Show #10622: Winterfest 2022 (10/6/2022-10/9/2022)

823. AQHA 479500: RHC Youth Ltd Box-Drive-Box-Drive Go: 1 - Shown: 1

Place Back#Horse's NameRider's NameScore PointsOwner's NameOP1 1447T Tari FrecklesMataya Kraft136.001.00Cheri Kraft





PATTERN

SHOW: Winterfest 2022

CLASS: #73 - AQHA 484200 - VRH Limited

Youth Ranch Reining

DATE: 10/7/2022

VERSATILITY RANCH HORSE - REINING

1/2 Point Penaities:

- 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
- Fallure 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
- Trolling 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 Each horse/inder 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										₽È	<u></u>	ш	OFF PATTERN
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Drake Johnson





VRH - LIMITED COW WORK (Amateur/Youth)

SHOW:Winterfest 2022

CLASS#74 - AQHA 485000 - VRH Limited Youth

DATE: 10/7/2022

	Penalties:

- A Loss of working advantage
- D Failure to drive cow passed middle marker on second drive before time expires
- P Working out of position
- S Slipping rein
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)
- E Driving cow down the opposite fence (changing sides)

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
- E 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
- E Repeated blatant disobedience
- J 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)

Disqualification (DQ):

- A Abuse
- B Lameness
- D Disrespect or misconduct
- G Illegal equipment
- F · Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

W/O	#		Each horse	RUN CONTENT Each horsefrider learn 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									PENALTIES				
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties	SCORE	OP.	
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