## VERSATILITY RANCH REINING PATTERN 2

Class Name:
Class \#: $\qquad$

## 1/2 Point:

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 6 m from the wall or fence when approaching a stop and/or rollback; 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 the circles, figure of 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:
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 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 instill fear/praise.
10 Point: Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every manoeuvre)
Off-Pattern (OP): Exhibitors cannot place above others who complete the pattern correctly; Breaking pattern;
Inclusion of manoeuvre (eg: 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.

$\qquad$

