

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bidled 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

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/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 & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
1	568	0	0	-1/2	-1/2	0	0	0	+1/2	-1	-1/2			68
2	669	+1/2	0	+1/2	+1/2	+1/2	0	0	0	0	+1/2			72 1/2
3	571	+1	+1/2	+1	+1/2	0	0	0	+1	0	+1/2			74 1/2
4	524	0	+1/2	+1/2	0	-1/2	-1/2	0	-1/2	-1/2	0			69
5	632	+1/2	+1/2	+1	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2			76 1/2
6	634	0	0	0	0	-1/2	-1/2	-1/2	-1/2	0	0			68
7	648	0	-1/2	+1/2	+1	-1/2	0	0	-1/2	0	0		5	65 (OP)
8	656	+1/2	0	0	+1/2	0	-1/2	+1/2	0	0	0			71

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *[Signature]* AKW

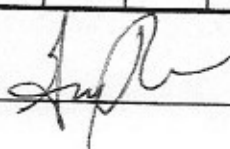
VERSATILITY RANCH HORSE - RANCH RIDING

- 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
- DQ:**
- 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			Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
Maneuver Description			Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
9	598	PENALTY													
		CONTENT	0	+1/2	+1/2	+1/2	+1	0	0	0	+1/2	0			73
10	611	PENALTY	1												
		CONTENT	0	0	-1/2	-1/2	0	0	-1/2	-1	-1/2	0			1 66
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:  _____ HW

VERSATILITY RANCH HORSE - TRAIL

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/riders

W/O	#		OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP
			Each horse/rioter 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			W Logs to Chute	Back thru Chute	Walk Bridge	LLL Logs	Creek	Box SPR	RH Push Gate	Drag-Trot					
1	648	PENALTY		-1		-3		-1/2		-5			9 1/2	55 1/2	
		CONTENT	0	-1	0	-1 1/2	-1/2	-1/2	0	-1/2					
2	611	PENALTY				-1/2							1/2	72 1/2	
		CONTENT	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2					
3	571	PENALTY				-3							3	68	
		CONTENT	+1/2	+1/2	+1/2	-1	0	0	0	+1/2					
4	634	PENALTY	-1/2			-3							3 1/2	67 1/2	
		CONTENT	0	0	+1/2	-1	0	+1/2	+1/2	+1/2					
5	669	PENALTY				-1/2							1	72 1/2	
		CONTENT	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1					
6	598	PENALTY						-1/2					1/2	72	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0					
7	656	PENALTY	-1/2										1/2	72	
		CONTENT	+1/2	-1	0	+1	+1/2	+1/2	+1/2	+1/2					
8	632	PENALTY				-1/2							1/2	72	
		CONTENT	0	0	0	+1/2	+1/2	+1/2	+1/2	+1/2					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - TRAIL

SHOW: Hamilton-Versatility

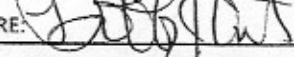
CLASS:#32 - SHTX NPTR - Non Pro Trail

DATE: 06/10/2017

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<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 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 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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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		W Logs to Chute	Back thru Chute	Walk Bridge	L LL Logs	Creek	Box SP R	RH Push Gate	Drag-Trot					
9	524	PENALTY			-1/2		-1						1 1/2	69
		CONTENT	0	0	+1/2	0	0	0	0	0				
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 



PATTERN
5

SHOW: Hamilton-Versatility
 CLASS: #34 - SHTX NPRN - Non Pro Reining
 DATE: 06/10/2017

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			
Tie-Breaker		1	2	3	4	5	6	7	8	9	10			
Maneuver Description		Stop & Back	4 Right Spins	4 1/4 Left Spins	2 Left Circles & Lead Change	2 Right Circles & Lead Change	Right Rollback	Left Rollback	Stop					
1	598	PENALTY												
		CONTENT	+1/2	+1	+1/2	+1/2	+1/2	0	0	+1			0	74
2	669	PENALTY				5		1/2						
		CONTENT	+1/2	0	0	-1/2	0	+1/2	+1/2	0			5 1/2	65 1/2
3	571	PENALTY			0									
		CONTENT	-1/2	0	-1/2	-1/2	0	2	2	2	OP	QUIT	6	59.5 OP
4	632	PENALTY												
		CONTENT	0	0	0	+1/2	+1/2	0	+1/2	0			0	71 1/2
5	648	PENALTY	2											
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2			2	63 1/2
6	611	PENALTY												
		CONTENT	-1/2	0	0	0	0	0	+1/2	0			0	70
7	634	PENALTY												
		CONTENT	-1/2	-1/2	-1	0	0	-1/2	-1/2	-1/2			0	67 1/2
8	656	PENALTY				1/2								
		CONTENT	-1/2	-1	-1	-1/2	-1/2	0	-1/2	-1/2			3	62 1/2

JUDGE'S NAME (PRINTED) Frank Craighead

JUDGE'S SIGNATURE: Frank Craighead

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

WO	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		1	2	3	7	8	5	6	4							
Maneuver Description		Stop & Back	4 Right Spins	4 1/4 Left Spins	2 Left Circles & Lead Chng	2 Right Circles & Rollback	Right Rollback	Left Rollback	Stop							
9	524				1				2					3	66 1/2	
		PENALTY														
		CONTENT	-1	+1/2	+1/2	-1/2	+1/2	-1/2	-1/2	-1/2						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Frank R Craighead

JUDGE'S SIGNATURE: Frank Craighead

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Hamilton-Versatility

CLASS: #36 - SHTX NPWC - Non Pro
Working Cow

DATE: 06/10/2017

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
- L - 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 - Fail of horse/rider

RUN CONTENT

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

PENALTIES

W/O	#	PENALTY	BOXING	RATING	FENCE TURNS (Form & Quality)				CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	TOTAL	SCORE	OP		
					L	R	L	R	TRACK & RATE	STOP & HOLD													
					Tie-Breaker																		
1	571		1	7	2	3	4	5	4	5	6	8	9										
		CONTENT	+1/2		+1/2																DQ Fell off		
2	611		0	0	0	A		A															
		CONTENT	0	0	0	-1/2	0	-1/2			0	0	0								2	67	
3	524		+1/2	0	0																		
		CONTENT	+1/2	0	0	-1/2	0	0			0	0	0									70	
4	648		0	0			P																
		CONTENT	0	0	-1/2	0	-1/2	-1/2			-1/2	0	0									1	67
5	632		+1/2	0	0		A																
		CONTENT	+1/2	0	0	-1/2	+1/2	+1/2			+1/2	0	+1/2									1	71
6	669		0	-1/2	+1/2		A																
		CONTENT	0	-1/2	+1/2	-1/2				+1/2	+1/2	0	0	+1/2								1	70
7	656		0	0	0																		
		CONTENT	0	0	0	-1/2	0	0			0	0	0									69 1/2	
8	545		-1/2	0	0																		
		CONTENT	-1/2	0	0	-1/2	+1/2	+1/2			+1/2	0	0									70 1/2	

JUDGE'S NAME (PRINTED): Morgan Lybbert

JUDGE'S SIGNATURE: *Morgan Lybbert*

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW:	Hamilton-Versatility
CLASS:	#36 - SHTX NPWC - Non Pro Working Cow
DATE:	06/10/2017

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> 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>2 Point Penalties:</p> <ul style="list-style-type: none"> 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>3 Point Penalties:</p> <ul style="list-style-type: none"> 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>5 Point Penalties:</p> <ul style="list-style-type: none"> 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>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> 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>DQ:</p> <ul style="list-style-type: none"> A - Abuse B - Lameness G - Illegal equipment N - Improper western attire D - Disrespect or misconduct F - Fall of horse/rider
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W/G	#	RUN CONTENT										PENALTIES				SCORE	DP
		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						
				L	R	L	R	TRACK & RATE	STOP & HOLD								
Tie-Breaker																	
9	598	PENALTY															
		CONTENT	+1/2	0	+1/2	0	0	+1/2			+1/2	0	0			72	
10	703	PENALTY															
		CONTENT	+1/2	-1/2	-1/2	-1/2	-1/2	-1/2			-1/2	0	0	A	2	65 1/2	
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Morgan Gilbert

JUDGE'S SIGNATURE: *Morgan Gilbert*