

Trail All Ages



SHOW:

CLASS: *Junior Trail*

DATE: *page 1*

AQHA TRAIL

W/O	#	OBSTACLE SCORES												PENALTY TOTAL	SCORE
		-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Obstacle Description		Walk Box Bridge	Jog poles, Serp	RL well chute	Back	Jog poles	Lope over pole	Walk through Box							
Obstacle		1	2	3	4	5	6	7	8	9	10	11	12		
1	124		3			1	3	1							58 1/2
		PENALTY													
		OBS SCORE	0	-1/2	0	+1/2	-1	-1	-1/2						
2	120			33		1	3	111							53 1/2
		PENALTY													
		OBS SCORE	+1/2	0	-1	-1/2	-1/2	-1	-1						
3	150			63 1/2	63	61 1/2		53 1/2							2 Hands Back up 0
		PENALTY	5	1	35										
		OBS SCORE	-1	0	-1	0									
4	143														0 off pattern
		PENALTY													
		OBS SCORE	0	0	0										
5	111														0 off pattern
		PENALTY		1											
		OBS SCORE	0	0	0										
6	135														2 Hands 0
		PENALTY													
		OBS SCORE	0	-1/2	0										
7	109														73 1/2
		PENALTY													
		OBS SCORE	+1/2	+1/2	-1	+1/2	+1	+1/2	+1/2						
8	147														2 HANDS 0
		PENALTY			333										
		OBS SCORE	-1	0	-1/2	-1	0	0	0						
9	131														57
		PENALTY					1	33	111						
		OBS SCORE	+1/2	0	-1/2	0	0	-1	-1						
10	114														off pattern
		PENALTY													
		OBS SCORE	+1/2	0	0										

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*

Trail All Ages



SHOW:

CLASS:

Junior Trail

DATE:

page 2

AQHA TRAIL

W/O	#	OBSTACLE SCORES												PENALTY TOTAL	SCORE
		-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Obstacle Description		Walk Box Bridge	Serp Poles, Serp	RL well chute	Boer	Jog poles	Lope over pole	Walk through box							
Obstacle		1	2	3	4	5	6	7	8	9	10	11	12		
11	125						35	1							
		PENALTY													
		OBS SCORE	+1/2	-1/2	-1/2	0	+1/2	-1/2	0					59 1/2	
								59 1/2							
12	110														
		PENALTY													
		OBS SCORE	+1/2	+1	0									off penalties	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Trail All Ages



AQHA TRAIL

SHOW:

CLASS: *Sr. Trail*

DATE: *page 2*

W/O	#	OBSTACLE SCORES												PENALTY TOTAL	SCORE
		-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Obstacle Description		<i>walk Box Bridge</i>	<i>5og poles, Serp</i>	<i>RL w/ob chute</i>	<i>Bar</i>	<i>5og poles</i>	<i>Lope over pole</i>	<i>walk through Box</i>							
Obstacle		1	2	3	4	5	6	7	8	9	10	11	12		
<i>11</i>	<i>185</i>	PENALTY <i>1</i>	<i>11</i>			<i>1</i>	<i>35</i>	<i>11</i>						<i>14</i>	
		OBS SCORE <i>0</i>	<i>-1</i>	<i>-1/2</i>	<i>-1</i>	<i>-1/2</i>	<i>-1/2</i>	<i>0</i>						<i>5 1/2</i>	
			<i>66</i>												
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													
		PENALTY													
		OBS SCORE													

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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Trail All Ages



SHOW:

CLASS: *Sr. Trail*

DATE: *page 1*

AQHA TRAIL

W/O	#	OBSTACLE SCORES												PENALTY TOTAL	SCORE	
		-1 1/2 Extremely Poor, -1 Very Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
Obstacle Description		Walk Box Bridge	Soft poles, Serp	RL walk chute	Boer	Jog poles	Lope over pole	Walk through box								
Obstacle		1	2	3	4	5	6	7	8	9	10	11	12			
1	187	PENALTY 3	1												off pattern	0
		OBS SCORE	-1	-1/2	0											
2	169	PENALTY 5													hands	0
		OBS SCORE		0												
3	103	PENALTY			3		11				1 1/2				6 1/2	64
		OBS SCORE	+1/2	+1/2	-1	0	0	+1/2	0		0					
					67		69				64					
4	179	PENALTY		3				5			11				10	59
		OBS SCORE	0	-1/2	+1/2	0	0	-1/2	-1/2							
					67			64 1/2			59					
5	147	PENALTY													0	75 1/2
		OBS SCORE	+1/2	+1/2	+1	+1/2	+1	+1	+1							
					72 1/2		74 1/2									
6	189	PENALTY		1	3		3	3			1				11	54 1/2
		OBS SCORE	0	-1/2	-1	-1	-1	-1	0							
					64 1/2		54 1/2		54 1/2							
7	183	PENALTY													0	72 1/2
		OBS SCORE	+1/2	+1/2	0	0	+1/2	+1/2	+1/2							
							71 1/2		72							
8	161	PENALTY					1	13							5	62 1/2
		OBS SCORE	0	0	0	-1	-1/2	-1	0							
									62 1/2							
9	192	PENALTY					1111	111							7	63
		OBS SCORE	+1/2	0	-1/2	+1/2	-1/2	0								
							66	63								
10	174	PENALTY						11			111				5	64
		OBS SCORE	0	0	0	-1/2	0	-1/2	0							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*

WESTERN RIDING - Pattern 2

SHOW:

CLASS:

DATE:

2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated change area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3, failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:

- Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)
- Overturn of more than 1/4 turn

MANEUVER SCORES

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

W/O	#	W, J, LOG	TRANS	1ST X	2ND X	3RD X	O, 1ST LINE	2ND LINE	3RD LINE	4TH LINE, O	LOG	S & B	PENALTY TOTAL	SCORE
Maneuver		1	2	3	4	5	6	7	8	9	10	11		
1	167	0	-1/2	0	0	0	0	0	-1/2	0	-1 1/2	-1	1	65 1/2
														68 1/2
2	187	-1	-1	-1	-1	-1 1/2	0							0
				33	5	5	0							
3	185	0	-1	-1	-1	-1	0							0
				5	5	0								
4	192	0	0	-1	-1/2	-1	0	0	-1/2	-1/2	-1	0		52 1/2
				35			3				11			59 1/2
5	131	0	-1	-1	-1	-1	-1	0						0
				3	5	5	5							
6	147	0	0	0	-1	-1	-1	0	0					0
				53	53	5	3							
7	163	0	0	-1	0	-1	0	-1	0	-1	-1	0		50
				1		13		5		1	31			63
											55	50		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

REINING - Pattern 10

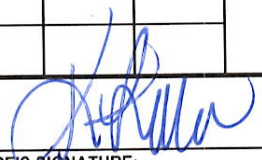
SHOW: _____

CLASS: _____

DATE: _____

W/O	#	MANEUVER SCORES									PENALTY TOTAL	SCORE
		S & B	4 SR	4 1/4 SL	3 CR OOo	3 CL oOO	LRB	RRB	S			
Maneuver Description		1	2	3	4	5	6	7	8	9		
1	183	PENALTY						2			2	
		MANUV	+1/2	0	-1/2	+1/2	0	-1/2	+1/2	0		68 1/2
			70			70			68 1/2			
2	109	PENALTY				11	2				7	
		MANUV	0	-1	-1/2	-1/2	-1/2	-1	-1	-1		57 1/2
			68 1/2		48	63 1/2		59 1/2		50 1/2		
3	193	PENALTY		1	1		11	-1/2			5 1/2	
		MANUV	-1/2	+1/2	-1/2	-1/2	-1/2	-1/2	0	0		62 1/2
			69		67 1/2		67	63 1/2		42 1/2		
4	189	PENALTY			2	11	11	11	11	11	14	
		MANUV	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1		44
			46		42 1/2		59	54 1/2		50		47
5	167	PENALTY					55					
		MANUV	0	-1/2	⊙	-1	-1 1/2	-1	-1			0 spins
		PENALTY										
		MANUV										
		PENALTY										
		MANUV										
		PENALTY										
		MANUV										

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

SHOW:

CLASS: *Je Ranch*

DATE:

RANCH TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle - Incorrect or break of gait at walk or trot for two strides or less - Both front or hind feet in a single-stride space at a walk or trot - Skipping over or failing to step into required space - Incorrect number of strides, if specified - One or two steps on mount/dismount on/or ground tie (except shifting to balance) - Split log in lope over <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Three to four steps on mount/dismount on ground tie 	<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 - Knocking over, stepping out of, or falling off of an obstacle - Dropping an object required to be carried - 1st or 2nd cumulative refusal - Letting go of gate - 5 or more steps on mount/dismount or ground tie <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - 3rd refusal - Repeated blatant disobedience - Failure to dally and remain dalled during the drag - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O	#	OBSTACLE 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				
Obstacle Description		<i>Gate</i>	<i>Walk log side gate</i>	<i>Top Log</i>	<i>Lope</i>	<i>Jump obstacle</i>	<i>1/4 L</i>	<i>Walk gate side pass</i>	<i>Drag log</i>	<i>Rope</i>					
1	131	PENALTY	555	111					511				25	33	X5
		CONTENT	-1 1/2	-1 1/2	-1 1/2	-1	-1	-1 1/2	-1	-1 1/2	-1 1/2				
			53 1/2	49				49			33				
2	109	PENALTY			1		13	1/2					5 1/2	48 1/2	
		CONTENT	+1/2	+1/2	+1/2	+1	0	0	+1/2	+1	0				
							107								
3	135	PENALTY			1/2	1/2 3 1/2			1	5			13	53 1/2	
		CONTENT	-1/2	0	+1/2	-1/2	0	-1/2	-1/2	-1 1/2	-1/2				
						10 1/2				54					
4	150	PENALTY	555		1/2									47	X5
		CONTENT	-1 1/2	0	0	0	-1 1/2	+1 1/2	-1 1/2	-1 1/2	0				
					53					47					
5	151	PENALTY					11		11 1/2					6 1/2	X1
		CONTENT	0	+1/2	0	0	0	0	0	-1 1/2	-1 1/2				
							108 1/2		10 1/2	103					
6	143	PENALTY	55	1	1111	3		51	11 3/4	11 5/8	5 5/8			10	X
		CONTENT	-1 1/2	0	-1	-1	-1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2				
			57 1/2	52 1/2	48 1/2	49		40 1/2	33	44 1/2					
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): *[Signature]*

JUDGE'S SIGNATURE: *[Signature]*



AMERICAN QUARTER HORSE ASSOCIATION

RANCH TRAIL

SHOW: _____

CLASS: C2

DATE: _____

- 1 Point Penalties:**
- Over-bridled (per maneuver)
 - Out of frame (per maneuver)
 - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
 - Incorrect or break of gait at walk or trot for two strides or less
 - Both front or hind feet in a single-stride space at a walk or trot
 - Skipping over or failing to step into required space
 - Incorrect number of strides, if specified
 - One or two steps on mount/dismount on/or ground tie (except shifting to balance)
 - Split log in lope over
- 3 Point Penalties:**
- Wrong lead or out of lead
 - Draped reins
 - Break of gait at lope
 - Break of gait at walk or trot for more than two (2) strides
 - Three to four steps on mount/dismount on ground tie

- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
 - Knocking over, stepping out of, or falling off of an obstacle
 - Dropping an object required to be carried
 - 1st or 2nd cumulative refusal
 - Letting go of gate
 - 5 or more steps on mount/dismount or ground tie
- 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
 - 3rd refusal
 - Repeated blatant disobedience
 - Failure to dally and remain dalled during the drag
 - Use of two hands (except in snaffle bit or hackamore)
 - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**
- Abuse
 - Lameness
 - Disrespect or misconduct
 - Illegal equipment
 - Fall of horse/rider
 - Improper western attire
 - Leaving arena before pattern is complete

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
Each horse/rider team is scored from 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																
Obstacle Description		RH Gate	Walk-log split	Jog loops	Lope	Jog into box	1/4 L	walk over sidepass	Drag log	Rope						
1	178	PENALTY 5	1	1	1	1		1					9	58 1/2	X1	6
		CONTENT -1 1/2	0	0	0	-1/2	0	0	+1/2	-1						
				61 1/2		60		59		58 1/2						
2	193	PENALTY						11					2	68		2
		CONTENT +1/2	+1/2	+1/2	0	0	0	-1/2	+1	0						
			71					69		68						
3	183	PENALTY				1/2	111	11						11 1/2		4
		CONTENT 0	0	0	0	0	0	0	0	0	0	0				
								64 1/2								
4	168	PENALTY				1		1						72 1/2		1
		CONTENT 0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1					
						71		71								
5	191	PENALTY	1		3	11	11	13 1/3		5				40	X1	7
		CONTENT -1 1/2	0	0	-1	0	-1	-1 1/2	-1 1/2	+1/2						
								49	47 1/2	40						
6	182	PENALTY		1	3	1	5	1						55		5
		CONTENT 0	0	0	-1	-1	-1	-1/2	0	-1/2						
				69			57	55 1/2								
7	176	PENALTY		1	1	1		1/2 51						67 1/2		3
		CONTENT 0	0	0	0	0	0	1	0	+1						
								67	64 1/2							
8	185	PENALTY	55		1		1	11		5				40 1/2	X2	8
		CONTENT -1 1/2	0	0	-1/2	-1/2	0	-1/2	-1 1/2	0						
								55 1/2	53	40 1/2						

JUDGE'S NAME (PRINTED): Photo

JUDGE'S SIGNATURE: _____



AMERICAN QUARTER
HORSE ASSOCIATION

AQHA RANCH RIDING - Pattern 2

SHOW:

CLASS: *SR Ranch Riding*

DATE: *page 1*

1 Point Penalties:

- Over-bidled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

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:

- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein)

Disqualification (DQ):

- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

MANEUVER SCORES															10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
W/O	#	W	T	Ex T	LL	S, 1 1/2 R	Ex L	Collect (RL)	CL	W	WO's	Trot	Ex T	S&B							
Each horse/der 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																					
1	193	+1/2	0	+1/2	+1/2	+1	+1/2	+1/2	+1	+1/2	+1	+1/2	+1	+1/2							
		73															78				
2	178	0	0	0	0	0	-1	0	0	0	-1	0	0	0							
		66														3	65				
3	193	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	0							
		73															74 1/2				
4	174	+1/2	+1/2	+1/2	0	+1/2	0	0	0	-1/2	0	0	+1/2	-1/2							
		71 1/2															72				
5	168	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	0							
		73															74				
6	182	0	-1/2	0	0	-1/2	0	-1/2	-1	-1	-1/2	-1/2	-1	-1/2							
		69														3	63 1/2	63	61 1/2	61	
7	185	-1/2	-1/2	-1/2	-1	-1	0	-1/2	-1 1/2	(3)	-1/2	-1	0	-1	0						
		67 1/2															60	59	58	(58)	1
8	189	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1	0	0	0	-1/2							
		69														3	62 1/2				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

AQHA RANCH RIDING - Pattern 2

SHOW:

CLASS: *Sr. Ranch Riding*

DATE: *Page 2*

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per gait)
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins (per maneuver)
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two (2) strides when changing leads
- Trotting more than three (3) strides when making a simple lead change
- Severe or disturbance of any obstacle

5 Point Penalties:

- Blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

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:

- Eliminates maneuver
- Incomplete maneuver
- Use of two hands (except junior and level 1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the tow-rein)

Disqualification (DQ):

- Illegal equipment including hoof black, braided or banded manes, or tail extensions
- Willful Abuse
- Major disobedience or schooling
- Lameness

W/O		#	MANEUVER 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																			
Maneuver Description			W	T	Ex T	LL	S, 1 1/2 R	Ex L	Collect (RL)	CL	W	WO's	Trot	Ex T	S&B				
Maneuver			1	2	3	4	5	6	7	8	9	10	11	12	13				
9	191	PENALTY							3	3									
		MANEUV	0	-1/2	-1/2	-1/2	-1	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				
																53	x3		
10	176	PENALTY						3	3	3									
		MANEUV	0	0	0	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	0				
																55	53		
11	192	PENALTY																	
		MANEUV	0	0	0	0	-1/2	0	0	+1/2	+1/2	0	+1/2	+1/2	-1				
																70 1/2			
		PENALTY																	
		MANEUV																	
		PENALTY																	
		MANEUV																	
		PENALTY																	
		MANEUV																	
		PENALTY																	
		MANEUV																	

JUDGE'S NAME (PRINTED):

K. K. K.

JUDGE'S SIGNATURE:



SHOW:

CLASS: *J.*

DATE:

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 from 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	RL	LL	Continue Loping	Stop	3/2 R	Stop	3/2 L	Stop	Back				
1	135	PENALTY			III								3	56 1/2	
		CONTENT	-1	-1	-1 1/2	-1	-1 1/2	-1	-1 1/2	-1 1/2	-1 1/2				
2	151	PENALTY		II 2	2					2				58	
		CONTENT	-1	-1	0	-1 1/2	0	-1 1/2	-1	0	0				
3	109	PENALTY		2	2 II									63 1/2	
		CONTENT	0	0	-1	-1 1/2	0	-1 1/2	0	-1 1/2	0				
4	143	PENALTY	1 2 2 2	II 2	III										
		CONTENT	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	0					0	PO
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

[Handwritten Signature]

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - REINING

SHOW: _____
CLASS: SR
DATE: _____

- 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		RL	LL	Continue Loping	Stop	3/2 R	Stop	3/2 L	Stop	Back						
1	183	PENALTY														
		CONTENT	+1/2	0	+1/2	0	0	0	0	0	0			21	TOO MANY SPINS	
2	189	PENALTY					1/2		22							
		CONTENT	-1/2	-1/2	-1	-1	-1	-1	0					0	backed too many steps	
3	193	PENALTY						2	2							
		CONTENT	+1/2	0	0	0	+1/2	+1/2	0	+1/2	+1/2			6 1/2		
4	168	PENALTY														
		CONTENT	-1/2	0	0	-1	-1/2	-1	0	-1	0			65		
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

[Handwritten Signature]

JUDGE'S SIGNATURE:

SHOW:

CLASS:

DATE:

VRH - ROOKIE COW WORK (Amateur/Youth)

1 Point Penalties:

- A - Loss of working advantage
- P - Working out of position
- S - Slipping rein

3 Point Penalties:

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- D - Use of either hand to instill fear/praise

10 Point Penalty:

- U - 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

- A- Turning tail
- B- Repeated blatant disobedience
- C- Schooling after entering the arena prior to calling for cow
- K- Schooling horse between cows, if new cow is awarded
- N- Failure to attempt any part of the class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins (except two rein)

DQ:

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H - Leaving arena before run is complete
- I- Fall horse/rider, run ends; credit will be given for work done

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP
		BOXING MANEUVERS					PENALTIES							
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS	NOTES				
Tie-Breakers >														
1	143	✓-	-	-	--	--						0	69 1/2	
2	185	✓	-	✓-	✓	-						0	67 1/2	
3	174	✓+	✓	✓	✓	✓	A	L				9	63 1/2	
4	135	✓-	✓	✓-	✓	✓-	P					1	67 1/2	
5	109	✓	✓+	✓+	✓+	✓+	P					1	71	
4	175	✓	✓	✓	✓+	✓	A					1	68 1/2	
7	191	-	✓	✓	✓-	✓-	A P	L					63	
8	151	✓+	+	✓+	✓+	+							73 1/2	
9	148	✓-	✓+	✓+	✓+	✓	P	L					67	

JUDGE'S NAME (PRINTED):

K. Hite

JUDGE'S SIGNATURE:

4-H Ranch Roping Score Sheet

Judges Signature: _____



Zero Score/DQ

1. Running into or over cattle
2. Schooling
3. Whipping or hitting horse with rope
4. Thrown from horse
5. Fall to ground
6. Loss of rope
7. Bucking
8. Roping wrong cow
9. Roping more than 1 cow with same loop
10. Excessive running of the cattle
11. Failure to make legal catch

1 Point Penalties

- A. Loss of Working Advantage

3 Point Penalties

- A. Holding Cut too long w/o roping

5 Point Penalties

- A. Multiple loop run (Max 15 pts)
 B. Loss of cow
 C. Excessive scattering herd
 D. Blatant Disobedience

10 Point Penalties

- A. Roping any portion of cow other head/neck

Maneuver from +3 to -3 point

(Average score 70)
 120 second time limit.

Entry # Comments	Maneuver	Sorting	Rating	Stop	Rope	Dally	Score
174	Penalty						73
	Maneuver	+1	0	0	+1	+1	
151	Penalty				5		0
	Maneuver						
143	Penalty	A1 C5			5A		0
	Maneuver						
191	Penalty				10 5		60
	Maneuver	0	0	0	+1	+1	
175	Penalty				5		67
	Maneuver	+1	0	0	0	+1	
168	Penalty				555		0
	Maneuver						
	Penalty						
	Maneuver						
	Penalty						
	Maneuver						
	Penalty						
	Maneuver						
	Penalty						
	Maneuver						