

<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													
		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker		Stop	B 1/4 L	RC	LC	Stop	3 1/2 R	Stop	3 1/2 L						
		Manuever Description													
1	356	PENALTY				11		1/2					2 1/2	64 1/2	
		CONTENT	0	0	0	-1/2	0	-1	-1/2	-1					
2	355	PENALTY			3/2	3/2							4	62 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1	0	0					
3	354	PENALTY			OP 1/2	2							4	58 1/2	OP
		CONTENT	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1					
4	353	PENALTY				2			OP 1				2	62 1/2	OP
		CONTENT	-1/2	0	0	-1/2	0	-1/2	-1/2	-1/2					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_

**VERSATILITY RANCH HORSE - REINING**

#257  
Amelia King

SHOW: ADCO ROWN #2
CLASS: NP Jr
DATE: 9/16/18

<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														
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		Stop	B 1/4 L	RC	LC	Stop	3 1/2 R	Stop	3 1/2 L							
Maneuver Description																
1	866	PENALTY	2		2	2		OP 1/2						4	57	OP
		CONTENT	-1	-1	-1/2	-1	-1	-1	-1	-1/2						
2	868	PENALTY													69 1/2	
		CONTENT	0	0	0	0	0	-1/2	0	0						
3	341	PENALTY			2 3/4	0			2 2					12	51	
		CONTENT	-1	-1	-1 1/2	-1/2	0	-1	-1	-1						
4	340	PENALTY			2 2		2	2						8	53	OP
		CONTENT	-1/2	-1	-1	-1 1/2	-1	-1 1/2	-1	-1 1/2						RL, over spin
5	887	PENALTY													69 1/2	
		CONTENT	0	0	0	0	0	0	0	0	0					
6	897	PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_



**VERSATILITY RANCH HORSE - REINING**

#258  
**Amelia King**  
 SHOW: **ADCO ROWN #2**  
 CLASS: **Bow**  
 DATE: **9/16/18**

- 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	
		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		Stop	B 1/4 C	RC	LC	Stop	3 1/2 R	Stop	3 1/2 L						
1	282	PENALTY			2								2	63	
		CONTENT	-1	-1	-1	-1	0	-1/2	-1/2	0					
2	359	PENALTY												61	
		CONTENT	-1	-1	<del>2</del> -1	<del>2</del> -1	-1	-1	-1	-1					
3	357	PENALTY			2	2	2	2					5	60 1/2	over OP
		CONTENT	-1/2	0	0	-1	-1/2	-1/2	-1	-1					
4	879	PENALTY			2	2							6	63 1/2	over OP
		CONTENT	0	0	-1/2	0	0	0	0	0					
5	890	PENALTY			2	2							4	65 1/2	over OP
		CONTENT	0	0	0	0	0	-1/2	0	0					
6	897	PENALTY			2	2							4	66	
		CONTENT	0	0	1/2	0	0	0	1/2	0					
7	806	PENALTY				1							1	62 1/2	
		CONTENT	0	0	0	0	0	-1/2	0	0					
8	705	PENALTY												67	
		CONTENT	-1/2	-1/2	0	0	-1/2	-1/2	-1/2	-1/2					

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_

**VERSATILITY RANCH HORSE - REINING**

# 259  
**Amelia King**  
SHOW: **ADCO ROWN #2**  
CLASS: **1-18**  
DATE: **9/16/18**

- 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
		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		Stop	B 1/4 L	R C	LC	Stop	3 1/2 R	Stop	3 1/2 L					
		Maneuver Description												
1	707	PENALTY												
		CONTENT	0	-1/2	0	0	0	1/2	0	0				70
2	789	PENALTY			0	1								
		CONTENT	-1/2	0	-1/2	-1/2	0	-1	-1	-1/2			3	63
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_

**VERSATILITY RANCH HORSE - REINING**

#260  
*Amelia King*

SHOW: <i>ADCO ROWN #2</i>
CLASS: <i>13V</i>
DATE: <i>9/16/18</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> |
|---|---|

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															
1	844	PENALTY			1		3/4										
		CONTENT	0	0	0	1/2	1/2	1/2	1/2	0				1	71		
2	6	PENALTY			1	1								2	60	<i>cross down</i>	
		CONTENT	-1	-1 1/2	-1	-1/2	-1 1/2	-1	-1/2	-1						<i>OP</i>	
3	141	PENALTY				1/2								3	63	<i>OP</i>	
		CONTENT	-1/2	-1/2	0	-1/2	-1	-1/2	0	-1/2						<i>OP</i>	
4	390	PENALTY				1			1					2	64 1/2		
		CONTENT	-1	0	0	-1/2	0	-1/2	-1	1/2							
5	888	PENALTY				2		2		2				3	61		
		CONTENT	0	0	0	0	0	-1 1/2	0	-1 1/2							
6	347	PENALTY													67 1/2	<i>over spin</i>	
		CONTENT	0	-1	0	0	0	-1/2	1/2	-1/2						<i>OP</i>	
7	351	PENALTY													68	<i>over spin</i>	
		CONTENT	0	0	0	0	0	0	0	-1						<i>OP</i>	
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_