

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback arena for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to maintain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over spin or under spin up to 1/2 turn

1 Point Penalties:

- Overbitted (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 reins

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a loco departure on both patterns
- Failure to be in a loco prior to the last 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

3 Point Penalties:

- Spurring in front of cinch
- Bit and/or disobedience
- Use of either hand to break the gait

10 Point Penalty:

- Unacceptable Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot receive above criteria who complete pattern correctly

- Breaking pattern
- Indication of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except to adjust a bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two reins)
- Tripping in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lame or sore
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/ rider
- Improper vesting attire
- Leaving arena before pattern is complete

MANUEVER SCORES

Each horse/ rider team is scored between 0-100 points and a combined score is given for a run with a score of 70 points
 -1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Fair, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		The Breaker														
		9	5	6	7	1	3	2	3	4	10					
		Manuever Description														
		Join Left R+C R+L Spin Run Back 1/2 Spin Stop Back H/stop														
1	233	OP		-1/2											6 1/2	✓
		CONTENT	-1/2	0	-1/2	-1	-1/2	-1/2	-1/2	-1	-1/2	0				
2	244			-1/2						-1/2	-1/2					
		CONTENT	0	0	0	-1/2	-1/2	0	0	-1/2	0	0				67
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

Joe Galt

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or making 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
- Overlap or overlap up to 1/8 turn

1 Point Penalties:

- Over-bid to (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or circles (in any of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead.
- One or under spinning 1/8 to 1/4 turn
- Slipping rear

2 Point Penalties:

- Break of gait
- Freeze up: in spins or rollbacks
- Failure to stop or walk before executing a lope departure on two-lip patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before making a stop pattern
- Trotting beyond 2 strides; but less than 1/2 circle or 1/2 length of arena

3 Point Penalties:

- Spinning in front of circle
- Blatant disobedience
- Use of actor hand to (halt) lead/ride

50 Point Penalty:

- Unacceptable Ranch Horse Appearance (Halter's tail is visible and obscuresly carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- Inclusion of manuever (spin, stop, or under spinning, backing more than two strides)
- Repeating blatant disobedience
- Use of two hands (except to energy bit of hackamore)
- More than one finger between split reins or any fingers between normal reins (except two roll)
- 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 rider/saddle
- Equipment violation
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										TO POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
		Each maneuver item is scored between 0-100 points and is initially begun in 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															
		The Breaker															
		Manuever Description	Spin	Left cr	Right cr	Rollback	Lspin	Rspin	ESpin	STOP	BACK	HELD					
1	236	PENALTY		-1			-1/2										
		CONTENT	+1/2	+1/2	+1	+1	+1/2	+1/2	+1/2	+1	+1/2	0			1 1/2	74 1/2	
2	228	PENALTY															
		CONTENT	+1/2	+1	+1	+1/2	+1	+1	+1/2	+1	+1/2	0			18		
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

Joe Gott

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - REINING

12 Point Penalties:

- Starting a circle or making a rollback at a trot for up to two strides
- Delayed change of lead by one stride while 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-split or under-split up to 1/4 mile

1 Point Penalties:

- Over-bitted (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 splitting 1/8 to 1/4 mile
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in place or rollbacks
- Failure to stop or walk before executing a stop dependent on the pattern
- Failure to be in a stop prior to the final marker on non-in patterns
- Failure to completely pass the specified markers before initiating a stop position
- Trailing beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

6 Point Penalties:

- Spurring in front of cinch
- Excessive disobedience
- Use of whip for anything but to break a spool

10 Point Penalty:

- Unnatural Ranch Horse Approach (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above the line into complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e.: over or under splitting, backing more than two strides)
- Repeating the same maneuver
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between split reins (except two rein)
- Trailing 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
- Incomplete pattern
- Leaving arena before pattern is complete

MANUEVER SCORES

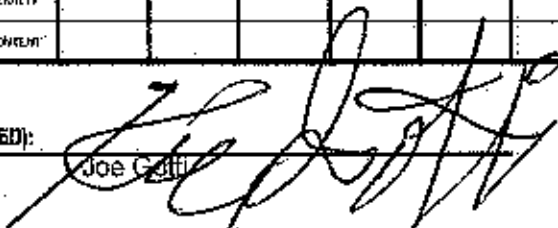
Each horse/ rider team is scored between 7-109 points and automatically begins the run with a score of 70 points
-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF-PATTERN		
		1	2	3	4	5	6	7	8	9	10						
		Tie-Breaker															
		Manuever Description															
1	238	Penalty		-1													
		Content	+1/2	0	+1/2	-1/2	+1	-1/2	+1	-1/2	+1/2						71 ✓
		Penalty															
		Content															
3	161	Penalty					-1/2										
		Content	0	+1	+1	+1/2	+1/2	+1	+1/2	0	0	0					74
4	200	Penalty					-1/2										
		Content	+1/2	+1	+1/2	+1/2	0	+1	+1/2	+1/2	-1/2	0					75 1/2
5	247	Penalty		-1	-3	-2					-1/2						
		Content	0	0	-1	-1/2	-1/2	-1/2	-1	-1	-1	0					58
6	255	Penalty		-4			-1/2										
		Content	+1/2	-1	+1	+1/2	+1	+1/2	+1/2	+1	+1/2	0					70
7	162	Penalty				-1/2											
		Content	+1/2	+1	+1	+1/2	+1/2	0	0	+1	+1/2	0					71 1/2

JUDGE'S NAME (PRINTED):

Joe Coffey

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 when the lead change is required by the pattern description
- Failure to maintain a minimum of twenty feet from the wall or fence when approaching a stop on or rollback
- Over-spin or under-spin up to 1/8 turn.

1 Point Penalties:

- Over-bridged (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 spine or roll backs
- Failure to stop or walk before executing a rope departure or trot-in patterns.
- Failure to be in a rope prior to the first marker on run-in penance
- Failure to completely pass the speed marker before initiating a stop position
- Trailing beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blank, dropped reins
- Use of other hand to assist, help, or tie

10 Point Penalties:

- General Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unusual manner in every maneuver)

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

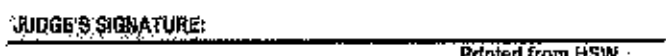
- Breaking pattern
- Violation of maneuver (i.e., over or under spinning, backing (into both ways) slides)
- Negligent timing of sobriety
- Use of two hands to assist in circle left or back riding
- More than one finger between split reins or any fingers between central reins (except two rein)
- Trailing in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Larceny
- Disrespect or misbehavior
- Illegal equipment
- Fall of horse/ rider
- Improper weapon riding
- Leaving arena before pattern is completed

WG	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF-PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		<small>Each horse/seat team is scored by seven 0-100 point judges uniformly before the run with a scope of 20 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, 1/2 Fair, 1 Very Good, 1 1/2 Excellent</small>														
		Tie-Breaker														
		Manuever Description	Spin	Roll	Roll	Rollback	LSRN	Roll	LSRN	Stop	Back	Hesitation				
	250	PENALTY														
	250	CONTENT														
2	243	PENALTY	-2	-4				-2								
2	243	CONTENT	-1/2	-1/2	-1	-1/2	-1	-1/2	-1/2	-1	-1/2	0				55
3	248	PENALTY														
3	248	CONTENT														
4	242	PENALTY		-1												
4	242	CONTENT	0	-1	-1	0	0	+1	+1/2	-1/2	0	0				68
5	230	PENALTY														
5	230	CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0			73
6	251	PENALTY														
6	251	CONTENT														
7	241	PENALTY		4												
7	241	CONTENT	0	-1	+1/2	-1/2	-1/2	-1/2	-1	-1/2	0	0				62 1/2
8	253	PENALTY								-1						
8	253	CONTENT	-1/2	0	0	-1	+1/2	-1/2	-1	0	-1	-1/2				64

JUDGE'S NAME (PRINTED): Joe Scott

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or creating a rollback of a trot for up to two strides
- Delayed change of lead by one stride when 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
- Overstep of understep up to 1/4 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.
- Out or under spooling 1/4 to 1/4 turn
- Slipping idly

2 Point Penalties:

- Break of gait
- Freeze up in spite of aids
- Failure to stop or walk before executing a type departure on foot-in patterns
- Failure to be in a lope prior to the line 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

3 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of loose hand to assist in a praise

50 Point Penalty:

- Unnatural Ranch Horse Appearance (hides tail to obscure and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot pass above cinch who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, bucking more than two strides)
- Repetition of any maneuver
- Use of two hands (except in snaffle bit or hackamoret)
- More than one finger between split reins or any fingers between round reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

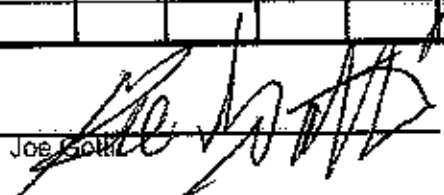
- Abuse
- Lameress
- Disrespect or misconduct
- Illegal equipment
- Head of horse rider
- Improper wearing attire
- Leaving arena before pattern is complete

W/O	#	MANEUVER SCORES										10 POINT PENALTY	REINING TOTAL	SCORE	OFF-PATTERN		
		1	2	3	4	5	6	7	8	9	10						
		Each horse and team is scored based on 0-10 points and entries only begin their run with scores 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	Stop	A	Lope	Roll	Spin	Spin	Spin	Stop	Walk	Heelin					
9	252	PENALTY			-1		-2									63 1/2	
		COMMENT	0		-1/2	-1	-1/2	0	1/2	-1/2	-1/2	0	0				
10	245	PENALTY			OP		-1OP	OP		OP						65 ✓	
		COMMENT	-1		-1	-1/2	-1	-1/2	-1/2	0	+1/2	0	0				
		PENALTY															
		COMMENT															
13	230	PENALTY				-2										69	
		COMMENT	-1/2	+1/2	-1	+1/2	+1/2	+1/2	0	0	+1/2	0					
14	246	PENALTY			-8					-2						50 1/2	
		COMMENT	-1	-1/2	-1	-1	-1	-1	-1 1/2	-1	-1/2	0					
15	240	PENALTY						OP								71 1/2 ✓	
		COMMENT	+1/2	+1/2	+1/2	-1/2	0	0	0	0	+1/2	0					
		PENALTY															
		COMMENT															

JUDGE'S NAME (PRINTED):

Joe Smith

JUDGE'S SIGNATURE:





SHOW: 2020 SCR Ranch Horse Series #1

CLASS: #3 - SCR Y12R - Youth 12 & Under
Reining

DATE: 02/15/2020

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback of a trot for up to two strides
- Delayed change of lead by one stride when 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-bitted (per maneuver)
- Out of tempo (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and all the deductions for each quarter of a circle are horse is out of lead
- Clear or under splicing 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 one circling a large departure on trot in patterns
- Failure to be in a lope prior to the final marker on ten-in patterns
- Failure to completely pass the specified marker before hitting 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 metal lead rope

10 Point Penalty:

- Unnatural (Ranch Horse Appearance) (Horse's tail is obvious and consistently carried from unnatural mane) in every maneuver

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

- Breaking pattern
- Induction of maneuver (i.e., evasive under spinning, hacking more than two strides)
- Repeating element of obedience
- Use of two hands (except in credits for hackwork)
- More than one finger between split reins or any fingers between reins (except two sets)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Neg of equipment
- Fall of horse/ridr
- Improper restraint using
- Leaving arena before pattern is completed

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORES	OFF-BATTER	
		Each horse/man rider is scored to a total of 100 points and automatically begins the run with a score of 10 points -1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Obedient, +1/2 Good, +1 Very Good, +1-1/2 Excellent														
Tie-Breaker																
Manuever Description		1	2	3	4	5	6	7	8	9	10					
1	236	Penalty														
		Content	+1/2	+1	+1	+1/2	+1/2	+1	0	+1/2	+1/2	0			75 1/2	
2	232	Penalty				-1/2										
		Content	0	+1	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0			74 1/2	
3	231	Penalty				-1	-1/2									
		Content	+1/2	+1	+1/2	+1	+1/2	+1/2	+1	+1/2	+1	0			76	
4	149	Penalty														
		Content	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	0			82	
5	234	Penalty				-1/2	OP	-2								
		Content	0	+1	+1	+1/2	0	+1/2	+1/2	+1/2	+1	0			72 1/2	✓
		Penalty														
		Content														
		Penalty														
		Content														

JUDGE'S NAME (PRINTED):

Joe Gott

JUDGE'S SIGNATURE: