



SHOW: Roma Roundup - VRH

CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 6/20/2020

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 roman reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DO):

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

MANUEVER SCORES

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

W/O	#	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	MANUEVER SCORES														
						1	2	3	4	5	6	7	8	9	10					
Tie-Breaker						6	1	2	3	7	4	5	8							
Maneuver Description						Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead	Circles Left, Lead Change	Stop & Back							
1	415	PENALTY	2					2											2	67 1/2
		CONTENT	-1/2	-1/2	-1/2	0	+1/2	0	0	+1/2										
2	447	PENALTY										1,1,1							3	60
		CONTENT	-1	-1	-1	-1	-1	-1	-1/2	-1/2	-1									
3	520	PENALTY			2		2			1,1	1,2								9	56
		CONTENT	-1/2	0	-1	0	-1	-1/2	-1	-1	-1									
4	295	PENALTY					OP			1,2	2								5	58 ✓
		CONTENT	-1	-1	-1	-1	-1	0	-1	-1	-1									
5	360	PENALTY								1/2									1/2	64
		CONTENT	-1/2	-1/2	-1	-1	-1/2	-1/2	-1/2	-1/2	-1									
6	287	PENALTY				1/2				2	2								4 1/2	62
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	0	0	-1/2	-1									
7	477	PENALTY	2							1,2,2	1,2	2							12	50
		CONTENT	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1								
8	361	PENALTY								2	1	2							5	60 1/2
		CONTENT	0	-1/2	-1/2	-1	-1	-1	-1/2	-1/2	-1/2									

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:

Dolly R Chayer

Printed from HSW



SHOW: Rona Roundup - VRH

CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 6/20/2020

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 roma 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	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
<p>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</p>																
Tie-Breaker																
Manuever Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead	Stop & Back							
9	282	PENALTY											1		62	
		CONTENT	-1	-1/2	-1	-1	-1	-1/2	-1	-1						
10	378	PENALTY													67	
		CONTENT	-1/2	0	-1/2	0	-1	0	-1/2	-1/2						
11	330	PENALTY						1/2						3	61	
		CONTENT	-1	-1/2	-1	-1/2	-1	-1	-1/2	-1/2						
12	314	PENALTY						1	1					2	59 1/2	
		CONTENT	-1	-1 1/2	-1	-1 1/2	-1	-1	-1/2	-1						
13	294	PENALTY							2					2	62 1/2	
		CONTENT	-1/2	-1/2	-1	-1	-1	-1/2	-1/2	-1/2						
14	281	PENALTY						1	1	1				3	60	
		CONTENT	-1	-1	-1	-1/2	-1	-1	-1/2	-1						
15	399	PENALTY						1, 1						2	65 1/2	
		CONTENT	-1/2	0	-1/2	+1/2	0	-1	-1/2	-1/2						
16	396	PENALTY				OP				1, 1, OP				2	63 1/2	
		CONTENT	-1/2	0	-1/2	-1	-1/2	-1/2	-1/2	-1						

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:

Dolly R Chayer
Printed from HSW



SHOW: Rona Roundup - VRH

CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 6/20/2020

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 (DO):

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

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<p>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</p>																	
Tie-Breaker		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left, Lead Change	Stop & Back								
17	403	PENALTY					1, 2, 1, 2		1, 1, 1				18		44		
		CONTENT	-1	-1	-1	-1	-1/2	1/2 - 1/2	-1	-1							
18	527	PENALTY			2	OP		1/2	2, 1, 1, 2				11		51	✓	
		CONTENT	-1	-1	-1	-1	-1	-1	-1	-1	-1						
19	426	PENALTY						2		OP					61	✓	
		CONTENT	-1	-1	-1	-1	-1	-1	0	-1							
20	454	PENALTY				OP		1, 1, 1	1	1, 1, 1, OP					50 1/2	2	
		CONTENT	-1	0	-1	-1	-1/2	-1	-1	-1							
21	357	PENALTY	5, 5, OP					OP	5, 2		5				27	35	2
		CONTENT	-1	-1	-1	-1	-1	-1	-1	-1	-1						
22	313	PENALTY		OP							1				1	64	✓
		CONTENT	-1/2	-1	-1	0	-1	-1/2	-1/2	-1/2	-1/2						
23	283	PENALTY								1, 2					3	65 1/2	
		CONTENT	-1/2	0	0	0	0	0	-1/2	-1	+1/2						
24	285	PENALTY								1		2			3	64	
		CONTENT	-1/2	0	-1	0	0	0	-1/2	0	-1						

67

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:

Dolly R Chayer

