

American Paint Horse Association

P.O. Box 961023 • Fort Worth, Texas 76161-0023 (817) 834-APHA (2742) • Fax: (817) 222 apha.com/association/judges/scoresheets/

#113 - APHA ARR1 - Amateur Ranch Reining All Ages

Event SPTHC Tribute To Charlie Margarita

Date 11/16/2024

Class #113 - APHA ARR1 - Amateur Ranch Reinir

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 ½ circle or ½ 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

) HBA

			MANUFUED COOPER												
W/O	#			MANUEVER SCORES Each horse/nder 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	PENALTY TOTAL	SCORE	OP
	Tie-Breaker												1 1017		
I	Maneuver Description		RC	LC	S	2 1/2 R	S	2 1/2 L	S/B				1		
146		PENALTY							2						
W		CONTENT	6	0	+1/1	0	0	0	-42				2	68	
		PENALTY	-		1	T							T		
		CONTENT											-		
		PENALTY													
		CONTENT													
		PENALTY			1		<u> </u>	T							
		CONTENT													
													1		
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT	.												
		PENALTY							T					-	
		CONTENT													
		PENALTY								T					
		CONTENT					1								

JUDGE'S NAME (PRINTED): Daren Wright

JUDGE'S SIGNATURE:



Ranch Horse - Reining



American Paint Horse Association

P.O. Box 961023 • Fort Worth, Texas 76161-0023 (817) 834-APHA (2742) • Fax: (817) 222 apha.com/association/judges/scoresheets/

#113 - APHA ARR1 - Amateur Ranch Reining All Ages

Event SPTHC Tribute To Charlie Margarita

Date 11/16/2024

Class #113 - APHA ARR1 - Amateur Ranch Reinir

Class 112

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 Penaities:

- 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 ½ circle or ½ 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 Each horse/inder team is scored between 1-100 points and automatically begins the run with a score of 70 points) W/O -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent **PENALTY** 1 2 SCORE 9 OP 10 TOTAL Tie-Breaker Maneuver Description RC LC S 2 1/2 R 2 1/2 1 S/B PENALTY 67 CONTENT PENALTY CONTENT

JUDGE'S NAME (PRINTED): Cindy Chilton-Moore

JUDGE'S SIGNATURE: Compathe then one