

VERSATILITY RANCH REINING PATTERN 4

Class Name: Class #:

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 6m 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.
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Entry #		MANOEUVRE SCORES										Total Penalties	Off Pattern	Total Score	Placings
		Each horse/rider team is scored between 0-100 points and automatically begins the run with score of 70 points -1 ½ Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 ½ Excellent Tie Breaker: Specific manoeuvres and/or obstacles will be selected by Judge prior to start of class and so noted in space below, these manoeuvres will be ranked as 1 st tie breaker, 2 nd , 3 rd etc.													
Tie Breaker #		1	2	3	4	5	6	7	8		10 Point Penalty				
Manoeuvre Description		STOP	3 ½ SR	STOP	3 ½ SR	S&B 1/4R	2CR oO	2CL oO	STOP						
	PENALTY														
	CONTENT														
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Judges Signature: #in Class: Time finished: