



SHOW: Redbud Spectacular
CLASS: *Open*
DATE: June 5, 2021

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	RL	LL	ROS	3/4R	ROS	3/4L	S+B						
1	1013	PENALTY			1/2								1/2	69	
		CONTENT	0	0	+1/2	0	-1/2	-1/2	0						
2	1032	PENALTY	1/2	1/2									1 1/2	65	
		CONTENT	-1/2	-1/2	-1	0	-1/2	-1/2	-1/2						
3	444	PENALTY	1/2				1/2						1	66 1/2	
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	-1/2	0						
4	402	PENALTY												0	
		CONTENT	+1/2												
5	1076	PENALTY												70 1/2	
		CONTENT	-1/2	-1/2	+1/2	+1/2	+1/2	0	0						
6	88	PENALTY												72 1/2	
		CONTENT	+1/2	+1/2	0	+1/2	0	+1/2	+1/2						
7	47	PENALTY												72	
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	0	0						
8	1017	PENALTY					1/2						1/2	71	
		CONTENT	0	0	+1/2	0	+1/2	0	+1/2						

JUDGE'S NAME (PRINTED): Daurio

JUDGE'S SIGNATURE:

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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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Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		R	L	RDS	3/4R	RDS	3/4L	S+B							
9	1061	PENALTY	1/2	1/2		1/2									
		CONTENT	0	-1/2	0	0	-1/2	-1/2	0				1 1/2	67	
10	482	PENALTY						0							
		CONTENT	0	0	-1/2	-1/2	-1/2	0	0					0	
11	431	PENALTY													
		CONTENT	0	0	+1/2	0	+1/2	0	+1/2					7 1/2	
12	1073	PENALTY													
		CONTENT	0	-1/2	0	-1/2	+1/2	0	+1/2					70	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Dawid

JUDGE'S SIGNATURE: 