

SHOW: Abilene - VRH  
CLASS: #30 SHTX NPPL - Non Pro Pleasure  
DATE: 02/25/2017

**VERSATILITY RANCH HORSE - RANCH RIDING**

- 1 Point Penalties:**
- Over-bridled per maneuver
  - Out of frame per maneuver
  - Too slow per maneuver
  - Gapping mouth
  - Break of gait at Walk or trot for two (2) strides or less
- 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
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
  - Use of two hands (except in snaffle bit or hackamore) per maneuver
  - More than one finger between split reins or any fingers between romal reins per maneuver
  - 1st or 2nd cumulative refusal
- Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Breaking pattern
  - Leaving arena before pattern is complete
  - Repeated blatant disobedience
- DO:**
- Lameness
  - Abuse
  - Illegal equipment
  - Disrespect or misconduct
  - Improper western attire
  - Fall of horse/riders

W/O		#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
Each horse/riders 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			9	7	4	1	5	10	2	3	8	6			
Maneuver Description			Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
1	352	PENALTY													
		CONTENT	0	0	+1/2	-1/2	-1/2	0	-1/2	0	0	+1/2			69.5
2	355	PENALTY													
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1	-1	0	0			64.5
3	356	PENALTY													
		CONTENT	0	+1/2	+1	+1/2	0	0	+1/2	+1/2	+1/2	0			73.5
4	359	PENALTY	1												
		CONTENT	-1/2	0	-1	0	0	0	0	+1/2	-1/2	0		1	67.5
5	361	PENALTY													
		CONTENT	0	0	+1/2	+1/2	+1/2	0	+1/2	+1	+1/2	+1/2			74
6	366	PENALTY													
		CONTENT	0	0	+1	0	-1/2	0	0	-1/2	0	+1/2			70.5
7	398	PENALTY													
		CONTENT	0	0	+1	0	-1	0	0	0	0	+1/2			70.5
8	418	PENALTY													
		CONTENT	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	0	+1/2	+1/2			74.5

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *Sue Chute*  
Printed from HSW

SHOW: Abilene - VRH
CLASS: #30 - SHTX NPPL - Non Pro Pleasure
DATE: 02/25/2017

**VERSATILITY RANCH HORSE - RANCH RIDING**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled per maneuver</li> <li>- Out of frame per maneuver</li> <li>- Too slow per maneuver</li> <li>- Gapping mouth</li> <li>- Break of gait at Walk or trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at Lope</li> <li>- Break of gait at Walk or trot for more than two (2) strides</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- 1st or 2nd cumulative refusal</li> </ul>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- Lameness</li> <li>- Abuse</li> <li>- Illegal equipment</li> <li>- Disrespect or misconduct</li> <li>- Improper western attire</li> <li>- Fall of horse/rider</li> </ul>
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W/O	#	MANEUVER 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																								
Tie-Breaker													PENALTY TOTAL	SCORE	OP											
Maneuver Description																										
		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back															
9	430	PENALTY												CONTENT	0	0	+1	+1/2	-1/2	-1/2	0	+1/2	+1/2	71		
10	440	PENALTY												CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	+1	+1	+1/2	+1/2	76	
11	448	PENALTY												CONTENT	0	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	1	72
12	475	PENALTY	1											CONTENT	-1/2	0	+1/2	0	+1/2	0	0	0	+1/2	+1/2	1	70.5
13	477	PENALTY												CONTENT	0	0	+1	+1/2	+1/2	0	0	0	+1/2	+1	73.5	
14	512	PENALTY												CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	0	-1	0	+1	72	
15	518	PENALTY												CONTENT	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1	74	
16	534	PENALTY												CONTENT	0	0	+1	+1/2	0	0	+1/2	+1	+1/2	+1/2	74	

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *Greg Stude*  
Printed from HSW

**SHOW:** Abilene - VRH  
**CLASS:** #30 - SHTX NPPL - Non Pro Pleasure  
**DATE:** 02/25/2017

**VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**

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

**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

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 1st or 2nd cumulative refusal

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**DO:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/riders

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
		<small>Each horse/riders 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</small>												
Tie-Breaker														
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
17	546	PENALTY												
		CONTENT	0	0	+1	+1/2	0	0	0	+1/2	+1/2	+1		73.5
18	576	PENALTY												
		CONTENT	0	0	+1	+1/2	+1/2	0	+1/2	+1/2	+1/2	0		73.5
19	577	PENALTY												
		CONTENT	0	0	0	0	-1	0	-1	-1	-1/2	0		60.5
20	630	PENALTY												
		CONTENT	0	0	+1/2	+1/2	+1/2	0	+1	+1/2	+1	+1		75
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *Sally Stute*  
Printed from HSW

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Abilene - VRH

CLASS: #32 - SHTX NPTR - Non Pro Trail

DATE: 02/25/2017

**1 Point Penalties:**

- Each hit, bite, or stepping on a leg, 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 step on dismount or ground tie except shifting to balance
- Split pole at lope

**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
- 2-3 steps on dismount or ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 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
- 4 or more steps on dismount or ground tie

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

**DD:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

**OBSTACLE SCORES**

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

WO	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		7	6	5	4	3	2	1								
Obstacle Description		RH Gate / SF	Trot Sermentine	Lope Poles	Walk Bridge	Chute / Back	Trot into Box / 360	Drag Fig 8								
✓	577	PENALTY		-3				OP								
		CONTENT	+1/2	0	-1	0	0	0	-1/2					4	64	OP
✓	576	PENALTY														
		CONTENT	+1	+1	+1	+1	+1	+1	+1	+1					77	
✓	355	PENALTY														
		CONTENT	0	0	+1/2	+1/2	-1/2	0	0						70 1/2	
✓	448	PENALTY		OP			=1									
		CONTENT	+1/2	-1/2	+1/2	0	-1	+1/2	0					2	67	OP
✓	630	PENALTY		-1/2			-1									
		CONTENT	+1	+1	+1/2	0	0	+1	0					1 1/2	72	
✓	512	PENALTY			-1											
		CONTENT	+1	+1/2	0	+1/2	+1/2	+1/2	+1/2					1	72 1/2	
✓	361	PENALTY		-1/2					-1/2							
		CONTENT	+1	+1	+1	+1	+1	+1	+1	+1				1	74	
✓	475	PENALTY														
		CONTENT	+1/2	-1	0	+1/2	+1/2	0	0						70 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Steve Cuy*

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Abilene - VRH  
CLASS: #32 - SHTX NPTR - Non Pro Trail  
DATE: 02/25/2017

**1 Point Penalties:**

- 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 step on dismount or ground tie except shifting to balance
- Split pole at lope

**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
- 2-3 steps on dismount or ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 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
- 4 or more steps on dismount or ground tie

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

**DO:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE 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															
Tie-Breaker		1	2	3	4	5	6	7	8	9	10						
Obstacle Description		RH Gate / SP	Trot Serpentine	Lope Poles LL	Walk Bridge	Chute / Back L	Trot into Box / 360	Drag Fig 8									
✓	477	PENALTY															
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2								74
✓	534	PENALTY															
		CONTENT	+1/2	+1	+1	+1/2	+1/2	0	+1								74 1/2
✓	366	PENALTY															
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	0	+1								73
✓	418	PENALTY		-1/2	0												
		CONTENT	+1/2	+1	+1	+1/2	+1/2	0	+1/2						1 1/2		72 1/2
✓	398	PENALTY			-3												
		CONTENT	0	0	-1	0	0	0	+1/2						3		60 1/2
✓	430	PENALTY					-1	-1/2									
		CONTENT	+1/2	+1/2	+1	+1	+1	0	+1						1 1/2		73 1/2
✓	359	PENALTY					-1/2										
		CONTENT	+1	+1	+1	+1	+1/2	0	+1						1/2		75
✓	518	PENALTY															
		CONTENT	+1/2	+1/2	+1	+1/2	+1	0	+1/2								74

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *[Signature]*

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Abilene - VRH  
CLASS: #32 - SHTX NPTR - Non Pro Trail  
DATE: 02/25/2017

**1 Point Penalties:**

- 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 step on dismount or ground tie except shifting to balance
- Split pole at lope

**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
- 2-3 steps on dismount or ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 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
- 4 or more steps on dismount or ground tie

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE 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														
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Obstacle Description		RH Gate / SP	Trot Serpentine	Lope Poles 11	Walk Bridge	Chute / Back	Trot into Box (360)	Drag Fig 8								
✓	440	PENALTY														
		CONTENT	+1	+1	+1	+1	+1	0	+1							76
✓	356	PENALTY			-1/2											
		CONTENT	+1	+1	+1	+1/2	+1/2	+1/2	+1/2							1/2 74 1/2
✓	546	PENALTY														
		CONTENT	+1/2	0	-1/2	+1/2	0	0	0							10 59 (OP)
✓	352	PENALTY														
		CONTENT	+1/2	+1	+1/2	+1/2	0	0	0							72 1/2
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *Steve Coy* *mat*

**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 (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
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per 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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**MANUEVER SCORES**

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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		x3	4	1	5	7	2	6	8							
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead	Stop & Back							
1	477 ✓	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				74	
2	398 ✓	PENALTY				OP										
		CONTENT	-1/2	0	-1/2	0	-1/2	0	0	0					68 1/2	OP
3	430 ✓	PENALTY														
		CONTENT	0	0	0	+1/2	0	0	0	0					70 1/2	
4	366 ✓	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	0	0	0	+1/2	0					72	
5	352 ✓	PENALTY														
		CONTENT	0	0	+1/2	0	0	0	0	0					70 1/2	
6	440 ✓	PENALTY														
		CONTENT	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2					72 1/2	
7	576 ✓	PENALTY				1/2		OP	1/2							
		CONTENT	0	0	0	-1/2	0	-1	0	0			1		67 1/2	OP
8	475 ✓	PENALTY														
		CONTENT	+1/2	0	0	-1/2	-1/2	+1/2	+1/2	+1/2					71	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE

*Deebli*

*HW*

\* Same as morning class w/same pattern

**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 (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
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- Use of two hands (except in snaffle bit or hackamore) per maneuver
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**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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**DQ:**

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**MANUEVER SCORES**

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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		3	4	1	5	7	2	6	8							
Manuever Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead	2 Circles Left, Lead Change	Stop & Back							
9	534 ✓	PENALTY														
		CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2					72 1/2	
10	418 ✓	PENALTY				2										
		CONTENT	-1/2	+1/2	-1/2	-1/2	0	0	+1/2	-1/2				2	67	
11	650 ✓	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	0	0	0					73	
12	447 ✓	PENALTY														
		CONTENT	0	-1/2	-1/2	0	-1/2	0	0	0					68 1/2	
13	361 ✓	PENALTY														
		CONTENT	0	0	0	+1/2	0	0	+1/2	0					71	
14	356 ✓	PENALTY														
		CONTENT	0	+1/2	+1/2	+1/2	0	0	0	+1/2					72	
15	448 ✓	PENALTY			2OP											
		CONTENT	-1/2	-1/2	-1 1/2	-1/2	0	0	0	0				3	64	OP
16	546 ✓	PENALTY														
		CONTENT	0	+1/2	0	-1/2	-1/2	0	0	-1/2					69	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Dublin*



**SHOW:** Abilene - VRH  
**CLASS:** #34 - SHTX NPRN - Non Pro Reining  
**DATE:** 02/25/2017

**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 (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
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per 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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**DQ:**

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**MANUEVER SCORES**

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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
		Tie-Breaker													
		3	4	1	5	7	2	6	8						
		Maneuver Description													
		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead	Stop & Back						
17	630	PENALTY													
		CONTENT	0	0	0	+1/2	-1/2	0	0	0				70	
18	575	PENALTY													
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	0	-1/2	-1/2				67	
19	509	PENALTY	5	5	2		2	5	2	5	0	5	0	5, 2	
		CONTENT	-1/2	0	-1	0	-1	-1/2	-1/2	-1/2				38	
20	518	PENALTY						1/2							
		CONTENT	0	+1/2	0	+1/2	-1/2	0	0	-1/2				1/2	
21	359	PENALTY								5	1				
		CONTENT	-1/2	-1/2	0	+1/2	-1/2	0	-1	-1/2				6	
22	649	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	OP↑	backed up	0	0	+1/2	+1/2			73	
23	512	PENALTY								1	OP 4	OP	5, 2		
		CONTENT	0	0	-1/2	-1/2	-1/2	-1	-1/2	-1/2				12	
24	355	PENALTY													
		CONTENT	0	+1/2	0	0	0	-1	-1/2	0				69	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*[Handwritten Signature]*

**SHOW:** Abilene - VRH  
**CLASS:** #34 - SHTX NPRN - Non Pro Reining  
**DATE:** 02/25/2017

**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 (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
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per 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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**DQ:**

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**MANUEVER SCORES**

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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		3	4	1	5	7	2	6	8							
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead	2 Circles Left, Lead Change	Stop & Back							
25	577	PENALTY					2, 2 OP	1, 2, 2, 2, 2, 2					16	46	OP	
		CONTENT	-1	-1/2	-1	-1	-1/2	-1/2	-1/2	-1						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *Dublin* *Heit*

**VERSATILITY RANCH HORSE - RANCH COW WORK**

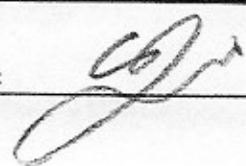
SHOW: AMERICAN WESTERN HORSE  
CLASS: #36-SHTXNPWC-NonProWorking Cow  
DATE: 02/25/2017

<p><b>1 Point Penalties:</b> A - Loss of working advantage C - Using the corner or the end of the arena to turn the cow when going down the fence E - Changing sides of arena to turn cow L - For each length horse runs past cow P - Working out of position S - Slipping rein T - Failure to drive cow past middle marker on first turn</p> <p><b>2 Point Penalties:</b> A - Going around the corner of the arena before turning cow B - In an open field turn animal gets within 3 feet of the end fence before being turned C - Failure to catch</p>	<p><b>3 Point Penalties:</b> E - Exhausting or overworking the cow before circling or roping H - Hanging up on the fence (refusing to turn) K - Knocking down the cow without having a working advantage</p> <p><b>5 Point Penalties:</b> A - Failure to turn the cow both directions on the fence B - Spurring or hitting in front of cinch at any time C - Blatant disobedience E - Use of either hand to instill fear/praise H - Use of two hands (except in snaffle bit or hackamore) per maneuver M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver</p>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly A - Turning tail E - Repeated blatant disobedience H - Leaving arena before run is complete I - Illegal catch at end of run 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</p> <p><b>DQ:</b> A - Abuse B - Lameness G - Illegal equipment N - Improper western attire D - Disrespect or misconduct F - Fall of horse/rider</p>
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W/O	#	RUN CONTENT										PENALTIES				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										2 POINTS	3 POINTS	5 POINTS	TOTAL					
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY							EYE APPEAL		
L	R	L	R	TRACK & RATE	STOP & HOLD															
		Tie-Breaker	9	8	7	6	5	4	5	4	3	2	1							
1	546	PENALTY	A																	
		CONTENT	0	0	-1/2	-1/2	0	-1/2			-1/2	0	0					2	66	
2	577	PENALTY	A			C														
		CONTENT	-1/2	0	0	-1			0	-1/2	0	0	0	C				4	64	
3	512	PENALTY	A			C														
		CONTENT	-1/2	-1/2	-1	0	0	-1/2			0	0	0					2	65.5	
4	352	PENALTY																		
		CONTENT	0	+1/2	+1/2	+1/2			+1/2	+1	+1/2	0	0					0	73.5	
5	430	PENALTY	A				A	A												
		CONTENT	-1	-1	-1	-1/2	-1	-1			-1	0	0	A				5	58.5	
6	359	PENALTY																		
		CONTENT	+1/2	+1	+1	+1/2	0	0			0	0	0					0	73	
7	576	PENALTY	AA			L														
		CONTENT	0	0	0	+1/2			+1/2	-1/2	0	0	0					3	67.5	
8	398	PENALTY				L														
		CONTENT	0	0	-1/2	0	0	-1/2			0	0	0					1	68	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**VERSATILITY RANCH HORSE - RANCH COW WORK**

SHOW: Abilene - VRH

CLASS: #36-SHTXNPWC-NonProWorking Cow

DATE: 02/25/2017

**1 Point Penalties:**

- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

**2 Point Penalties:**

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- C - Failure to catch

**3 Point Penalties:**

- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage

**5 Point Penalties:**

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

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

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illegal catch at end of run
- 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

**DQ:**

- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse/rider

W/O	#	RUN CONTENT										PENALTIES				SCORE	OP	
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS			TOTAL
				L	R	L	R	TRACK & RATE	STOP & HOLD									
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																
9	475	PENALTY																
		CONTENT	0	0	+1/2	+1/2	0	0	---	0	0	0				0	71	
10	477	PENALTY																
		CONTENT	0	0	-1/2	-1	0	+1/2	---	0	0	0	H			3	66	
11	518	PENALTY																
		CONTENT	0	+1/2	+1/2	+1/2	0	0	---	0	0	0				0	71.5	
12	630	PENALTY																
		CONTENT	0	0	-1/2	0	-1/2	0	---	0	0	0				0	69	
13	447	PENALTY				C												
		CONTENT	0	0	0	0	0	0	---	-1/2	-1/2	0				1	DQ	
14	356	PENALTY																
		CONTENT	+1/2	+1/2	+1	0	+1/2	0	---	+1/2	0	0				0	73	
15	440	PENALTY																
		CONTENT	0	+1/2	+1/2	+1	+1	+1/2	---	+1/2	0	+1/2				0	74.5	
16	366	PENALTY	A															
		CONTENT	-1/2	0	-1/2	0	-1/2	0	---	0	0	0				1	67.5	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

SHOW: Abilene - VRH  
CLASS: #36-SHTXNPWC-NonProWorking Cow  
DATE: 02/25/2017

**VERSATILITY RANCH HORSE - RANCH COW WORK**

<p><b>1 Point Penalties:</b> A - Loss of working advantage C - Using the corner or the end of the arena to turn the cow when going down the fence E - Changing sides of arena to turn cow L - For each length horse runs past cow P - Working out of position S - Slipping rein T - Failure to drive cow past middle marker on first turn</p> <p><b>2 Point Penalties:</b> A - Going around the corner of the arena before turning cow B - In an open field turn animal gets within 3 feet of the end fence before being turned C - Failure to catch</p>	<p><b>3 Point Penalties:</b> E - Exhausting or overworking the cow before circling or roping H - Hanging up on the fence (refusing to turn) K - Knocking down the cow without having a working advantage</p> <p><b>5 Point Penalties:</b> A - Failure to turn the cow both directions on the fence B - Spurring or hitting in front of cinch at any time C - Blatant disobedience E - Use of either hand to instill fear/praise H - Use of two hands (except in snaffle bit or hackamore) per maneuver M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver</p>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly A - Turning tail E - Repeated blatant disobedience H - Leaving arena before run is complete I - Illegal catch at end of run 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</p> <p><b>DO:</b> A - Abuse B - Lameness G - Illegal equipment N - Improper western attire D - Disrespect or misconduct F - Fall of horse/rider</p>
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W/D	#	RUN CONTENT											PENALTIES				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											2 POINTS	3 POINTS	5 POINTS	TOTAL									
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL													
L	R	L	R	TRACK & RATE	STOP & HOLD																				
		Tie-Breaker																							
17	575	PENALTY																							
		CONTENT	0	0	-1	+1/2	0	0				0	0	0					0						69.5
18	418	PENALTY																							
		CONTENT	0	0	+1/2	0	+1/2	0				+1/2	0	0					0						71.5
19	361	PENALTY																							
		CONTENT	0	+1/2	+1/2	0				+1/2	+1	+1/2	0	0					0						73
20	355	PENALTY																							
		CONTENT	0	+1/2	+1	+1/2	+1/2	+1/2				+1/2	+1/2	+1/2					0						74.5
21	534	PENALTY																							
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2				0	0	0					0						72
22	448	PENALTY																							
		CONTENT	0	+1/2	+1	-1/2	+1/2	+1/2				+1/2	0	0					0						72.5
23	650	PENALTY	A																						
		CONTENT	0	+1/2	+1/2	+1	0	0				0	0	0					1						71
		PENALTY																							
		CONTENT																							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

