



**VERSATILITY RANCH HORSE - REINING**

SHOW:	ECQH
CLASS:	Amateur
DATE:	11.8.17

- |   |   |
|---|---|
| <p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- 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</li> <li>- Over or under spinning 1/8 to 1/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spins or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle</li> </ul> | <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- Lameness</li> <li>- Abuse</li> <li>- Fall of horse/rider; run ends</li> <li>- Illegal equipment</li> <li>- Disrespect or misconduct</li> <li>- Improper western attire</li> </ul> |
|---|---|

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP	
		Each horse/rider team is scored between 1-100 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													
		D-C	4SR	L-C	4SL	8R	LQB	RQB	S+B						
1	327	PENALTY													
		CONTENT	0	0	0	0	0	0	0	0			70		
2	210	PENALTY					2	2							
		CONTENT	0	-1/2	-1/2	-1/2	-1	-1	-1	-1			9	55 1/2	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): M. Pearson

JUDGE'S SIGNATURE: *Michael Pearson*

**VERSATILITY RANCH HORSE - REINING**

SHOW: <i>EC QH 2017</i>
CLASS: <i>AMATEUR</i>
DATE: <i>8/11/2017</i>

<p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- 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</li> <li>- Over or under spinning 1/8 to 1/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spins or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- Lameness</li> <li>- Abuse</li> <li>- Fall of horse/rider; run ends</li> <li>- Illegal equipment</li> <li>- Disrespect or misconduct</li> <li>- Improper western attire</li> </ul>
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W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP	
		Each horse/rider team is scored between 1-100 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													
		D-C	4SR	L-C	4SL	8R	LQB	RQB	S+B						
1	327	PENALTY										1	69.5		
		CONTENT	0	+1/2	0	0	0	0	0	0	0				
2	210	PENALTY				2	2					6	59		
		CONTENT	0	-1/2	-1/2	-1/2	-1	-1	-1	-1/2					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Lampinen

JUDGE'S SIGNATURE: *[Signature]*

**VERSATILITY RANCH HORSE - REINING**

SHOW: \_\_\_\_\_  
CLASS: *Amateur*  
DATE: *08-11-17*

- 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 (except in Level 1/Youth Reining Pattern #1)
  - Over-spin or under-spin up to 1/8 turn
- 1 Point Penalties:**
- 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
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
  - Use of two hands (except in snaffle bit or hackamore) per maneuver
  - More than one finger between split reins or any fingers between romal reins (except two rein) per 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)
  - Leaving arena before pattern is complete
  - Repeated blatant disobedience
- DQ:**
- Lameness
  - Abuse
  - Fall of horse/rider; run ends
  - Illegal equipment
  - Disrespect or misconduct
  - Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
		Each horse/rider team is scored between 1-100 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													
		D-C	4SR	L-C	4SL	8R	LQB	RQB	S+B						
1	327	PENALTY	1/2		1			1/2					2	69 1/2	
		CONTENT	0	+1/2	0	+1/2	0	0	+1/2	0					
2	210	PENALTY				3	2						5	59	
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1	-1					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): R. Bordignon

JUDGE'S SIGNATURE: 