

Janette Dublin



VERSATILITY RANCH HORSE - REINING

SHOW: <u>Q16</u>
CLASS: <u>Amateur</u>
DATE: <u>9-10-2016</u>

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| <p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - Break of gait - Freeze up in spins or rollbacks - Failure to stop or walk before executing a lope departure or 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 | <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 - Fall horse/rider; run ends; credit will be given for work done <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire |
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W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		1	2	3	4	5	6	7	8	9	10			
Tie-Breaker		6	9	3	5	10	7	1	2	4	8			
Maneuver Description		T+R	SS	URS	ULF	SS	USL	Fig 8	LRB	RRB	S+B			
1	254	PENALTY					1/2	1				1 1/2	68	
		CONTENT	0	0	-1/2	0	0	0	0	0	0			
			65 1/2			69			68					
2	297	PENALTY		OP			OP	OP					62 1/2	OP
		CONTENT	0	0	-1	-1 1/2	-1	-1	-1 1/2	-1/2	-1/2	-1/2		OP
			65 1/2			69			68					
3	148	PENALTY	12			22	5		2			14	49	
		CONTENT	-1	0	-1	-1	-1 1/2	0	-1	-1/2	-1/2	-1/2		
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S SIGNATURE: Janette Dublin

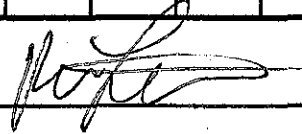


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| <p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - Starting a circle or exiting a rollback at a trot for up to two strides - Delayed change of lead by one stride where the lead change is required by the pattern description - Failure 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 | <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 - Fall horse/rider, run ends; credit will be given for work done <p>DD:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire |
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W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		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		L+R	SS	4RS	CLF	SS	4SL	Fig 8	LRB	R RB	S+B			
1	254	PENALTY					1/2	1/2				1	69 1/2	
		CONTENT	+1/2	0	-1/2	0	0	-1/2	0	+1/2	+1/2	0		
2	297	PENALTY		0	OP			OP	OP	OP				(67)
		CONTENT	0	0	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	-1/2		
3	148	PENALTY	122			220	5	2				16	47	
		CONTENT	-1/2	-1/2	-1	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2		
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
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2015 JUDGE'S SIGNATURE: 

Janette Rubin



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- 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
- 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
 - Fall horse/rider; run ends; credit will be given for work done
- DD:**
- Lameness
 - Abuse
 - Illegal equipment
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W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		1	2	3	4	5	6	7	8	9	10			
<small>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</small>														
Tie-Breaker		6	9	3	5	10	7	14	2	4	8			
Maneuver Description		T+RP	SS	4RS	GLF	SS	4SL	Fig 8	LRB	RRB	5+B			
1	383	PENALTY		1/2			1					1/2	69 1/2	1
		CONTENT	+1/2	+1/2	0	0	-1/2	+1/2	0	0	0	0		
			71		70		69 1/2							
2	473	PENALTY		OP			1/2 OP	1/2				2	67 1/2	OP
		CONTENT	0	0	+1/2	0	0	+1/2	-1/2	-1/2	-1/2	0		
			70 1/2		69 1/2		68 1/2		68		67 1/2			
3	470	PENALTY						1 1/2			2	7	58	2
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1	-1/2		
			69		68		62		60 1/2		58			
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
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		CONTENT												

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		1	2	3	4	5	6	7	8	9	10			
		Tie-Breaker												
		Maneuver Description												
1	383			1/2			1/2					1	69	
2	473			0			0 1/2	1 1/2				2 1/2	(67)	
3	470							2 2				4	62	

JUDGE'S SIGNATURE: 