

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/rider

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			6	5	4	7	1	8	9	2	10	3			
Maneuver Description			Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back			
1	425	PENALTY													
		CONTENT	0	0	+1/2	+1/2	0	0	+1/2	+1/2	0	-1/2		0	71 1/2
			70	70	70 1/2	71	71	71	71 1/2	72	72	71 1/2			
2	515	PENALTY													
		CONTENT	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0		0	75
			70	70 1/2	71 1/2	72	72 1/2	73	73 1/2	74	75				
3	439	PENALTY			3									3	68
		CONTENT	+1	+1/2	-1/2	0	0	0	0	0	0	0			
			71	71 1/2	68										
4	484	PENALTY		3										3	65 1/2
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	0	+1/2	0	0	0			
			70	69 1/2	69	68 1/2	68	69	69 1/2	70	70	70			
5	448	PENALTY			1, 3, 3									7	50 1/2
		CONTENT	0	-1/2	-1	-1	-1	-1	-1/2	-1/2	-1/2	-1/2			
			70	69 1/2	68 1/2	68 1/2	68 1/2	68 1/2	68	68 1/2	68	68 1/2			
6	468	PENALTY												0	70
		CONTENT	0	0	+1/2	-1/2	-1/2	0	0	+1/2	0	0			
			70	70	70 1/2	69 1/2	69 1/2	70	70	70 1/2	70	70			
7	520	PENALTY												0	67
		CONTENT	-1/2	0	-1/2	0	-1/2	-1/2	0	-1/2	-1/2	0			
			69 1/2	70	69	70	69 1/2	69	70	69 1/2	69	70			
8	415	PENALTY												0	69 1/2
		CONTENT	0	0	0	0	0	0	0	0	0	-1/2			
			70	70	70	70	70	70	70	70	70	69 1/2			

JUDGE'S NAME (PRINTED): A. Walton

JUDGE'S SIGNATURE: 

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W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP			
		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back						
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																	
9	547	PENALTY				3	1								4	60	
		CONTENT	0	-1/2	-1/2	-1/2	-1	-1	-1	-1	0	-1/2					
			70	69 1/2	69	65 1/2	63 1/2	62 1/2	61 1/2	60 1/2	60						
11	426	PENALTY								3					3	68	
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1	0	-1	+1/2	+1/2	0					
			70 1/2	71	71 1/2	72	71	71	68	67 1/2	66	66					
12	445	PENALTY													0	73 1/2	
		CONTENT	+1/2	0	+1/2	+1/2	+1	+1/2	0	+1/2	0	0					
			70 1/2	71	71 1/2	72 1/2	73	73	73 1/2								
10	527	PENALTY	Scratch														
		CONTENT	Scratch														
13	573	PENALTY													0	67 1/2	
		CONTENT	0	0	-1/2	0	0	-1/2	-1/2	-1/2	0	-1/2					
			70	69 1/2				69	68 1/2	68							
14	567	PENALTY													0	68 1/2	
		CONTENT	0	0	0	-1/2	0	0	-1/2	-1/2	0	0					
			70	70	70	69 1/2			69	68 1/2	68 1/2	68 1/2					
15	495	PENALTY						1							1	65 1/2	
		CONTENT	0	0	-1/2	-1	0	-1/2	-1/2	-1/2	0	-1/2					
			70	70	69 1/2	68 1/2	68 1/2	67	66 1/2	66	66	65 1/2					
16	531	PENALTY				3				3					6	58	
		CONTENT	0	0	-1/2	-1/2	-1	0	-1	-1	-1	-1					
			70	70	69 1/2	66 1/2	65		61	60	59	58					

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Tie-Breaker		6	5	4	7	1	8	9	2	10	3				
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back				
17	408	PENALTY											0	68	
		CONTENT	-1/2	0	0	0	-1/2	-1/2	0	-1/2	0	0			
			69 1/2	69 1/2		69 1/2	69	69 1/2	69 1/2	68	69	68			
18	575	PENALTY											0	73 1/2	
		CONTENT	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	+1/2	+1/2			
			70 1/2	71	71	71 1/2	71 1/2	71 1/2	72	72 1/2	73				
19	556	PENALTY			33								6	61	
		CONTENT	-1/2	0	-1	-1/2	0	0	0	-1/2	0	-1/2			
			69 1/2	69 1/2	62 1/2	62	62	62	62	61 1/2	61 1/2	61			
20	518	PENALTY						3					3	66	
		CONTENT	0	0	+1/2	+1/2	+1/2	0	-1/2	0	0	0			
			70		70 1/2	71	71 1/2	71 1/2	68	68	68				
21	563	PENALTY			3								3	64 1/2	
		CONTENT	0	0	-1	-1/2	0	0	-1/2	-1/2	0	0			
			70	66	65 1/2	65 1/2	65 1/2	65	64 1/2	64 1/2	64 1/2	64 1/2			
22	385	PENALTY						3	3				4	59	
		CONTENT	0	0	0	-1	-1/2	0	-1	-1	-1	-1/2			
			70	70	70	69	68 1/2	68 1/2	64 1/2	60 1/2	59 1/2	59			
23	541	PENALTY			35								8	59	
		CONTENT	0	0	-1	-1/2	-1/2	0	0	-1/2	0	-1/2			
			70	61	60 1/2	60	60	60	59 1/2	59 1/2	59				
24	420	PENALTY											0	73 1/2	
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	0	+1/2	+1/2			
			70 1/2	71	71 1/2	71 1/2	72	72	72 1/2	72 1/2	73	73 1/2			

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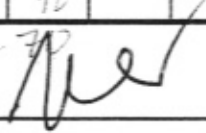
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 - Fall of rider

MANEUVER 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													
Tie-Breaker		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back				
Maneuver Description															
25	562							3					3	65	
		PENALTY													
		CONTENT	-1/2	0	0	+1/2	0	0	-1/2	-1/2	-1/2	-1/2			
			69 1/2	70 1/2	70 1/2	70	70	70	69 1/2	69	69 1/2	69			
26	405							3	3				6	60 1/2	
		PENALTY													
		CONTENT	0	0	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2			
			70	70	69 1/2	69	69 1/2	69 1/2	69	69 1/2	69	69 1/2			
27	566												0	78	
		PENALTY													
		CONTENT	0	+1/2	+1/2	0	+1/2	0	0	0	+1/2	0			
			70	70 1/2	71	71	71 1/2	71 1/2			72	72			
28	557												9	53 1/2	
		PENALTY													
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	-1	-1/2	-1	-1/2			
			69 1/2	69	68 1/2	66 1/2	60 1/2	59 1/2							
29	421												1	70 1/2	
		PENALTY													
		CONTENT	+1/2	+1/2	+1	+1/2	+1	-1	0	0	-1/2	-1/2			
			70 1/2	71	72	72 1/2	73 1/2	71 1/2	71 1/2	71 1/2	71	70 1/2			
30	393												4	67	
		PENALTY			3				1 00						
		CONTENT	+1/2	0	-1	0	+1/2	0	0	+1/2	+1/2	0			
			70 1/2		66 1/2	66 1/2	67		68	69 1/2	69	69			
31	548												0	70	
		PENALTY													
		CONTENT	+1/2	0	+1/2	0	-1/2	-1/2	0	0	0	0			
			70 1/2	70 1/2	71	71	70 1/2	70	70	70	70	70			
32	496												-1	70	
		PENALTY													
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	0	-1	-1/2			
			71	71 1/2	71 1/2	72	72 1/2	72 1/2	72 1/2	72 1/2	70 1/2	70			

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JUDGE'S SIGNATURE: 

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		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		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back			
Maneuver Description														
33	✓ 463	PENALTY												
		CONTENT	0	0	-1/2	+1/2	0	-1/2	0	0	0	-1/2	0	69
			70	70	69 1/2	70	70	69 1/2	69 1/2	69 1/2	69 1/2	69		
34	✓ 560	PENALTY			3								3	63
		CONTENT	-1/2	0	-1	-1	-1/2	0	-1/2	-1/2	0	0		
			69 1/2	69 1/2	68 1/2	68 1/2	69	69	68 1/2	68 1/2	69	69		
35	✓ 410	PENALTY											0	65
		CONTENT	0	0	+1/2	0	-1/2	-1/2	-1/2	-1/2	-1			
			70	70	70 1/2	70 1/2	69	68 1/2	68	68 1/2	68	65		
36	✓ 411	PENALTY						1					1	71 1/2
		CONTENT	+1/2	+1/2	0	+1/2	0	0	0	0	+1/2	+1/2		
			70 1/2	71	71	71 1/2	71 1/2	70 1/2	70 1/2	70 1/2	71	71 1/2		
37	✓ 396	PENALTY							3				3	66 1/2
		CONTENT	+1/2	0	-1/2	0	0	0	-1/2	0	0	0		
			70 1/2	70 1/2	70	70	70	70	69 1/2	69 1/2	69 1/2	69 1/2		
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): A Walton

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - TRAIL

SHOW: **Breed - Versatility**

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 09/22/2017

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
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- 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					
		5	4	0	7	TB2	TB1	3	8							
Obstacle Description		LH Push Gate	SP Right	Trot Logs	Trot Ditch	Lope LL Logs	Fig 8 Ex Trot	Ex Trot L, Back L	Walk Bridge, Ditch							
1	426	PENALTY			1	3			1				9	56		
		CONTENT	-1/2	-1/2	-1/2	0	-1	-1/2	-1	-1						
		69		67 1/2		63 1/2		63		58		56				
2	445	PENALTY											71 1/2			
		CONTENT	+1/2	0	-1/2	0	-1/2	+1	+1/2	+1/2						
		70		69 1/2		70 1/2		71								
3	495	PENALTY											70	wrong line of travel		
		CONTENT	+1/2	0	0	+1/2	-1/2	0	-1	+1/2						
		70 1/2		71		70 1/2		69 1/2		70						
4	411	PENALTY											74 1/2			
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1	+1	+1/2						
		71		72		73		74		74 1/2						
5	439	PENALTY											75 1/2			
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1						
		71		72		72 1/2		73 1/2		74 1/2		61				
6	520	PENALTY					3-3		5-5B				6	46	3rd refusal back	
		CONTENT	+1/2	-1/2	-1/2	0	-1	0	-1	0						
		70 1/2		70		64 1/2		62 1/2								
7	567	PENALTY					3-3		1-1				8	61		
		CONTENT	+1/2	+1/2	0	0	-1	0	-1	0						
		71		64		61										
8	556	PENALTY							1				1	69		
		CONTENT	+1/2	+1/2	-1/2	0	0	+1/2	-1/2	-1/2						
		71		70 1/2		71		69 1/2		69						

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SHOW: Bryan -- Versatility

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 09/22/2017

1 Point Penalties:

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- 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

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Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Obstacle Description		JH Push Gate	SP Right	Trot Logs	Trot Ditch	Lope LL Loge	Fig 8 Ex Trot	Ex Trot L, Back L	Walk Bridge, Ditch						
9	393	PENALTY				3		1				4	68		
		CONTENT	+1/2	+1/2	0	+1/2	-1	+1/2	+1/2	+1/2					
			71		71 1/2		67 1/2	68	67 1/2	68					
10	560	PENALTY	555	0				11111	1			6	43	3rd refusal gate	
		CONTENT	-1 1/2	-1	0	0	-1/2	-1	-1/2	-1/2					
			69		68 1/2		67 1/2								
11	396	PENALTY						1				1	70 1/2	wrong line of travel	
		CONTENT	+1/2	+1/2	0	0	0	0	+1/2						
			71		70										
12	415	PENALTY						11				2	65 1/2		
		CONTENT	0	-1/2	0	-1/2	-1/2	0	-1	0					
			69 1/2		69		68 1/2	65 1/2							
13	573	PENALTY					1	11111				7	61 1/2		
		CONTENT	+1/2	0	0	0	-1	0	-1	0					
			70 1/2		68 1/2		61 1/2								
14	385	PENALTY					33	11111				13	51 1/2	wrong line of travel	
		CONTENT	0	-1	0	0	-1 1/2	-1 1/2	-1 1/2	0					
			69		61 1/2		60	59 1/2							
15	518	PENALTY					3	111				6	63 1/2	wrong line of travel	
		CONTENT	+1/2	+1/2	0	+1/2	-1/2	-1	-1	+1/2					
			70 1/2		71	71 1/2		67 1/2	60 1/2	62 1/2		63			
16	548	PENALTY						1				1	71		
		CONTENT	+1/2	0	0	+1/2	0	+1/2	0	+1/2					
			70 1/2		71		71 1/2		70 1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan -- Versatility

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 09/22/2017

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 Lopec
- 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		H Push Gate	SP Right	Trot Logs	Trot Ditch	Lope LL Log	Fig 8 Ex Trot	Ex Trot L Back L	Walk Bridge, Ditch						
17	575	PENALTY				31						4	67 1/2		
		CONTENT	+1/2	+1/2	0	0	-1	+1/2	+1/2	+1/2					
		71													
18	566	PENALTY				3	1	1				5	68		
		CONTENT	+1/2	+1/2	+1	0	-1/2	+1/2	+1/2	+1/2					
		71 72													
19	421	PENALTY				1						1	72 1/2		
		CONTENT	+1/2	0	0	+1/2	0	+1/2	+1	+1					
		70 1/2													
20	496	PENALTY					1						73		
		CONTENT	+1/2	+1/2	0	+1/2	0	+1/2	+1	+1					
		71													
21	557	PENALTY			11		3		11	1		8	57		
		CONTENT	0	-1/2	+1	-1/2	-1	-1/2	-1	-1/2					
		69 1/2 66 1/2 66 67 60 1/2 58 1/2 57													
22	405	PENALTY											70 1/2		
		CONTENT	+1/2	0	0	0	-1	+1/2	0	+1/2					
		69 1/2 70													
23	448	PENALTY		1			3					1	62 1/2		
		CONTENT	-1/2	-1	0	0	-1	-1/2	-1/2	0					
		69 1/2 67 1/2													
24	463	PENALTY											73		
		CONTENT	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2					
		71													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan - Versatility

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 09/22/2017

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 fee 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 rumal 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		H Push Gate	SP Right	Trot Logs	Trot Ditch	Lope LL Logs	8 Ex Trot	Ex Trot L, Back L	Walk Bridge, Ditch								
25	541	555 -1 1/2	-1	0	0	-1/2	0	1	1 1/2			6	43.5 -1 1/2	3rd refusal gate			
		69		68 1/2		61 1/2		64									
26	408	0	-1/2	0	0	-1	0	-1/2	-1/2			13	53 1/2				
		69 1/2		65 1/2													
27	527	0	+1/2	0	+1/2	+1/2	+1/2	-1	+1/2			2	69 1/2				
		71		72		69											
28	515	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1	+1			1	73 1/2				
		71		72		71		71 1/2		72 1/2							
29	562	+1/2	-1/2	-1/2	0	0	0	-1/2	-1/2			7	60 1/2	didn't finish back L			
		70		68 1/2		61											
30	547	+1/2	-1/2	-1/2	0	-1	-1	-1/2	-1/2			14	51.5	wrong line of travel			
		70 1/2		76		64 1/2											
31	517	-1 1/2	-1/2	0	0	-1	0	-1 1/2	-1/2			4	61	didn't finish back L			
		68 1/2		68		66											
32	563	-1/2	-1/2	0	0	-1	0	-1	+1			8	60				
		69		65		60											

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan -- Versatility

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 09/22/2017

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

DD:

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

W/O	#	OBSTACLE 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													
		Obstacle Description													
		1H Push Gate	SP Right	Trot Logs	Trot Ditch	Lope LL Log	Fig 8 Ex Trot	Ex Trot L	Walk Bridge						
		PENALTY													
		CONTENT													
33	420	PENALTY					3	1	111				7	60 1/2	
		CONTENT	0	0	0	0	-1	-1/2	-1	0					
							66	61 1/2	60 1/2						
34	484	PENALTY					11		111	1			6	62 1/2	
		CONTENT	0	0	0	0	0	+1/2	-1	-1					
							68	68 1/2	64 1/2	62 1/2					
35	425	PENALTY												72 1/2	
		CONTENT	+1/2	0	0	+1/2	0	+1/2	+1/2	+1/2					
			70 1/2			71		71 1/2	72						
36	410	PENALTY					3		111				6	64 1/2	
		CONTENT	+1/2	+1/2	+1/2	0	-1/2	+1/2	-1	0					
			71	71 1/2			68	68 1/2	64 1/2						
37	468	PENALTY					33		11	1			9	58 1/2	
		CONTENT	-1	+1/2	0	+1/2	-1 1/2	0	-1/2	-1/2					
			69	69 1/2		70	62 1/2		60						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - REINING

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Fall of horse/rider; run ends - Illegal equipment - Disrespect or misconduct - Improper western attire
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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															
Tie-Breaker		1	2	3	4	5	6	7	8	9	10						
Maneuver Description		2 Circles Left Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back									
1	426	PENALTY	2	1, 2, 1, 2		2											
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	0	-1/2						10	57 1/2	
			68														
2	563	PENALTY					1/2										
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2						1/2	69	
			69 1/2 68 68 1/2 67 1/2														
3	562	PENALTY	2, 2, 2	2, 2		OP		OP									
		CONTENT	-1	-1	-1/2	-1/2	-1/2	0	0						10	56 1/2	XX
			63 59														
4	411	PENALTY						2									
		CONTENT	+1/2	+1/2	-1/2	0	0	-1/2	0						2	68	
			71 70 1/2 70														
5	567	PENALTY		6, 2	2, 2			1/2									
		CONTENT	-1/2	-1 1/2	+1/2	0	0	+1/2	+1/2						12 1/2	57	
			64 1/2														
6	518	PENALTY						2									
		CONTENT	0	-1/2	-1/2	0	-1/2	0	0						2	66 1/2	
			69 68 1/2														
7	515	PENALTY															
		CONTENT	+1/2	0	+1/2	0	0	0	+1/2							71 1/2	
8	575	PENALTY		1		OP		OP 1/2									
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2					1 1/2	65 1/2	XX
			68 1/2 68 67 1/2 67 66														

JUDGE'S NAME (PRINTED): [Signature]

JUDGE'S SIGNATURE: [Signature]

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:

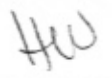
- Lameness
- Abuse
- Fall of horse/riders: run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
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													
		2 Circles Left Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back							
9	566	PENALTY													
		CONTENT	0	0	+1/2	0	0	0	+1/2					71	
10	520	PENALTY	2	2		1/2									
		CONTENT	-1/2	-1/2	-1	-1	-1	-1	-1/2					6 1/2	58
			65 1/2	63	62	60 1/2	59 1/2	58 1/2							
11	557	PENALTY													
		CONTENT	SCRATCH												
12	527	PENALTY													
		CONTENT	-1/2	-1/2	0	0	-1	0	0					68	
			69			68									
13	560	PENALTY				2		OP	2						
		CONTENT	-1/2	0	-1	-1	-1/2	-1	-1/2					4	61 1/2
			68 1/2		68 1/2	65 1/2	65	64							X
14	396	PENALTY	1			OP		OP							
		CONTENT	-1/2	-1/2	0	0	-1/2	0	0					1	67 1/2
			68 1/2	68											XX
15	468	PENALTY	1,2	8,2											
		CONTENT	-1/2	-1 1/2	-1/2	-1	-1	-1	-1/2					13	51
			66 1/2	55	54 1/2	53 1/2	52 1/2	51 1/2							
16	425	PENALTY	2,1	2			1/2, 1/2		-1/2						
		CONTENT	-1/2	-1/2	0	0	-1	-1/2	-1					6 1/2	60
			66 1/2	64			62	61 1/2	60						

JUDGE'S NAME (PRINTED):



JUDGE'S SIGNATURE:



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
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- 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
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- Slipping rein

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- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
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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

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		2 Circles Left Lead Chng	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back								
17	573	PENALTY 1/2, 2	2			1/2	1							6	60	
		CONTENT -1/2, -1/2	-1/2	-1/2	-1/2	-1	-1	0								
			66	63 1/2		62 1/2	61	59								
18	484	PENALTY					OP								68 1/2	X
		CONTENT 0	0	-1/2	-1/2	-1/2	0	0								
						69	68 1/2									
19	463	PENALTY 2, 2	2				OP							4	63	X
		CONTENT 0, 0	0	0	-1	-1/2	-1 1/2	0								
			69	66		65	64 1/2	63								
20	415	PENALTY						2						2	67 1/2	
		CONTENT 0	-1/2	0	+1/2	-1/2	0	0								
			69 1/2		70		69 1/2									
21	439	PENALTY													70 1/2	
		CONTENT +1/2	0	0	0	-1/2	+1/2	0								
						70										
22	517	PENALTY 2, 3	2				OP	1/2						7 1/2	56 1/2	X
		CONTENT -1/2	-1	-1	-1	-1	-1	-1/2								
			64 1/2													
23	548	PENALTY 1/2				OP		OP						1/2	68 1/2	XX
		CONTENT 0	0	-1/2	0	0	-1/2	0								
			69 1/2		69		68 1/2									
24	448	PENALTY 2, 2	2							2				6	57 1/2	
		CONTENT -1	-1	-1/2	-1 1/2	-1/2	-1/2	-1/2								
			62	59	53 1/2	47	41 1/2	40								

JUDGE'S NAME (PRINTED):



JUDGE'S SIGNATURE:

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

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														
		2 Circles Left Lead Chop 2 Circles Right Lead Stop 3 1/2 Spins Left Stop 3 1/2 Spins Right Stop & Back														
25	421	PENALTY		1				OP						1	70 1/2	X
		CONTENT	+1/2	+1/2	+1/2	0	-1/2	0	+1/2							
				70	70 1/2		70									
26	385	PENALTY	1/2, 2	2, 7	2			OP, OP						13 1/2	48 1/2	XX
		CONTENT	-1	-1 1/2	-1	-1	-1	-1 1/2	-1							
			66 1/2													
27	556	PENALTY	2, 1	1	2									6	62 1/2	
		CONTENT	-1/2	-1/2	0	0	0	0	-1/2							
			66 1/2	65	63											
28	410	PENALTY	2	2										4	64 1/2	
		CONTENT	-1/2	-1/2	0	0	-1/2	0	0							
			67 1/2	65			64 1/2									
29	496	PENALTY													70	
		CONTENT	+1/2	0	-1/2	+1/2	-1/2	+1/2	-1/2							
					70	70 1/2	65	65 1/2								
30	408	PENALTY								2				2	64 1/2	
		CONTENT	0	0	-1/2	-1	-1/2	-1	-1/2							
					64 1/2	68 1/2	68	67 1/2								
31	420	PENALTY		2, 2, 2, 1			OP			1				8	59 1/2	X
		CONTENT	0	-1	0	-1	0	0	-1/2							
				62		61		60								
32	393	PENALTY	1	1										2	70	
		CONTENT	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2							
			69	67 1/2	68	68 1/2	69	64 1/2								

JUDGE'S NAME (PRINTED):

[Handwritten Signature]

JUDGE'S SIGNATURE:

[Handwritten Signature]

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 roman reins (except two rein) per maneuver

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

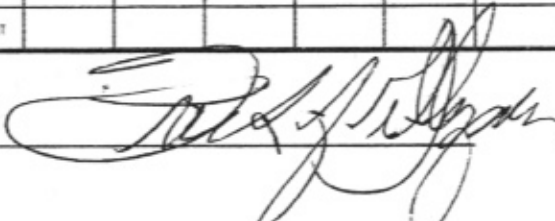
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

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

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												
		2 Circles Left Lead/Chop	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back						
33	547	PENALTY 2, 2, 2	2					2				10	52 1/2	
		CONTENT -1	-1/2	-1	-1 1/2	-1	-1 1/2	-1						
34	495	PENALTY			OP		1/2							
		CONTENT -1/2	0	-1/2	-1/2	0	0	-1/2				1/2	67 1/2	X
			69 1/2	69	68 1/2		68							
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):



JUDGE'S SIGNATURE:

SHOW: Bryan – Versatility
 CLASS: #91 - AQHA 485000 - Youth VRH Limited
 Ranch Cow Work
 DATE: 09/22/2017

VRH - LIMITED RANCH COW WORK (Amateur)

- 1 Point Penalties:
 A - Loss of working advantage
 P - Working out of position
 S - Slipping rein
- 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
 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
 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
 D - Disrespect or misconduct
 G - Illegal equipment
 F - Fall of horse/rider; run ends
 N - Improper western attire

W/O	#	PENALTY	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									3 POINTS	5 POINTS	TOTAL		
			BOXING			DRIVE			BOXING							
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY								
Tie-Breaker																
1	518	PENALTY														
		CONTENT	-1/2	0	0	+1/2	0	0	+1/2	+1/2	0				71	
2	426	PENALTY														
		CONTENT	0	0	0	+1/2	0	0	-1/2	0	0				70	
3	408	PENALTY	A						PA							
		CONTENT	-1	-1/2	+1/2	-1/2	-1/2	+1/2	-1/2	-1/2	+1/2	L		9	59	
4	421	PENALTY														
		CONTENT	+1	+1/2	0	+1/2	0	0	+1	0	+1				74	
5	427	PENALTY														
		CONTENT	+1/2	+1/2	0	-1/2	0	0	0	0	0				70 1/2	
6	560	PENALTY											C			
		CONTENT	-1	-1	0	-1	0	0	-1/2	-1/2	-1/2				57 1/2 E OP	
7	496	PENALTY														
		CONTENT	+1	+1	+1/2	+1/2	0	+1/2	+1	+1/2	+1/2				75 1/2	
8	425	PENALTY	P													
		CONTENT	-1/2	-1/2	0	-1	0	0	+1/2	0	+1/2			1	68	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Boyo Reyes*
 Printed from HSW

SHOW: _____
CLASS: _____
DATE: _____

VRH - LIMITED RANCH COW WORK (Amateur)

<p><u>1 Point Penalties:</u> A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p><u>3 Point Penalties:</u> K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p><u>5 Point Penalties:</u> B - Spurring in front of cinch 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><u>Off-Pattern (OP): Cannot place above others who complete pattern correctly</u> 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</p> <p><u>DQ:</u> A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of rider; run ends N - Improper western attire</p>
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W/O	#	RUN CONTENT									PENALTIES			SCORE	OP
		Each 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									3 POINTS	5 POINTS	TOTAL		
		BOXING			DRIVE			BOXING							
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY							
Tie-Breaker		1	7	4	2	8	5	3	9	6					
9	411	PENALTY									L	C		48	J
		CONTENT	-1	-1	0	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	E				
10	567	PENALTY												71 1/2	
		CONTENT	+1/2	0	0	+1/2	0	0	+1/2	0					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Bryce Rogers
Printed from HSW

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Bryan -- Versatility
 CLASS: #90 [redacted] Youth VRH
 DATE: 09/22/2017

- 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		
		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	8	7	1	11	5	6	4	3	2	9	10						
1	567	PENALTY	SCRATCHED																
2	410	PENALTY																	70
3	411	PENALTY	[scribble]																
4	393	PENALTY																	72
5	415	PENALTY			LA	A													3
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	0				-1/2	0	-1/2					64
6	566	PENALTY			LA	LA													4
		CONTENT	0	-1/2	-1	-1/2	-1/2	-1/2				-1	0	-1/2					61 1/2
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Bosok Ryan*
 Printed from HSW

SHOW: Bryan -- Versatility

CLASS: #89 - SHTX YWCH - Youth Western

DATE: 09/22/2017

NOVICE/YOUTH COW WORK

1 Point Penalties:

- Loss of working advantage
- Working out of position
- Slipping rein

3 Point Penalties:

- Knocking down the cow without having a working advantage
- Losing a cow while boxing

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

- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	OP	RUN CONTENT					PENALTY TOTAL	SCORE
			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						
			BOXING MANEUVERS						
	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES				
Tie-Breaker			1	4	2	3			
1	515	PENALTY						72	
		CONTENT	+1/2	+1/2	+1/2	+1/2			
2	420	PENALTY	1 3				4	64	
		CONTENT	-1	-1	0	0			
3	396	PENALTY	1				1	69	
		CONTENT	0	0	0	0			
4	393	PENALTY	1				1	68	
		CONTENT	-1/2	-1/2	0	0			
5	411	PENALTY	1 1				2	67	
		CONTENT	-1/2	-1/2	0	0			
6	527	PENALTY	1				1	67 1/2	
		CONTENT	-1/2	-1/2	0	-1/2			
7	531	PENALTY	1 3 5				9	OP x 2 58	
		CONTENT	-1 1/2	-1 1/2	0	0			turn tail obedience
8	484	PENALTY	5 1 1				7	61	
		CONTENT	-1	-1	0	0			2 hands
9	410	PENALTY						71 1/2	
		CONTENT	+1/2	0	+1/2	+1/2			
10	468	PENALTY	1 3				4	64	
		CONTENT	-1	-1	0	0			

JUDGE'S SIGNATURE:

Bob Rogers

SHOW: Bryan -- Versatility

CLASS: #89 - SHTX YWCH - Youth Working Cow

DATE: 09/22/2017

NOVICE/YOUTH COW WORK

1 Point Penalties:

- Loss of working advantage
- Working out of position
- Slipping rein

3 Point Penalties:

- Knocking down the cow without having a working advantage
- Losing a cow while boxing

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

- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	OP	RUN CONTENT					PENALTY TOTAL	SCORE	
			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							
			BOXING MANEUVERS							
	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES					
			Tie-Breaker	1	4	2	3			
11	562		PENALTY	3				lost cow	3	65 1/2
			CONTENT	-1	-1	+1/2	0			
12	575		PENALTY	3 1				lost cow	4	64 1/2
			CONTENT	-1	-1	+1/2	0			
13	547		PENALTY	1 3 1				lost cow	5	63 1/2
			CONTENT	-1	-1	+1/2	0			
14	573		PENALTY							71
			CONTENT	+1/2	0	0	+1/2			
15	563		PENALTY	1					1	68
			CONTENT	-1/2	0	0	-1/2			
16	567		PENALTY	1					1	67 1/2
			CONTENT	-1	0	0	-1/2			
17	448		PENALTY	1 3 1 3				lost cow x 2	8	60
			CONTENT	-1	-1	0	0			
18	496		PENALTY	1					1	68 1/2
			CONTENT	-1	-1	+1	+1/2			
19	463		PENALTY	5 5				turn tail	10	OP
			CONTENT	-1 1/2	-1 1/2	0	-1 1/2	obedience x 2		55 1/2
20	566		PENALTY							73
			CONTENT	+1	+1/2	+1	+1/2			

JUDGE'S SIGNATURE:

Bozo Rogers

Printed from HSW

SHOW: Bryan -- Versatility

CLASS: #89 - SHTX YWCH - Youth Working Cow

DATE: 09/22/2017

NOVICE/YOUTH COW WORK

1 Point Penalties:

- Loss of working advantage
- Working out of position
- Slipping rein

3 Point Penalties:

- Knocking down the cow without having a working advantage
- Losing a cow while boxing

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

- Turning tail
- Repeated blatant disobedience
- Fall horse/ider, run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	OP	RUN CONTENT					PENALTY TOTAL	SCORE	
			Each horse/ider 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							
			BOXING MANEUVERS							
		POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES				
			Tie-Breaker	1	4	2	3			
21	408		PENALTY	1 1 3				A, P, L	5	63 1/2
			CONTENT	-1	-1	+1/2	0			
22	421		PENALTY							
			CONTENT	+1	+1	0	+1/2			72 1/2
23	556		PENALTY	5 1 3				two hands	9	60
			CONTENT	-1	-1	+1	0	lost cow		
24	385		PENALTY	1 1 3				P, P, L	5	63
			CONTENT	-1	-1	0	0			
25	548		PENALTY	3				L	3	66
			CONTENT	-1	-1	+1	0			
26	560		PENALTY	5 3				2 hands	8	59 1/2
			CONTENT	-1 1/2	-1	0	0	L		
27	439		PENALTY							
			CONTENT	+1/2	0	+1/2	+1/2			71 1/2
			PENALTY							
			CONTENT							
			PENALTY							
			CONTENT							

JUDGE'S SIGNATURE: Bryan Royer