

Class #13



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - TRAIL

SHOW:	SYVEA Show #2
CLASS:	Open
DATE:	6/19/21

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		E	2-F	F	1/8	F	1/8	1/8	1/8	1/8	1/8				
113	PENALTY			-1/2						5					
	CONTENT	+2	+1		+1/2	+1	+1	+1/2	0		+1/2	5.5	+7.5	72	OP
209	PENALTY		-1/2					-1/2	-5	-5					
	CONTENT	+1		+1	-1/2	+1	+1			+1	+1/2	-11.5	5.5	64	OP
129	PENALTY														
	CONTENT	+1			+1	+1/2	+1	+1/2	+1	+1/2	+1/2	5.5	75.5		
103	PENALTY			-2											
	CONTENT	+2	+2		+1	+1/2	+1	+2	+1	+1	+1	-2	11.5	79.5	
111	PENALTY														
	CONTENT	+2	+1	-1	+1	+1	+1	+1/2	+1/2	+1	+1/2	-1	8.5	77.5	✓
210	PENALTY							5							
	CONTENT	+1	+1	-1	0	0	+1		0	0	+1/2	-6	+3.5	69.5	OP
109	PENALTY														
	CONTENT	+2	+1	0	0	+1/2	+1	+1	+1	+1/2	+1		+7	78	
204	PENALTY				-1/2										
	CONTENT	+2	+2	+1	+1	+1	+1	+1	+1	0	0	-1/2	+10	79.5	✓

Spin wrong way

Schooling

*✓

managing issue

✓

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

For more information on how exhibitors are scored visit www.aqhuniversity.com



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - TRAIL

SHOW: SYVEA Show #2

CLASS: Amateur

DATE: 6/19/21

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

[illegible]

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: _____



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

SHOW:	SYVEA Show #2
CLASS:	Amateur
DATE:	6/19/21

VERSATILITY RANCH HORSE - TRAIL

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													
			1	2	3	4	5	6	7	8	9	10				
	Tie-Breaker															
	Maneuver Description															
	127	PENALTY											+1/2			
		CONTENT	+1	+2	+1	+1	+2	+1	+1	+2	+1	+1		+3.5	83.5	
	129	PENALTY							-1	-1			+1/2			
		CONTENT	+2	+1	+1/2	0	0	+1/2			+1/2	0	-2		71	
		PENALTY														
		CONTENT														
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		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Class # 33

NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

SHOW: SYVEA Show #2

CLASS: Youth

DATE: 6/19/21

VERSATILITY RANCH HORSE - TRAIL

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
		1	2	3	4	5	6	7	8	9	10				
		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	30	30	30	30	30	30	30	30	30				
		Maneuver Description	30	30	30	30	30	30	30	30	30				
	102	PENALTY	-1/2			5	5				3		13.5	59	
		CONTENT	+1	-0	+1	0		+1	0	+1	0				
	101	PENALTY	1			55		5	5	10	3		34	0	OP
		CONTENT	0	+1/2	+1	0		0	0	0	0				
	121	PENALTY													
		CONTENT													
	106	PENALTY												10.5	
		CONTENT	+1	+1	+1	0	+1/2	+1	+1	+1	+1				
	207	PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

For more information on how exhibitors are scored visit www.aqhuniversity.com

Class # 43



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

SHOW: SYVEA Show #2

CLASS: Beginner

DATE: 6/19/21

VERSATILITY RANCH HORSE - TRAIL

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
		1	2	3	4	5	6	7	8	9	10				
		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													
		Maneuver Description													
	126	PENALTY	5				5	1							
		CONTENT	0	+1/2	+1	0	OP	0	0	+1/2	+1	-1	+3	62	OP
	208	PENALTY													
		CONTENT	+1	+1	+1	0	+1	0	+1	+2	+1/2	+1/2	+8	70	
	165	PENALTY							-1/2	5					
		CONTENT	+1/2	0	0	0	+1/2	-2	0		+1	0	-5.5	64.5	*
	117	PENALTY						-1/2							
		CONTENT	+1	+1	+1	0	+2	0	+1	+2	+1	0	+1/2	+9	78.5 *
	130	PENALTY	5									3			
		CONTENT		0	-1/2	0	+1	0	0	+1/2	+1/2	0	-8	2.5	64.5 OP
	200	PENALTY		-1		-1/2									
		CONTENT	+1	0	+1	0	0	0	-1/2	+1/2	+1/2	0	-2	+3	71
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

For more information on how exhibitors are scored visit www.aqhuniversity.com

Class #53



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

SHOW: SYVEA Show #2

CLASS: Jr Horse

DATE: 6/19/21

VERSATILITY RANCH HORSE - TRAIL

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
		1	2	3	4	5	6	7	8	9	10				
		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	E	50	E	50	300	0	50	50	50				
		Maneuver Description	E	50	E	50	300	0	50	50	50				
	205	PENALTY													
		CONTENT	+2	+1/2	+1	0	+1		+1	+1	+1	0	3	+7.5	73.5 OP 4✓
	128	PENALTY													
		CONTENT	+2	+1	+1	0	+1	0	0	0	+1/2	+1		+6.5	76.5 2✓
	122	PENALTY													
		CONTENT	+1	+1	+1	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2		7.5	77.5 1✓
	115	PENALTY	-5	-1/2	-3	-1/2	-3		4	4	-1/2				
		CONTENT						0				0	46.5		53.5 OP
	104	PENALTY	-5						5		-1				
		CONTENT	0	+1/2	+1/2	-1/2	+1/2	-2	0	0		+1/2	-13.5	+7	58.5 OP
	100	PENALTY					-1/2	-1							
		CONTENT	+1	+1/2	+1	0			+1	0	+1	+1	-1/2	+5.5	73.5 OP *3!
	211	PENALTY				-1					-5				
		CONTENT	+2	0	+1	0	+1/2	+1/2	+1	+1/2	0	0	-6	+5.5	69.5 OP went in wrong barrel 6.
	206	PENALTY	-5												
		CONTENT		0	+1/2	0	+1	0	+1	+1/2	+1/2	+1/2	5	+4	69 OP 5✓

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

For more information on how exhibitors are scored visit www.aqhuniversity.com