



SHOW: Rona Roundup - VRH

CLASS: #86 - SHTX YRNN - Youth Reining

DATE: 06/20/2020

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 (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
		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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Rock	2 Circles Right Lead	Circles Left Lead Chop	Stop & Back						
1	341	PENALTY					1							1	69
		CONTENT	-1/2	+1/2	-1/2	-1	0	+1/2	+1/2	+1/2					
2	343	PENALTY													69 1/2
		CONTENT	+1/2	0	-1/2	0	0	0	-1/2	0					
3	460	PENALTY													67
		CONTENT	-1	-1/2	-1/2	0	0	0	-1/2	-1/2					
4	289	PENALTY													71
		CONTENT	+1/2	0	+1/2	0	0	0	0	0					
5	423	PENALTY													
		CONTENT	[Wavy line indicating off-pattern]												
6	482	PENALTY	2	OP	2	OP								4	59 1/2
		CONTENT	-1	-1	-1	-1	-1/2	-1/2	-1/2	-1					
7	293	PENALTY		OP		OP			2	2				4	58 1/2
		CONTENT	-1	-1	-1	-1	-1/2	-1	-1	-1					
8	483	PENALTY												3	63 1/2
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	0	0	-1/2					

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:

[Signature]
Printed from HSW



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Maneuver 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, Change	Stop & Back						
9	336	PENALTY					1	1/2	2				4	61	
		CONTENT	-1/2	0	-1/2	-1/2	0	0	-1	-1/2					
10	292	PENALTY				2		2	1/2	2			14	48	
		CONTENT	-1	-1	-1	-1	-1	-1	-1	-1					
11	297	PENALTY				OP	2	1/2	5/4				13	51 1/2	✓
		CONTENT	-1/2	0	-1/2	-1	-1	-1	-1	-1/2					
12	518	PENALTY						1					1	68	
		CONTENT	0	0	0	0	0	0	-1/2	-1/2					
13	512	PENALTY		OP										67 1/2	✓
		CONTENT	-1/2	-1	-1/2	0	-1/2	0	0	0					
14	344	PENALTY							1/2				1/2	71	
		CONTENT	+1/2	+1/2	0	+1/2	0	+1/2	-1/2	0					
15	393	PENALTY						2	2 1/2				9	55 1/2	
		CONTENT	-1/2	-1	-1	-1/2	-1/2	-1/2	-1/2	-1					
16	391	PENALTY													
		CONTENT													

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Dolly R Chayer

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