

**RANCH VERSATILITY REINING**

**Class Name:**

**Class #:**

**No. in class:**

**½ Point:** 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 pattern description; failure to remain a minimum of 20 ft from the wall when approaching a stop and/or roll-back; over spin or under spin up to 1/8 turn

**1 Point:** Over bridled (per manoeuvre); out of frame (per manoeuvre); out of lead in circles; figure eights or around end of 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 Points:** Break of gait; freeze up in spins or roll-backs; failure to stop or walk before executing a lope departure on trot-in patterns; failure to be in a lope prior to first marker on run-in patterns; failure to completely pass the specified marker before initiating a stop position, trotting beyond two strides but less than 1/2 circle or 1/2 length of arena

**5 Point:** Spurring in front of cinch; blatant disobedience; use of either hand to instil fear/praise;

**10 Points:** Unnatural ranch horse appearance (horses' tail is obvious and consistently carried in an unnatural manner in every manoeuvre)

**Off Pattern (OP)** exhibitors cannot place above others who complete pattern correctly; Breaking pattern; inclusion of manoeuvre (eg over or under spinning, backing more than 2 strides etc); trotting in excess of ½ circle or ½ length of arena; repeated blatant disobedience; use of two hands (except Junior horses shown in a snaffle bit/hackamore); more than one finger between split reins or any fingers between romal reins (except in two-rein)

**Disqualification (DQ)** Lameness; abuse; illegal equipment; disrespect or misconduct; improper western attire; fall of horse/rider.; leaving arena before pattern is complete.

**Manoeuvre Scores: -1 ½ Extremely Poor, -1 Very Poor, - ½ Poor, 0 Correct, + ½ Good, +1 Very Good, +1 ½ Excellent**

**Tie Breaker**

Manoeuvre Description													
		1	2	3	4	5	6	7	8	OP	Total Penalties	Total Score	
Entry #	Penalty												
	Content												
Entry #	Penalty												
	Content												
Entry #	Penalty												
	Content												
Entry #	Penalty												
	Content												
Entry #	Penalty												
	Content												
Entry #	Penalty												
	Content												

JUDGES SIGNATURE..... TIME FINISHED: .....