### Pattern

**SHOW:** Derby & Ranching Heritage Challenge  
**CLASS:** #102 - SHTX DRNN - Derby Reining  
**DATE:** 10/28/2018

#### 1/2 Point Penalties:
- Starting a circle or rolling 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 loop departure on trot-in patterns  
- Failure to be in a loop 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 clinch  
- Blatant disobedience  
- Use of either hand to Pillar, head/paw  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between split reins (except two rein) per maneuver  
- Attempt to alter tension or length of reins from the bridle to the rein hand

#### 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)  
- Leaving arena before pattern is complete  
- Repeated blatant disobedience

**Disqualification (DQ):**
- Abuse  
- Lameness  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

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### Maneuver Scores

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**JUDGE’S NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**

Printed from RSW
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Derby & Ranching Heritage Challenge  
**CLASS:** #102 - SHTX DRNN - Derby Reining  
**DATE:** 10/28/2018

1 Point Penalties:  
- Starting a circle or entering 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-bidded (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

**MANEUVER SCORES**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:  
- 1/3 Extremes Poor  
- 1/3 Poor  
- 1/3 Correct  
- 1/3 Good  
- 1/3 Excellent

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - REINING

#### 10 Point Penalties:
- Starting a circle or rolling back 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

#### 3 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figures 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 between 2 strides, but less than 1/2 circle or 1/2 length of arena

#### 5 Point Penalties:
- Spinning in front of circle
- Blind disobedience
- Use of either hand to instill fear/pace
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

#### 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 maneuvers (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

#### Disqualification (DQ): Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/charger
- Impure western attire

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### MANEUVER SCORES

Each maneuver team is scored between 5-100 points, and automatically begins the run with a score of 75 points.

#### Tie-Breaker Description

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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

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*Printed from HS"
### AQHA VERSATILITY RANCH HORSE - REINING

#### PATTERN

**SHOW:** Derby & Ranching Heritage Challenge  
**CLASS:** #202 - SHTX LDRRN - Ltd Derby Reining  
**DATE:** 10/28/2018

1 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
- Over-spirn or under-spirn up to 1/6 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
- Slipping rein
- Attempt to alter tension or length of reins from the bridle to the rein hand

2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a stop departure on run-in patterns
- Failure to be in a stop 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

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#### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 75 points

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**TIE-BREAKER: STOP**

**MANEUVER DESCRIPTIONS:**
- First Mark
- Second Mark
- Third Mark
- Fourth Mark
- Fifth Mark
- Sixth Mark
- Seventh Mark
- Eighth Mark

**10 POINT PENALTY:**
- Spinning in front of cinch
- Bilateral 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 normal reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

**9 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)
- Leaving arena before pattern is complete
- Repeated bilateral disobedience

**DISQUALIFICATION (DQ):**
- Abuse
- Lameness
- Lack of respect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:** Printed from MSW
#12 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 trot-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

## MANEUVER SCORES

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## Pattern

**SHOW:** Derby & Ranching Heritage Challenge  
**CLASS:** #202 - SHTX LDRNN - Ltd Derby Reining  
**DATE:** 10/28/2018

### 10 Point Penalties:
- Starting a circle or exiting a roll back 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 roll back  
- Over spin or under spin up to 1/8 turn

### 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 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 complete 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/prance  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver  
- Attempt to alter tension or length of reins from the bridle to the rein hand  

### 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)  
  - Leaving arena before pattern is complete  
  - Repeated blatant disobedience

### Disqualification (DQ):
- Abuse  
- Lameness  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/riders  
- Improper western attire

## Maneuver Scores

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. 

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**JUDGE’S NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**