amateur, Select, Youth, Open,
 All Breed
REINING - Pattern 2

SHOW:

CLASS: #350, 351, 362, 363, 364, 365, 367

DATE: March 11

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL				
Maneuver Description		1	2	3	4	5	6	7	8	9		
Maneuver												
		PENALTY										
		MANUV.										
1	26	PENALTY										
		MANUV.	0	0	+1/2	0	0	0	+1/6			71
		PENALTY										
		MANUV.										
2	261	PENALTY										
		MANUV.	0	-1/2	0	0	0	0	0			267 1/2
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

Keith Longacre
 JUDGE'S NAME (PRINTED):

[Signature]
 JUDGE'S SIGNATURE:

AQHA Friday-
 AMERICAN QUARTER HORSE ASSOCIATION Amateur, Select, Youth, Open,
 All Breed
REINING - Pattern 2

SHOW:

CLASS: #350, 351, 362, 363, 364, 365, 367

DATE: March 11

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL				
Maneuver Description		1	2	3	4	5	6	7	8	9		
Maneuver		1	2	3	4	5	6	7	8	9		
1	233	PENALTY										
		MANUV.	0	0	0	0	0	0	0	0		70
2	52	PENALTY										
		MANUV.	0	0	-1/2	0	0	0	0			69 1/2
3	237	PENALTY			2							
		MANUV.	0	0	0	0	0	0	-1/2			2 67 1/2
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

Keith Longacre
 JUDGE'S NAME (PRINTED):

[Signature]
 JUDGE'S SIGNATURE: