



SHOW: WSVRHA	Champions	hip
CI ASS: ( ) 00 . 0	7	0

CLASS: Open

DATE: 10/30/22

# **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

WO	W/O # 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												<u>⊢</u> ≻			ERN
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JUDGE'S NAME (PRINTED): Frank Craighoad

JUDGE'S SIGNATURE: FWI CAS MU

For more information on how exhibitors are scored visit www.aqhuniversity.com





SHOW: WSVRHA Champion ship CLASS: Advanced Amortus

DATE: 10/30/22

# **VERSATILITY RANCH HORSE - REINING**

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- 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
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- 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)

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- Illegal equipment
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- Improper western attire
- Leaving arena before pattern is complete

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JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE:

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W/O	1 1/2 Extremely Poor -1 Very Poor -1/2 Poor U Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
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JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Frall All I For more information on how exhibitors are scored visit www.aqhuniversity.com





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JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Franklish

For more information on how exhibitors are scored visit www.aqhuniversity.com





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CLASS: T

DATE:

# **VERSATILITY RANCH HORSE - REINING**

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JUDGE'S NAME (PRINTED): Frank Craighead

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- 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	#	# 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											ΤΝ.	<u>۲</u> . "	Ш	OFF PATTERN
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JUDGE'S NAME (PRINTED): Frank Croughead

JUDGE'S SIGNATURE: Tub(all) For more information on how exhibitors are scored visit www.aghuniversity.com



# RANCH REINED WORK

Pattern #

No Penalty in WT for using 2 hands

Show WSVRMA Champing Frank Craighead Judge

Date

10/30/22

#### 1/2 POINT PENALTY

D. Delay lead change I stride

F. Failure to remain 20' from fence on approach to stops and roll backs

J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides

S. Over/Under spin up to 1/8

#### 1 POINT PENALTY

B. Over bridled per maneuver

C. Out of lead each 1/4 of a circle, and around the end of the arena cumulative

F. Out of frame per maneuver

O. Over/Under spin between 1/8 & 1/4

L. Out of lead

S. Slipping Rein

## 2 POINT PENALTY

B. Break of gait

F. Freezing up in spin or roll back

J. Trot over 2 strides but less than 1/2 circle

L. Fail to lope before first marker

M. Fail to lope past marker before stop is initiated

S. On trot in patterns failure to stop before lope depart

### DQ (score -0-)

A. Inhumane Treatment

B. Lameness

D. Disrespect or misconduct

F. Fall of horse/rider

G. Illegal Equipment

H. Leaving Arena before pattern is complete

N. Improper Western Attire

## **5 POINT PENALTY**

B. Spurring or hitting in front of the cinch at any time

C. Blatant disobedience

E. Instill fear or praise

#### MAJOR PENALTY - "OP":

Cannot place above others who complete pattern correctly

D. Repeated blatant disobedience

H. Use of 2 hands (except in snaffle bit or hackamore)

O. Inclusion of a maneuver (over /under spin more tha 1/4 and backing more than 2 strides)

M. More than one finger between split reins or any fingers between romal reins (except two rein)

P. Missed Pattern - eliminate or add maneuver, incomplete maneuver

T. Trotting in excess of 1/2 circle or 1/2 length of arena

Judges Score (Content): +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor **RUN CONTENT** WIO Back # Penalty OP 10 Score 8 9 5 Total R. circle Stop Maneuver Description 1st Tie Breaker → enalty +1/2 Content enalty 06 Content 41/2 -11/21 -1/2. -11/2 DP enalty -11/2 0 0 0 Content Penalty Content Penalty Content Penalty Content Penalty Content

NOTE: The Judge may blow the whistle at any time to end the work, a score of -0- will be given if the work is not complete

70 Points +/- Maneuver Total less Penalty Points = Total Score

Judges Signature: Fruit Cuff

Penalty Content

Penalty Content