

Senior

REINING - Pattern 2

SHOW:

CLASS: #294,301,302,303,304

DATE: April 7

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
-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		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL				
Maneuver		1	2	3	4	5	6	7	8	9		
1	4	PENALTY	2	2				1/2				
	8	MANUV.	-1	-1/2	0	0	0	-1/2	0			
		69	69 1/2				68					
2	52	PENALTY										
	52	MANUV.	0	0	-1/2	-1/2	0	0	0			
		71		69 1/2	69							
3	27	PENALTY										
	27	MANUV.	0	+1/2	+1/2	+1/2	0	+1/2	+1/2			
		70	70 1/2	71	71 1/2		72	72 1/2				
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

Teff Allen
JUDGE'S NAME (PRINTED):

Teff Allen
JUDGE'S SIGNATURE:

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
-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		4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B				
Maneuver		1	2	3	4	5	6	7	8	9		
1	288	PENALTY										
		MANUV.	0	-1/2	0	0	0	0	0			
70 69 1/2												
		PENALTY										
		MANUV.										
1	289	PENALTY										
		MANUV.	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2			
67 1/2 69 68 1/2 68 67 1/2 66 1/2 65												
		PENALTY										
		MANUV.										
1	290	PENALTY	0									
		MANUV.										
		PENALTY										
		MANUV.										
1	291	PENALTY	1		1	1 1 1						
		MANUV.	-1/2	-1	-1	-1	-1	-1	-1			
67 1/2 68 1/2 67 1/2 66 1/2 65 1/2 64 1/2 63 1/2												
2	292	PENALTY				1 2			2			
		MANUV.	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2			
69 1/2 67 68 1/2 68 67 1/2 67												
3	293	PENALTY	1/2									
		MANUV.	-1/2	-1	-1/2	-1/2	-1	-1	-1/2			
69 1/2 68 1/2 68 67 1/2 66 1/2 65 1/2 65												
4	294	PENALTY		0								
		MANUV.	-1/2									

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		-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		4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B				
Maneuver		1	2	3	4	5	6	7	8	9		
1	204	PENALTY										
		MANUV.	0	-1/2	0	0	0	0	+1/2			
		70	6 1/2						70			
2	208	PENALTY				5	0					
		MANUV.	0	+1/2	0	0	-1				0 0	
		70	7 1/2			6 1/2						
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

Jeff Allen
JUDGE'S NAME (PRINTED):

Jeff Allen
JUDGE'S SIGNATURE:

REINING - Pattern 2

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE
-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		3 CR ooo	3 CL ooo	RRB	LRB	S & B	4 SR	4 SL					
Maneuver		1	2	3	4	5	6	7	8	9			
1	226	PENALTY									70		
		MANUV.	0	+1/2	0	-1/2	-1/2	0	+1/2				
70 70 70 69 70													
2	268	PENALTY			2						2 66		
		MANUV.	0	0	-1	-1	-1	+1/2	+1/2				
70 69 68 67 67 68													
		PENALTY											
		MANUV.											
11	130	PENALTY	12	1		1/2					4 1/2 61		
		MANUV.	-1/2	-1/2	-1	-1	-1	-1/2	0				
69 1/2 69 68 67 66 65 1/2													
		PENALTY											
		MANUV.											
1	230	PENALTY	2			2					4 62		
		MANUV.	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1/2				
69 1/2 69 68 69 1/2 67 66 1/2 66													
2		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											

Teff Allen
JUDGE'S NAME (PRINTED):

Teff Allen
JUDGE'S SIGNATURE:



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		3 spins	3 spins	2 cir	2cir L	L-RB	R-RB	Back							
1	319	PENALTY	OP											67	✓
		CONTENT	-1/2	-1	-1/2	0	0	-1	0						
2	69	PENALTY	OP	OP									1	67	OP
		CONTENT	-1/2	-1/2	-1/2	0	+1/2	+1/2	+1/2						
		PENALTY													
		CONTENT													
1	26	PENALTY												69	
		CONTENT	0	0	0	-1/2	0	-1/2	0						
		PENALTY													
		CONTENT													
1	246	PENALTY			11								2	64	
		CONTENT	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1/2						
2	234	PENALTY	OP	OP										65	✓
		CONTENT	-1/2	-1/2	0	0	-1/2	-1	-1/2						
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Jeff Allen

JUDGE'S SIGNATURE: Jeff Allen

REINING - Pattern 2

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
-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		3 CR ooo	3 CL ooo	RRB	LRB	S & B	4 SR	4 SL				
Maneuver		1	2	3	4	5	6	7	8	9		
1	284	PENALTY 2	2					1/2				
		MANUV. -1/2	-1/2	Ø	Ø	Ø	-1/2	Ø				
		67 1/2 65				64 1/2 64						
2	52	PENALTY										
		MANUV. Ø	Ø	-1/2	Ø	Ø	Ø	Ø				
		69 1/2										
3	227	PENALTY										
		MANUV. Ø	Ø	Ø	+1/2	+1/2	Ø	Ø				
		70 1/2 71										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

Tom Crowley
JUDGE'S NAME (PRINTED):

Tom Crowley
JUDGE'S SIGNATURE:

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 1/2 Excellent										
Maneuver Description		4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B				
Maneuver		1	2	3	4	5	6	7	8	9		
1	280	PENALTY									0	69 1/2
		MANUV.	0	0	0	0	-1/2	0	0			
69 1/2												
		PENALTY										
		MANUV.										
1	280	PENALTY			1						1	65
		MANUV.	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1			
69 1/2 69 67 1/2 67 66 65												
		PENALTY										
		MANUV.										
1	130	PENALTY	0	0	1	1					0	
		MANUV.	-1	-1	-1/2	-1/2	-1/2	0	-1/2			
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

Tom Crowley
JUDGE'S NAME (PRINTED):

Tim S
JUDGE'S SIGNATURE:

Class
299 -

W/O	#	MANEUVER SCORES								PENALTY TOTAL	SCORE	
-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		4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B				
Maneuver		1	2	3	4	5	6	7	8	9		
1	222	PENALTY	1/2		1	1,1,1		1/2			5	59
		MANUV.	-1/2	-1	-1	-1	-1	-1/2	-1			
		69	68	66	62	61	60	59				
2	301	PENALTY				1,2			2		5	62
		MANUV.	-1/2	-1/2	Ø	-1/2	-1/2	-1/2	-1/2			
		69			65 1/2	65	64 1/2	62				
3	332	PENALTY	1/2								1/2	65
		MANUV.	-1/2	-1	-1	-1/2	-1/2	-1/2	-1/2			
		69	68	67	66 1/2	66	65 1/2	65				
4	287	PENALTY		Ø								Ø
		MANUV.	-1/2	-1 1/2	Ø							
1	284	PENALTY									Ø	70
		MANUV.	Ø	-1/2	Ø	Ø	Ø	Ø	+1/2			
		69 1/2					69 1/2	70				
2	288	PENALTY					5	Ø				Ø
		MANUV.	+1/2	Ø	Ø	Ø	-1					
		70 1/2					64 1/2					

Class
300 -

Tom Crowley
JUDGE'S NAME (PRINTED):

Tom
JUDGE'S SIGNATURE:

REINING - Pattern 2

W/O	#		MANEUVER SCORES								PENALTY TOTAL	SCORE
			-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			3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL			
Maneuver			1	2	3	4	5	6	7	8	9	
1	226	PENALTY										
		MANUV.	Ø	Ø	Ø	-1/2	-1/2	-1/2	Ø		Ø	
			69 68 1/2									68 1/2
2	268	PENALTY				2						
		MANUV.	Ø	Ø	-1	-1	-1	+1/2	+1/2		2	
			69 66 65 66									66
1	130	PENALTY	1 1/2	1								
		MANUV.	-1/2	-1/2	-1	-1/2	-1	-1/2	Ø		4	
			66 1/2 65 64 63 1/2 62 1/2 62									62
1	230	PENALTY	2		1/2	2						
		MANUV.	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2		4 1/2	
			67 1/2 67 66 63 1/2 63 62									62
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JUDGE'S NAME (PRINTED): Tom Crowley

JUDGE'S SIGNATURE: Tom Crowley



VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

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- 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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- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

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Off-Pattern (OP): Cannot place above others who complete pattern correctly

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- 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)
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Disqualification (DQ):

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

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

W/O	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Tie-Breaker																
Maneuver Description			3 spins	3 spins	2 cir	2cir L	L-RB	R-RB	Back							
class 305	1	319	PENALTY (OP)												67	OP
			CONTENT -1 1/2	-1/2	-1/2	Ø	Ø	-1/2	Ø							
	2	69	PENALTY (OP) 1	(OP)										1	66	OPx2
			CONTENT -1 1/2	-1/2	Ø	-1/2	-1/2	+1/2	+1/2							
class 306	1	26	PENALTY												69	
			CONTENT Ø	Ø	Ø	Ø	Ø	-1/2	-1/2							
class 308	1	246	PENALTY		1,1									2	65	Ø
			CONTENT Ø	-1/2	-1/2	-1	-1/2	-1/2	Ø							
	2	234	PENALTY (OP)	(OP)											65 1/2	OPx
			CONTENT -1 1/2	-1/2	Ø	Ø	-1/2	-1/2	-1/2							
			PENALTY													
			CONTENT													
			PENALTY													
			CONTENT													
			PENALTY													
			CONTENT													

JUDGE'S NAME (PRINTED): Tom Crowley

JUDGE'S SIGNATURE: Tom Crowley

REINING - Pattern 2

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
-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		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL				
Maneuver		1	2	3	4	5	6	7	8	9		
✓ 1	284	PENALTY	2	2				1/2				
		MANUV.	-1	-1	0	0	0	0	0			
		67 64		63 1/2								
✓ 2	52	PENALTY										
		MANUV.	0	0	0	0	0	0	0			
											70	
✓ 3	227	PENALTY										
		MANUV.	0	0	0	+1/2	0	+1/2	+1/2			
		71									71 1/2	
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
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		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JESSICA GILLIAM
JUDGE'S NAME (PRINTED):

[Signature]
JUDGE'S SIGNATURE:

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION

Thursday- All Rookie & L-1

#295, 296, 297, 298, 299,

300

REINING - Pattern 8

SHOW: OREGON SPRING CLASSIC

CLASS: 295 RK AMT

DATE: April 7, 2022

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		-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		4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B				
Maneuver		1	2	3	4	5	6	7	8	9		
1	280	PENALTY										
		MANUV.	-1/2	-1/2	-1/2	-1/2	0	0	0			68
69 68												
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
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		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JESSICA GILLIAM
JUDGE'S NAME (PRINTED):


JUDGE'S SIGNATURE:

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
-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		4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B				
Maneuver		1	2	3	4	5	6	7	8	9		
1	280	PENALTY		1								
		MANUV.	-1/2	-1/2	-1/2	-1/2	0	0	-1/2			
69 67 1/2 67												
		PENALTY										
		MANUV.										
		PENALTY										
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		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										

JESSICA GILMAN
JUDGE'S NAME (PRINTED):

[Signature]
JUDGE'S SIGNATURE:

W/O	#	MANEUVER SCORES								PENALTY TOTAL	SCORE	
		-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		4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B				
Maneuver		1	2	3	4	5	6	7	8	9		
1	130	PENALTY	0								0	0
		MANUV.										
		PENALTY										
		MANUV.										
		PENALTY										
		MANUV.										
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		PENALTY										
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JESSICA GILLIAN
JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		-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		4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B				
Maneuver		1	2	3	4	5	6	7	8	9		
		PENALTY										
		MANUV.	S	C	R							
		PENALTY										
		MANUV.										
		PENALTY										
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JESSICA GILLIAM
JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

W/O	#	MANEUVER SCORES									PENALTY	TOTAL	SCORE
Maneuver Description		4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B					
Maneuver		1	2	3	4	5	6	7	8	9			
✓ 1	222	PENALTY 1/2		1	1,1	1	1/2	1/2					
		MANUV. -1/2	-1	-1/2	-1	-1	-1	-1				5 1/2	58 1/2
			69	68	66 1/2	63 1/2	61 1/2	60	58 1/2				
✓ 2	301	PENALTY			2			1/2					
		MANUV. 0	0	0	-1/2	-1/2	0	-1				4 1/2	63 1/2
					67 1/2	67		63 1/2					
✓ 3	332	PENALTY 1/2											
		MANUV. -1/2	-1	-1/2	-1/2	-1	-1	-1/2					64 1/2
			69	68		67	66	65					
✓ 4	287	PENALTY		0									
		MANUV. -1/2										0	0
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											
		PENALTY											
		MANUV.											

JESSICA GILLIAM
JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

SHOW: OREGON SPRING CLASSIC

CLASS: 300 LVI 1

DATE: April 7, 2022

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
Maneuver Description		4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B				
Maneuver		1	2	3	4	5	6	7	8	9		
✓ 1	284	PENALTY										
		MANUV.	0	+1/2	0	0	0	+1/2				71
✓ 2	268	PENALTY				5	0					
		MANUV.	0	+1/2	0	0	-1				0	0
						6 1/2						
		PENALTY										
		MANUV.										
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		MANUV.										
		PENALTY										
		MANUV.										

JESSICA GILLIAM
JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

REINING - Pattern 2

W/O	#	MANEUVER SCORES								PENALTY TOTAL	SCORE
Maneuver Description		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL			
Maneuver		1	2	3	4	5	6	7	8	9	
		PENALTY									
✓ 1	226	MANUV.	0	0	0	0	-1/2	0	0		69 1/2
69 1/2											
		PENALTY									
✓ 2	268	MANUV.	0	0	-1	-1	-1	+1/2	+1/2		68
69 68 67											
		PENALTY									
		MANUV.									
		PENALTY									
		MANUV.									
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		MANUV.									
		PENALTY									
		MANUV.									

JESSICA GILLIAM
JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

REINING - Pattern 2

SHOW: OREGON SPRING CLASSIC

CLASS: #294,301, 302, 303, 304

AMT

DATE: April 7, 2022

W/O	#	MANEUVER SCORES								PENALTY TOTAL	SCORE
		-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		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL			
Maneuver		1	2	3	4	5	6	7	8	9	
✓ 1130	PENALTY	2									
	MANUV.	SCRATCH									
	PENALTY										
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	MANUV.										

JESSICA GILLIAM
JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

REINING - Pattern 2

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
-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		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL				
Maneuver		1	2	3	4	5	6	7	8	9		
1	130	PENALTY	2,1	1	1/2	1/2						
		MANUV.	-1	-1/2	-1	-1	-1	-1/2	-1/2			
66 64 1/2 63 61 1/2 60 1/2 60												
		PENALTY										
		MANUV.										
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		PENALTY										
		MANUV.										

JESSICA GILLIAM
JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

REINING - Pattern 2

W/O	#	MANEUVER SCORES								PENALTY TOTAL	SCORE
-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		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL			
Maneuver		1	2	3	4	5	6	7	8	9	
✓ 1	230	PENALTY	2	1/2							
		MANUV.	-1	-1/2	-1	-1/2	-1	-1/2	-1/2		
67 66 1/2 65 64 1/2 63 1/2 63											
2		PENALTY									
		MANUV.	SCR								
		PENALTY									
		MANUV.									
		PENALTY									
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		PENALTY									
		MANUV.									

JESSICA GILLIAM
JUDGE'S NAME (PRINTED):

[Signature]
JUDGE'S SIGNATURE:



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			3 spins	3 spins	2 cir	2cir L	L-RB	R-RB	Back							
✓ 1	319	PENALTY	OP													
		CONTENT	-1/2 68 1/2	0	0	0	0	0	0						68 1/2	✓
✓ 2	69	PENALTY	OP	OP												
		CONTENT	-1/2 67	-1/2 67	-1/2	-1/2	-1/2 66	0	-1/2 65 1/2						65	✓
		PENALTY														
		CONTENT														
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		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): JESSICA GILLIAM

JUDGE'S SIGNATURE:



SHOW: #305, 306, 307, 308, 309, 310,

CLASS: 311

DATE: April 7, 2022

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			3 spins	3 spins	2 cir	2cir L	L-RB	R-RB	Back							
✓ 1	26	PENALTY	1/2			1										
		CONTENT	0	0	0	0	0	0	0						68 1/2	
		PENALTY														
		CONTENT														
		PENALTY														
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JUDGE'S NAME (PRINTED): JESSICA GILLIAN

JUDGE'S SIGNATURE:



SHOW: #305,306,307,308,309,310,

CLASS: **308**

DATE: April 7, 2022

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			3 spins	3 spins	2 cir	2cir L	L-RB	R-RB	Back							
1	246	PENALTY			1,1	1										
		CONTENT	0	0	-1/2	-1/2	0	-1/2	-1/2					3	65	
2	234	PENALTY	OP	OP												
		CONTENT	-1/2	-1	0	0	-1/2	-1	-1/2						65 1/2	✓
		PENALTY														
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JUDGE'S NAME (PRINTED): JESSICA GILLIAM

JUDGE'S SIGNATURE:

REINING - Pattern 2

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE
-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		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL					
Maneuver		1	2	3	4	5	6	7	8	9			
284	PENALTY	2	2					1/2			63 1/2		
	MANUV.	-1	-1	0	0	0	0	0					
64													
52	PENALTY										70 1/2		
	MANUV.	+1/2	0	0	0	0	0	0					
227	PENALTY										71 1/2		
	MANUV.	0	0	0	0	+1/2	+1/2	+1/2					
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Irvin Paul
JUDGE'S NAME (PRINTED):

[Signature]
JUDGE'S SIGNATURE:

REINING - Pattern 8

SHOW: OR CLASSIC

CLASS: 295 RK AMT

DATE: April 7

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

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		-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		4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B				
Maneuver		1	2	3	4	5	6	7	8	9		
280	PENALTY			1								
	MANUV.	-1/2	-1/2	-1/2	-1/2	0	0	-1/2				
67												
	PENALTY											
	MANUV.											
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JUDGE'S NAME (PRINTED):

Steve Paul

JUDGE'S SIGNATURE:

[Signature]

REINING - Pattern 8

SHOW:

OR Classic

CLASS:

Lv1 Select

DATE: April 7

W/O	#		MANEUVER SCORES							PENALTY	TOTAL	SCORE	
			4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B				
Maneuver Description			1	2	3	4	5	6	7	8	9		
130	PENALTY	0											0
	MANUV.												
	PENALTY												
	MANUV.												
	PENALTY												
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JUDGE'S NAME (PRINTED):

Paul

JUDGE'S SIGNATURE:

[Signature]

SHOW:

CLASS:

DATE: April 7

Rk Youth

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
-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			4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B			
Maneuver			1	2	3	4	5	6	7	8	9	
		PENALTY										
		MANUV.										
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

W/O	#	MANEUVER SCORES								PENALTY TOTAL	SCORE
-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		4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B			
Maneuver		1	2	3	4	5	6	7	8	9	
222	PENALTY	1/2		1	1 1 1						
	MANUV.	-1/2	-1/2	-1	-1	-1	-1	-1			
66 1/2 62 1/2 61 1/2 60 1/2											
301	PENALTY				2			2			
	MANUV.	0	0	0	-1/2	-1/2	0	-1/2			
67 1/2 67											
932	PENALTY	1/2									
	MANUV.	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2			
68 67 66 1/2											
287	PENALTY		0								
	MANUV.	-1/2									
	PENALTY										
	MANUV.										
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JUDGE'S NAME (PRINTED):

Supp Paul

JUDGE'S SIGNATURE:

[Signature]

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		-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		4 SL	4 SR	3 CR OoO	3 CL OoO	LRB	RRB	S & B				
Maneuver		1	2	3	4	5	6	7	8	9		
284	PENALTY											
	MANUV.	0	0	0	0	0	0	+1/2				70 1/2
268	PENALTY					5	0					
	MANUV.	+1/2	0	0	0	-1						00
64												
	PENALTY											
	MANUV.											
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Ludd Paul
JUDGE'S NAME (PRINTED):

[Signature]
JUDGE'S SIGNATURE:

REINING - Pattern 2

W/O	#	MANEUVER SCORES								PENALTY TOTAL	SCORE
Maneuver Description		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL			
Maneuver		1	2	3	4	5	6	7	8	9	
226	PENALTY										
	MANUV.	0	0	0	+1/2	-1/2	0	0			70
70											
268	PENALTY										
	MANUV.	0	0	-1	-1/2	-1	+1/2	+1/2			60 1/2
67 1/2 68											
	PENALTY										
	MANUV.										
	PENALTY										
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	PENALTY										
	MANUV.										
	PENALTY										
	MANUV.										

JUDGE'S NAME (PRINTED):

Judd Paul

JUDGE'S SIGNATURE:

[Signature]

REINING - Pattern 2

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
-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		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL				
Maneuver		1	2	3	4	5	6	7	8	9		
130	PENALTY	2	1		1/2							
	MANUV.	-1	-1/2	-1/2	-1/2	-1	-1/2	0				
65 2 65 64 63												
	PENALTY											
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	PENALTY											
	MANUV.											

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

REINING - Pattern 2

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		-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		3 CR oOO	3 CL oOO	RRB	LRB	S & B	4 SR	4 SL				
Maneuver		1	2	3	4	5	6	7	8	9		
230	PENALTY	1		1/2								
	MANUV.	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2				
68 67 66												
	PENALTY											
	MANUV.											
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: #305,306,307,308,309,310,

CLASS: 311

OPEN

DATE: April 7

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															
Maneuver Description		3 spins	3 spins	2 cir R	2cir L	L-RB	R-RB	Back							
319	PENALTY	OP													✓
	CONTENT	-1 1/2	-1	0	0	+1/2	0	+1/2							68 1/2
69	PENALTY	OP	OP												✓
	CONTENT	-1 1/2	-1 1/2	0	-1/2	0	0	0							66 1/2
	PENALTY														
	CONTENT														
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JUDGE'S NAME (PRINTED):

Judd Paul

JUDGE'S SIGNATURE:

[Signature]



SHOW: #305,306,307,308,309,310,

CLASS: 311

AmT

DATE: April 7

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															
Maneuver Description		3 spins	3 spins	2 cir	2cir L	L-RB	R-RB	Back							
		PENALTY													
	26	CONTENT	0	0	0	-1/2	0	0	0				1	68 1/2	
		PENALTY													
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JUDGE'S NAME (PRINTED):

Ludd Paul

JUDGE'S SIGNATURE:

[Signature]



SHOW: #305,306,307,308,309,310,

CLASS: 341

Lim Amr

DATE: April 7

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:

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- 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
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- 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
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10 Point Penalty:

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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															
Maneuver Description		3 spins	3 spins	2 cir	2cir L	L-RB	R-RB	Back							
	246	PENALTY			11	1									
		CONTENT	-1/2	0	-1	-1/2	0	-1/2	0				3	64 1/2	
	234	PENALTY	OP	OP											✓
		CONTENT	-1 1/2	-1 1/2	0	0	-1/2	-1/2	-1/2						65 1/2
		PENALTY													
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JUDGE'S NAME (PRINTED):

Judd Paul

JUDGE'S SIGNATURE:

[Signature]