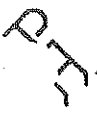


Sullivan

Ranch Horse - Reining



American Paint Horse Association

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Event ISHSA Date 4-2-21 Class 44

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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

5 Point Penalties:

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

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/2 circle or 1/4 length of the arena

DQ:

- Lameness
- Abuse
- Fall of horse/ rider, run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

MANUEVER SCORES												PENALTY TOTAL	SCORE	OP
W/O	#	Each horse/rider team is scored between 1-100 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												
1	607	100	22	0	-1/2	-1/2	-1/2	-1/2	0			4	63	
		69 1/2 65 64 1/2 64 63 1/2 63												
2	625				2							2	60	
		70 70 69 1/2 67												
3	646												69	
		69 1/2 69 69 69 69												
4														
5														
6														
7														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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Event ISHSA Date 4-2-21 Class 45

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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

5 Point Penalties:

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

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/4 circle or 1/2 length of the arena

DQ:

- Lameness
- Abuse
- Fall of horse/rider, run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 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												
1	625													
		69 1/2 69 1/2 69 67 67 66 1/2												
2	662													
		70 1/2 69 1/2												
3	640													
		65 1/2 64 65 64 1/2 63 1/2 62 1/2 62										3	62	

JUDGE'S NAME (PRINTED): _____ JUDGE'S SIGNATURE: _____

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Event ISHSA Date 4-2-21 Class 47

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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

5 Point Penalties:

- Spuming in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/2 circle or 1/4 length of the arena

DQ:

- Lameness
- Abuse
- Fall of horse/rider, run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 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												
1	640	100	100	111	3 1/2	100	3 1/2	95	100			3 1/2	60 1/2	
		PENALTY												
		CONTENT												
2														
		PENALTY												
		CONTENT												
3														
		PENALTY												
		CONTENT												
4														
		PENALTY												
		CONTENT												
5														
		PENALTY												
		CONTENT												
6														
		PENALTY												
		CONTENT												
7														
		PENALTY												
		CONTENT												
8														
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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Event ISHSA Date 4-2-21 Class 48

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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

5 Point Penalties:

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

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/4 circle or 1/3 length of the arena

DQ:

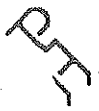
- Lameness
- Abuse
- Fall of horse/rider, run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team is scored between 1-100 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	400	200	55	3 1/2	200	3 1/2	55							
		Maneuver Description														
1	636	PENALTY												-	70	
		CONTENT	+1/2	0	-1/2	0	0	+1/2	-1/2	3						
			70 1/2	-	70	-	-	70 1/2	70	5						
2	637	PENALTY												-	71 1/2	
		CONTENT	+1/2	+1/2	+1/2	-1/2	+1/2	0	0	3						
			70 1/2	71	71 1/2	71	71 1/2	-	71 1/2	3						
3	643	PENALTY	2	1 1/2		2									Ø	
		CONTENT	-1/2	-1	-1/2					2						
			61 1/2	62 1/2	62	60				2						
4	644	PENALTY													Ø	
		CONTENT	0	-1/2	-1/2	0				2						
			70	69 1/2	69	69				2						
5	645	PENALTY	2	1 1/2											Ø	
		CONTENT	-1	-1	-1/2	-1	-1			2						
			67	60 1/2	60 1/2	59 1/2	59 1/2			2						
6		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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Event ISHSA Date 4-2-21 Class 50

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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

5 Point Penalties:

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

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/2 circle or 1/2 length of the arena

DQ:

- Lameness
- Abuse
- Fall of horse/rider, run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		1	2	3	4	5	6	7	8	9	10			
		Each horse/rider team is scored between 1-100 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												
1	607	2	2			1/2						4 1/2	62	
		-1/2 -1/2 -1/2 -1/2 -1/2 -1/2 -1/2												
		63 1/2 65 64 1/2 64 63 62 1/2 62												
2	608	2											65	
		-1/2 0 -1/2 -1/2 -1/2 0 0												
		63 1/2 - 64 63 1/2 63 65 65												
3	612	2	2										65 1/2	
		0 -1/2 0 -1/2 0 +1/2 0												
		63 65 1/2 - 65 - 65 1/2												
4	662	2	1	2										
		-1 -1 -1												
		63 65 62												
5														
6														
7														
8														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Ranch Horse - Reining



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Event ISHSA Date 4-2-21 Class SI

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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

5 Point Penalties:

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

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/2 circle or 1/2 length of the arena

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
		Each horse/rider team is scored between 1-100 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	100	100	100	100	100	100	100	100	100	100			
		Maneuver Description	Y	RLD	CIRCLE	3/2	RD	3/2	SS	SS	SS				
1	653	PENALTY	1	22									5	59 1/2	
		CONTENT	-1/2	-1	-1	-1	-1	-1/2	-1/2						
			68 1/2	65 1/2	64 1/2	63 1/2	61 1/2	60	59 1/2						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

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Event ISHSA Date 4-2-21 Class 52

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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

5 Point Penalties:

- Spuming in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Breaking pattern
- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver
- Repeated blatant disobedience
- Trotting in excess of 1/2 circle or 1/2 length of the arena

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
		Each horse/rider team is scored between 1-100 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	100	100	100	100	100	100	100	100	100	100			
		Maneuver Description	Y	R	W	3 1/2	R	3 1/2	S	Back					
1	600	PENALTY													
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1	-1					65	
			67 1/2	69	68 1/2	67 1/2	67	66 1/2	65						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____