

**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

**MANEUVER 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	#	Tie-Breaker	MANEUVER SCORES											PENALTY TOTAL	SCORE	OP		
			Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back						
1	651																	
		PENALTY																
		CONTENT	0	+1/2	0	+1/2	0	0	-1/2	0	0	+1/2			3			68
2	644																	
		PENALTY																
		CONTENT	0	0	0	-1/2	-1/2	0	0	-1/2	-1	-1/2						67
3	518																	
		PENALTY																
		CONTENT	0	-1/2	-1/2	0	-1	-1/2	0	0	0	0						67 1/2
4	685																	
		PENALTY																
		CONTENT	0	0	-1/2	0	0	-1	0	0	-1	-1/2			3			64
5	680																	
		PENALTY																
		CONTENT	scratched															
6	629																	
		PENALTY	3															
		CONTENT	-1	0	-1/2	0	-1/2	0	-1/2	0	-1/2	0			3			64
7	563																	
		PENALTY																
		CONTENT	0	+1/2	+1/2	0	+1/2	0	0	0	-1/2	0			1			70
8	513																	
		PENALTY																
		CONTENT	+1/2	+1	+1	+1	+1	+1/2	+1/2	+1/2	+1	+1/2						77 1/2

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

JUDGE'S SIGNATURE: *[Signature]*

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- Draped reins
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- Break of gait at Walk or trot for more than two (2) strides

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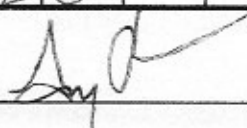
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Tie-Breaker			2	1	9	4	3	WLEAD	5	7	8						
Maneuver Description			Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back					
9	581	PENALTY						5	3								
		CONTENT	0	0	+1/2	+1/2	0	0	-1	-1/2	0	0			8	60 1/2	OP
<i>TWO HANDS BRIDGE BG</i>																	
10	707	PENALTY	5	5	5	5	5	5	5	5	5	5					
		CONTENT	-1/2	0	-1/2	-1	-1	-1	-1	-1	0	0			53	11	
11	514	PENALTY															
		CONTENT	0	0	0	0	0	-1/2	0	+1/2	+1/2	+1/2				71	
12	520	PENALTY															
		CONTENT	0	0	0	-1/2	-1	-1/2	0	-1/2	-1	-1/2			1	65	
<i>DOG</i>																	
13	558	PENALTY							3	3							
		CONTENT	0	0	-1	-1/2	-1	-1/2	-1	-1	-1	-1			10	53	
<i>WILL</i>																	
14	552	PENALTY							5								
		CONTENT	+1/2	+1/2	+1	0	+1/2	+1/2	-1	0	+1/2	+1/2			5	68	OP
15	574	PENALTY															
		CONTENT	+1/2	0	+1/2	0	-1/2	0	0	0	0	-1/2				70	
16	652	PENALTY															
		CONTENT	0	+1/2	-1/2	-1/2	-1/2	0	0	-1/2	-1/2	0				68	

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

JUDGE'S SIGNATURE: 

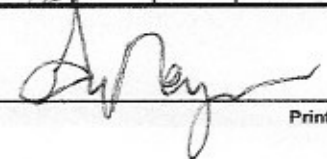
**VERSATILITY RANCH HORSE - RANCH RIDING**

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MANEUVER SCORES												PENALTY TOTAL	SCORE	OP	
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Tie-Breaker		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
17	594												1	69	
18	600													72 1/2	
19	567													69 1/2	
20	576													72 1/2	
21	562													71 1/2	
22	643													68	
23	713												1	65	
24	512								33					6	60

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

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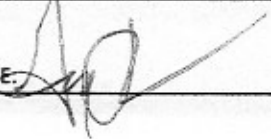


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Tie-Breaker			2	1	9	4	3	6	5	7	8					
Maneuver Description			Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
25	633	PENALTY	1			3										
		CONTENT	-1	0	-1/2	-1	-1	0	-1/2	0	-1/2	0		4	61 1/2	
26	543	PENALTY				33										
		CONTENT	0	0	-1/2	-1	-1/2	0	0	-1/2	0	+1/2		6	62	
27	560	PENALTY														
		CONTENT	0													LAME DQ
28	579	PENALTY														
		CONTENT	0	-1/2	0	-1/2	0	-1	-1/2	0	-1/2	0			67	
29	625	PENALTY							5 <sup>BE</sup>		3					
		CONTENT	-1/2	0	-1/2	-1	-1	0	-1	-1	-1	-1		8	55	
30	554	PENALTY														
		CONTENT	0	0	0	0	-1/2	0	0	0	0	-1/2			69	
31	573	PENALTY														
		CONTENT	-1	0	+1/2	0	-1/2	0	+1/2	0	0	+1/2			70	
32	613	PENALTY							3							
		CONTENT	0	0	+1/2	0	-1/2	-1/2	-1	0	-1/2	-1/2		3	63 1/2	

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Tie-Breaker		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back							
33	599																	
		PENALTY																
		CONTENT	-1/2	0	+1/2	0	0	0	0	+1/2	0	-1/2						70
34	551																	
		PENALTY						1	33									
		CONTENT	0	0	-1	-1/2	-1	-1/2	-1	-1	-1	-1/2						75 1/2
35	616																	
		PENALTY																
		CONTENT	+1	0	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2						73 1/2
36	585																	
		PENALTY																
		CONTENT	0	0	0	-1/2	0	0	-1/2	-1/2	0	0						69 1/2
37	588																	
		PENALTY																
		CONTENT	+1/2	+1/2	0	0	0	0	0	+1/2	+1/2	0						72
38	624																	
		PENALTY			3				5									
		CONTENT	0	0	-1	-1	-1/2	-1/2	-1/2	-1	-1	0						8 55 1/2 (OP)
39	591																	
		PENALTY																
		CONTENT	0	0	+1/2	0	0	0	-1	0	-1/2	0						3 66
40	570																	
		PENALTY			1													
		CONTENT	0	+1/2	-1/2	0	-1	0	-1/2	0	-1/2	0						1 67

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*[Handwritten Signature]*

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Tie-Breaker		2	1	9	4	3	6	5	7	8				
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
41	620	PENALTY												
		CONTENT	0	0	-1/2	-1/2	-1/2	0	-1/2	0	-1/2	-1/2		67
42	710	PENALTY												
		CONTENT	0	+1/2	+1/2	0	0	-1/2	+1/2	+1/2	-1/2	0		71
43	526	PENALTY						3	5					
		CONTENT	-1/2	0	-1	-1	0	0	-1	-1/2	-1	0	8	56 OP
44	653	PENALTY		1										
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1	1	73
45	577	PENALTY												
		CONTENT	0	0	0	-1/2	-1	0	0	-1/2	-1/2	0		67 1/2
46	559	PENALTY												
		CONTENT	0	0	+1/2	0	0	0	0	1/2	+1/2	-1/2		70
47	665	PENALTY												
		CONTENT	0	0	1/2	+1/2	-1/2	0	-1/2	0	-1/2	0		69 1/2
48	547	PENALTY												
		CONTENT	0	+1/2	0	0	-1/2	0	-1/2	0	+1/2	-1/2		69 1/2

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

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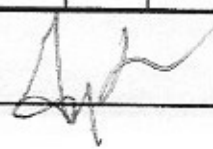
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Tie-Breaker		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back						
49	708																
		PENALTY CONTENT															
		1/2	0	0	1/2	-1/2	1/2	-1	-1	-1	-1/2			3	64		
50	511																
		PENALTY CONTENT															
		-1/2	0	0	0	+1/2	0	0	+1/2	-1/2	+1/2				70 1/2		
51	516																
		PENALTY CONTENT															
		1	3								5				9	54	OP
52	519																
		PENALTY CONTENT															
		STOPPED															
		PENALTY CONTENT															
		PENALTY CONTENT															
		PENALTY CONTENT															

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

JUDGE'S SIGNATURE: \_\_\_\_\_



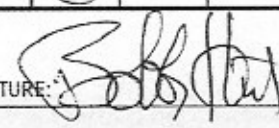
**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Hamilton-Versatility  
CLASS: #71 - SHTX VTRL - Novice Trail  
DATE: 06/10/2017

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or failing to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One step on dismount or ground tie except shifting to balance</li> <li>- Split pole at lope</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> <li>- 2-3 steps on dismount or ground tie</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>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- 4 or more steps on dismount or ground tie</li> </ul>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- 3rd refusal</li> <li>- No attempt to perform obstacle</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	#	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		7	6	5	1	8	2	3	4						
Obstacle Description		W Logs to Chute	Back thru Chute	Walk Bridge	L.L. Logs	Creek	Box SPR	RH Push Gate	Fig B-Trot						
1	567	PENALTY	-1/2	-1/2									1 1/2	72	
		CONTENT	0	+1/2	+1/2	+1	+1/2	+1/2	0	+1/2					
2	526	PENALTY		-1/2		-3							5	62 1/2	
		CONTENT	0	0	0	-1	-1	0	-1/2	0					
3	579	PENALTY	-1/2			-1/2							1	68	
		CONTENT	0	0	0	0	-1/2	0	-1/2	0					
4	665	PENALTY		-1/2				-1					1 1/2	70 1/2	
		CONTENT	+1/2	0	+1/2	+1/2	0	0	0	+1/2					
5	633	PENALTY	-1/2	1/2		+1/2		-1/2					3	67 1/2	
		CONTENT	0	0	+1/2	0	0	-1/2	0	+1/2					
6	558	PENALTY	-1/2			-3							4 1/2	65	
		CONTENT	0	0	0	-1	0	+1/2	0	0					
7	547	PENALTY		-1-3		-5	-5	-5	-5	-5			31	36 1/2	
		CONTENT	+1/2	-1	0	0	0	-1/2	-1	-1/2					
8	620	PENALTY		-5-3		-3-1		-1-1	-3-1				28	37	
		CONTENT	+1/2	-1 1/2	0	-1	-1/2	-1/2	-1	0					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

RW



**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Hamilton-Versatility
CLASS:#71 - SHTX VTRL - Novice Trail
DATE: 06/10/2017

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or failing to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One step on dismount or ground lie except shifting to balance</li> <li>- Split pole at lope</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> <li>- 2-3 steps on dismount or ground lie</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>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- 4 or more steps on dismount or ground lie</li> </ul>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- 3rd refusal</li> <li>- No attempt to perform obstacle</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	#	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 L L Logs	Creek	Box SP R	RH Push Gate	Fig 8-Trot						
9	563	PENALTY		+1/2	-1/2							1	69 1/2		
		CONTENT	+1/2	-1/2	-1/2	0	0	0	+1/2	+1/2					
10	570	PENALTY		-1/2		-3		-1				5 1/2	63		
		CONTENT	0	0	+1/2	-1/2	0	-1	+1/2	0					
11	585	PENALTY				-3		-1				7 1/2	(59)	OP	
		CONTENT	0	0	+1/2	-1/2	0	=1	0	+1/2	0				
12	588	PENALTY				-1 1/2						1 1/2	70		
		CONTENT	+1/2	0	+1/2	-1/2	0	+1/2	+1/2	0					
13	652	PENALTY		-1		+1/2						3 1/2	65 1/2		
		CONTENT	+1/2	-1	0	-1	0	-1/2	+1/2	+1/2					
14	552	PENALTY				-3		-1				5	66		
		CONTENT	+1/2	+1/2	+1/2	-1	-1/2	0	+1/2	+1/2					
15	629	PENALTY	-1	+1		+1/2		-1/2				11 1/2	56 1/2		
		CONTENT	-1/2	+1/2	+1/2	-1	0	+1/2	0	0					
16	573	PENALTY											73		
		CONTENT	0	0	0	+1	+1/2	+1/2	+1/2	+1/2					

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

JUDGE'S SIGNATURE: *[Signature]* AW

SHOW: Hamilton-Versatility

CLASS:#71 - SHTX VTRL - Novice Trail

DATE: 06/10/2017

**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

**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		W Logs to Chute	Back thru Chute	Walk Bridge	L LL Logs	Creek	Box SP R	RH Push Gate	Fig 8-Trot						
17	574						-1/2					1/2	69		
		PENALTY													
		CONTENT	0	+1/2	0	-1	-1/2	0	+1/2	0					
18	518											9	59 1/2	OP	
		PENALTY	-1/2			-1		-1	-1 1/2						
		CONTENT	+1/2	0	-1/2	-1/2	0	-1	OP	0					
19	519		[Handwritten scribble]												
		PENALTY													
		CONTENT													
20	581											2	66		
		PENALTY	-1/2	+1/2		-1									
		CONTENT	0	-1/2	0	-1	0	0	0	-1/2					
21	624											6	63		
		PENALTY				-3		-1							
		CONTENT	+1/2	+1/2	+1/2	-1	0	-1/2	-1/2	-1/2					
22	512											1/2	71 1/2		
		PENALTY				-1/2									
		CONTENT	0	0	0	+1/2	+1/2	+1/2	0	+1/2					
23	554												74 1/2		
		PENALTY													
		CONTENT	+1/2	+1/2	0	+1	+1/2	+1/2	+1/2	+1					
24	599											1/2	73		
		PENALTY													
		CONTENT	+1/2	+1/2	0	+1	+1/2	0	+1/2	+1/2					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*[Handwritten Signature]*

*[Handwritten Initials]*

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Hamilton-Versatility

CLASS:#71 - SHTX VTRL - Novice Trail

DATE: 06/10/2017

**1 Point Penalties:**

- Each hic, 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**

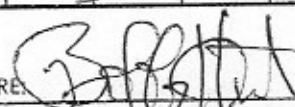
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

**DQ:**

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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		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		7	10	5	1	8	2	3	4						
Obstacle Description		W Logs to Chute	Back thru Chute	Walk Bridge	L LL Logs	Creek	Box SP R	RH Push Gate	Fig 8-Trot						
25	600	PENALTY			-1								1	71	
		CONTENT	+1/2	0	0	0	+1/2	0	+1/2	+1/2					
26	513	PENALTY						-1/2					1/2	71 1/2	
		CONTENT	0	0	0	+1/2	0	+1/2	+1/2	+1/2					
27	551	PENALTY	1/2			-2	-5	-5	-1/2				18	49 1/2	
		CONTENT	0	-1/2	0	-1	-1	-1/2	0	+1/2					
28	594	PENALTY						-1					2	69 1/2	
		CONTENT	0	+1/2	0	+1	0	-1/2	0	+1/2					
29	576	PENALTY	-1/2			-3	-1/2						4	65 1/2	
		CONTENT	0	+1/2	0	-1	0	0	0	0	0				
30	710	PENALTY						-1/2					6 1/2	65	
		CONTENT	+1/2	+1	0	+1	+1/2	-1/2	0	0					
31	653	PENALTY		-1/2				-1/2					1	72 1/2	
		CONTENT	+1/2	-1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2					
32	520	PENALTY												71	
		CONTENT	0	-1/2	-1/2	+1	+1/2	0	0	+1/2					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Hamilton-Versatility

CLASS:#71 - SHTX VTRL - Novice Trail

DATE: 06/10/2017

**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

**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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		7	6	5	1	8	2	3	4							
Obstacle Description		W Logs to Chute	Back thru Chute	Walk Bridge	L L L Logs	Creek	Box SP R	RH Push Gate	Fig 8-Trot							
33	✓ 559	PENALTY	1/2											1/2	73	
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2						
34	✓ 643	PENALTY				-3, -3								7	62 1/2	
		CONTENT	0	+1/2	-1/2	-1	0	+1/2	0	0						
35	✓ 591	PENALTY		-1, 5			-1							7	62	
		CONTENT	+1/2	-1	+1/2	0	-1/2	0	0	-1/2						
36	✓ 644	PENALTY				-3, -1		1/2						7 1/2	61	
		CONTENT	0	+1/2	+1/2	-1 1/2	-1/2	-1/2	+1/2	-1/2						
37	✓ 685	PENALTY				-3, 1								4	67 1/2	
		CONTENT	+1/2	+1/2	+1/2	-1	0	+1/2	0	+1/2						
38	✓ 577	PENALTY				OP		1/2						1 1/2	65 1/2 OP	
		CONTENT	0	0	0	-1 1/2	-1/2	-1/2	-1/2	0						
39	✓ 514	PENALTY				-1/2, 1/2		1/2						1 1/2	68	
		CONTENT	0	0	-1/2	-1/2	0	0	0	+1/2						
40	✓ 613	PENALTY						1/2, 1/2						1	70	
		CONTENT	+1/2	0	0	+1/2	+1/2	-1/2	0	0						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Robert*

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Hamilton-Versatility

CLASS:#71 - SHTX VTRL - Novice Trail

DATE: 06/10/2017

**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

**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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		7	6	5	1	8	2	3	4							
Obstacle Description		W Logs to Chute	Back thru Chute	Walk Bridge	L L L Logs	Creek	Box SP R	RH Push Gate	Fig 8-Trot							
41	543	PENALTY -1/2			1/2		-10P							2	67 1/2	OP
		CONTENT 0	0	0	1/2	0	-1	0	0							
42	616	PENALTY			-1/2		-1/2							5	64 1/2	
		CONTENT +1/2 +1/2	0	0	-1	0	-1/2	0	0							
43	625	PENALTY		-5-5		-30P		-1-5	-5-5					31	33	OP
		CONTENT 0	-1/2	0	-1/2	0	-1/2	-1/2	0							
44	708	PENALTY			-1/2			-1/2						2	67 1/2	
		CONTENT 0	0	-1/2	0	0	0	+1/2	-1/2							
45	707	PENALTY						-1/2						1	69	
		CONTENT 0	-1/2	0	+1/2	0	-1/2	0	+1/2							
46	560	PENALTY														
		CONTENT														
47	511	PENALTY				-3		-1/2						3 1/2	67 1/2	
		CONTENT 0	+1/2	+1/2	-1	0	0	+1/2	1/2							
48	651	PENALTY				-1/2								1/2	72 1/2	
		CONTENT +1/2	+1/2	-1/2	1/2	+1/2	+1/2	+1/2	+1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*[Handwritten Signature]*

**VERSATILITY RANCH HORSE - TRAIL**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or failing to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One step on dismount or ground tie except shifting to balance</li> <li>- Split pole at lope</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> <li>- 2-3 steps on dismount or ground tie</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>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- 4 or more steps on dismount or ground tie</li> </ul>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- 3rd refusal</li> <li>- No attempt to perform obstacle</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>DD:</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	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		7	6	5	1	8	2	3	4							
Obstacle Description		W Logs to Chute	Back thru Chute	Walk Bridge	L LL Logs	Creek	Box SP R	RH Push Gate	Fig 8-Trot							
49	562	PENALTY														
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2							73
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

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

JUDGE'S SIGNATURE:  \_\_\_\_\_

**VERSATILITY RANCH HORSE - REINING**

<p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- 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)</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- 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</li> <li>- Over or under spinning 1/8 to 3/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spins or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle</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 (except two rein) per maneuver</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>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p style="text-align: right;">(OP)</p> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- Lameness</li> <li>- Abuse</li> <li>- Fall of horse/rider: run ends</li> <li>- Illegal equipment</li> <li>- Disrespect or misconduct</li> <li>- Improper western attire</li> </ul>
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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													
		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker		7	6	1	4	2	5	3							
Maneuver Description		Right Circle Lead Chng	Left Circle Lead Chng	Stop	3 1/2 Spins Right	Stop	3 1/2 Spins Left	Stop & Back							
1	581	PENALTY	2										2	65	
		CONTENT	-1/2	-1	-1/2	0	-1/2	-1/2	0						
2	520	PENALTY	2	2									4	63	
		CONTENT	-1/2	-1	-1/2	0	-1/2	0	-1/2						
3	579	PENALTY		4	2								6	62	
		CONTENT	-1/2	-1	-1/2	0	0	0	0						
4	567	PENALTY	4										4	64 1/2	
		CONTENT	-1/2	-1/2	0	0	0	0	-1/2						
5	576	PENALTY	1										1	70	
		CONTENT	-1/2	0	+1/2	+1/2	+1/2	-1/2	+1/2						
6	560	PENALTY	6	4									10	56	
		CONTENT	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						
7	514	PENALTY		4									4	67	
		CONTENT	-1/2	-1/2	0	+1/2	+1/2	+1/2	+1/2						
8	559	PENALTY	2	1/2									5	61	
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2						

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Frank Craighead  
Printed from HSW

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**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					
Tie-Breaker		7	6	1	4	2	5	3								
Maneuver Description		Right Circle Lead Chg	Left Circle Lead Chg	Stop	3 1/2 Spins Right	Stop	3 1/2 Spins Left	Stop & Back								
9	552	PENALTY	2											2	69	
		CONTENT	0	+1/2	0	0	+1/2	0	0							
10	600	PENALTY		1										1	69 1/2	
		CONTENT	+1/2	0	0	0	0	+1/2	-1/2							
11	629	PENALTY				2								2	67 1/2 OP	
		CONTENT	+1/2	+1/2	0	-1	0	0	+1/2							
12	<del>652</del>	PENALTY	SCRATCH													
		CONTENT	SCRATCH													
13	574	PENALTY	2	1/2										5	60 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1	-1/2							
14	594	PENALTY												0	69 1/2	
		CONTENT	0	0	-1/2	0	+1/2	0	-1/2							
15	643	PENALTY	1/2											3	64 1/2	
		CONTENT	-1/2	0	-1/2	0	-1/2	-1/2	-1/2							
16	588	PENALTY	2	2		1/2								8 1/2	59 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	0	0							

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
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- 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
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- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

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- 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	7	6	1	4	2	5	3							
		Maneuver Description	Right Circle Lead Chng	Left Circle Lead Chng	Stop	3 1/2 Spins Right	Stop	3 1/2 Spins Left	Stop & Back							
17	599	PENALTY	1/2	2			2							4 1/2	60 1/2	
		CONTENT	0	-1/2	-1	-1	-1/2	-1	-1							
							67			65						
18	512	PENALTY		1		1/2			2					3 1/2	63 1/2	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							
							68			67						
19	653	PENALTY		1, 2										3	68	
		CONTENT	+1/2	-1/2	0	0	+1/2	0	+1/2							
							71									
20	624	PENALTY												0	66 1/2	OP
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	0	-1/2							
							60			61						
21	547	PENALTY	2	4, 2					2					10	56 1/2	
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	-1/2	0							
							67									
22	685	PENALTY	2, 2	1, 2										7	61	
		CONTENT	-1/2	-1/2	0	-1/2	0	+1/2	0							
							69			60						
23	570	PENALTY	1, 2	3, 2										8	61	
		CONTENT	-1/2	-1	0	0	0	+1/2	0							
							69									
24	558	PENALTY		1, 2	5									8	59 1/2	OP
		CONTENT	-1/2	-1/2	-1	0	0	0	-1/2							
							68			67 1/2						

JUDGE'S NAME (PRINTED): Frank R Craigh ead

JUDGE'S SIGNATURE: Frank Craigh ead  
Printed from H3W

**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

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- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
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- Repeated blatant disobedience

DD:

- 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													
		7	6	1	4	2	5	3							
		Right Circle Lead Change		Left Circle, Lead Change		Stop	3 1/2 Spins Right	Stop	3 1/2 Spins Left	Stop & Back					
25	620	PENALTY	5,2		2,2								11	55 1/2	
		CONTENT	-1/2	0	-1/2	-1	-1/2	-1	0						
					69		68			66 1/2					
26	651	PENALTY	1/2										1/2	68	
		CONTENT	0	+1/2	-1	-1/2	-1/2	0	0						
					69										
27	563	PENALTY	3	2,2									7	61	
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	0	0						
					69										
28	<del>643</del>	PENALTY	SCRATCH												
		CONTENT	SCRATCH												
29	633	PENALTY	6	2	2								10	55 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1	-1/2						
						67			65 1/2						
30	513	PENALTY											0	71 OP	
		CONTENT	+1/2	+1	0	-1/2	+1/2	-1/2	0						
31	591	PENALTY					1	2					3	65 1/2	
		CONTENT	+1/2	+1/2	-1/2	-1	-1/2	0	-1/2						
						69									
32	<del>660</del>	PENALTY	SCRATCH												
		CONTENT	SCRATCH												

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

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- Break of gait
- Freeze up in spins or rollbacks
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- Failure to be in a lope prior to the first marker on run-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/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		7	6	1	4	2	5	3								
Maneuver Description		Right Circle, Lead Chng	Left Circle, Lead Chng	Stop	3 1/2 Spins Right	Stop	3 1/2 Spins Left	Stop & Back								
33	516	PENALTY 2	2					5					9	57 1/2	OP	
		CONTENT -1/2	-1/2	-1/2	0	0	-1/2	-1/2								
		69														
34	713	PENALTY		2									2	65 1/2	OP	
		CONTENT 0	+1/2	0	0	-1/2	0	-1/2								
35	708	PENALTY 2 2 2	2				1/2						8 1/2	57	OP	
		CONTENT -1/2	-1/2	-1/2	-1	-1/2	-1	-1/2								
		67														
36	511	PENALTY					1/2						1/2	72		
		CONTENT +1/2	0	-1/2	+1/2	+1/2	+1	+1/2								
		70														
37	613	PENALTY 2, 2 2						2					9	58 1/2		
		CONTENT -1/2	-1/2	0	-1/2	-1/2	0	-1/2								
		68														
38	573	PENALTY 2, 2											4	63	OP	
		CONTENT -1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2								
		68														
39	644	PENALTY 1, 2 2											5	59	OP	
		CONTENT -1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0							
		69 1/2														
40	665	PENALTY	2										2	63	OP	
		CONTENT -1/2	-1/2	-1	0	-1	0	0								
		67														

JUDGE'S NAME (PRINTED):

Frank Craighhead

JUDGE'S SIGNATURE:

Frank Craighhead

SHOW: Hamilton  
CLASS: SHTX Novice <sup>Reining</sup>  
DATE: 6-10-17

**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					
Tie-Breaker		7	6	1	4	2	5	3								
Maneuver Description																
41	707	PENALTY	2	2	5	5	5	5	5	5			41	24 1/2	OP	
		CONTENT	-1/2	-1	-1/2	-1/2	-1	-1/2	-1/2							
		PENALTY														
		CONTENT														
		PENALTY														
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JUDGE'S NAME (PRINTED): Frank Craighead JUDGE'S SIGNATURE: Frank Craighead

SHOW: Hamilton-Versatility

CLASS: #73-SHTX VWCH - Novice Working Cow

DATE: 06/10/2017

**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
			BOXING MANEUVERS						
			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES		
Tie-Breaker			1	2	3	4			
1	558		PENALTY						68
			CONTENT	0	-1	-1/2	-1/2		
2	600		PENALTY	11				2	66
			CONTENT	-1	-1	0	0		
3	576		PENALTY						69
			CONTENT	0	-1/2	-1/2	0		
4	708		PENALTY	113				5	63
			CONTENT	-1	-1	0	0		
5	651		PENALTY						68 1/2
			CONTENT	0	-1	-1/2	0	ears & tail	
6	643		PENALTY						69 1/2
			CONTENT	-1/2	0	0	0		
7	599		PENALTY	1				1	67
			CONTENT	-1/2	-1	0	-1/2		
8	616		PENALTY	3				3	65
			CONTENT	-1/2	-1	0	-1/2		
9	543		PENALTY	3				3	64
			CONTENT	-1	-1	-1/2	-1/2		
10	518		PENALTY	3				3	62 1/2
			CONTENT	-1	-1	-1	-1/2		

JUDGE'S SIGNATURE: \_\_\_\_\_

*M. J. [Signature]*

**NOVICE/YOUTH COW WORK**

SHOW: Hamilton-Versatility

CLASS: #73 - SHTX VWCH - Novice Working Cow

DATE: 06/10/2017

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

- Turning tail
- Repeated blatant disobedience
- Fall horse/ender; 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/ender 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									
Tie-Breaker			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES					
			PENALTY	13								
			CONTENT	-1	-1/2	-1/2	-1/2			4	62 1/2	
			PENALTY								68 1/2	
			CONTENT	-1/2	-1/2	-1/2	0				68	
			PENALTY								64	
			CONTENT	-1	-1	0	0			4	64	
			PENALTY	551					two hands & disobedience		56	
			CONTENT	-1	-1	-1/2	-1/2			11	56	
			PENALTY	3							63 1/2	
			CONTENT	-1	-1	-1/2	-1			3	63 1/2	
			PENALTY	111							64 1/2	
			CONTENT	-1	-1	-1/2	0			3	64 1/2	
			PENALTY	5					two hands		63	
			CONTENT	-1	-1	0	0			5	63	
			PENALTY	5					two hands		64	
			CONTENT	-1/2	-1/2	0	0			5	64	
			PENALTY								69 1/2	
			CONTENT	0	-1/2	0	0				69 1/2	

JUDGE'S SIGNATURE: \_\_\_\_\_

*Mary Lebert*

**NOVICE/YOUTH COW WORK**

SHOW: Hamilton-Versatility

CLASS: #73 - SHTX VWCH - Novice Working Cow

DATE: 06/10/2017

**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									
21	665	PENALTY	13					4	63
		CONTENT	-1 1/2	-1	-1/2	0			
22	685	PENALTY	0P33				turntail	6	64
		CONTENT	-1	-1	-1/2	-1/2			
23	574	PENALTY							66 1/2
		CONTENT	-1/2	-1 1/2	-1/2	-1			
24	595	PENALTY							68
		CONTENT	-1/2	-1/2	-1/2	1/2			
25	620	PENALTY	1335				two hands	12	55
		CONTENT	-1	-1	-1/2	-1/2			
26	554	PENALTY	111					3	64 1/2
		CONTENT	-1	-1	-1/2	0			
27	567	PENALTY	13					4	63 1/2
		CONTENT	-1	-1	0	-1/2			
28	613	PENALTY	1					1	65 1/2
		CONTENT	-1	-1 1/2	-1/2	-1/2			
29	563	PENALTY							69
		CONTENT	-1/2	0	0	-1/2			
30	633	PENALTY							68 1/2
		CONTENT	0	-1	-1/2	0			

JUDGE'S SIGNATURE: \_\_\_\_\_

*W. J. [Signature]*

SHOW: Hamilton-Versatility  
CLASS: #73 - SHTX VWCH - Novice Working Cow  
DATE: 06/10/2017

**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										
31	514		PENALTY	3					3	66
			CONTENT	-1/2	-1/2	0	0			
32	526		PENALTY	113					5	61 1/2
			CONTENT	-1 1/2	-1	-1/2	-1/2			
33	560		PENALTY	<del>SECRET</del>						
			CONTENT	<del>SECRET</del>						
34	581		PENALTY							69
			CONTENT	0	-1	0	0			
35	559		PENALTY	11					2	65
			CONTENT	-1	-1	-1/2	-1/2			
36	629		PENALTY	1						68
			CONTENT	0	-1/2	-1/2	0			
37	573		PENALTY	11					2	65
			CONTENT	-1/2	-1	-1	-1/2			
38	552		PENALTY	53					8	60
			CONTENT	-1	-1	0	0			
39	579		PENALTY	11					2	61 1/2
			CONTENT	-1/2	-1/2	0	-1/2			
40	652		PENALTY	1					1	66
			CONTENT	-1/2	-1/2	-1/2	-1/2			

JUDGE'S SIGNATURE: M. J. Belmont



**NOVICE/YOUTH COW WORK**

SHOW: Hamilton-Versatility

CLASS: #73-SHTX VWCH - Novice Working Cow

DATE: 06/10/2017

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

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- Failure to attempt any part of the class

**DQ:**

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

**RUN CONTENT**

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

W/O	#	OP	BOXING MANEUVERS					PENALTY TOTAL	SCORE	
			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES			
			Tie-Breaker							
41	512		PENALTY	13					4	65 1/2
			CONTENT	-1/2	0	0	0			
			PENALTY							
			CONTENT							
			PENALTY							
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			PENALTY							
			CONTENT							
			PENALTY							
			CONTENT							

JUDGE'S SIGNATURE:

*M. D. [Signature]*