

**VERSATILITY RANCH HORSE - RANCH RIDING**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled per maneuver</li> <li>- Out of frame per maneuver</li> <li>- Too slow per maneuver</li> <li>- Gapping mouth</li> <li>- Break of gait at Walk or trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at Lope</li> <li>- Break of gait at Walk or trot for more than two (2) strides</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- 1st or 2nd cumulative refusal</li> </ul>	<p><b>Off-Pattern (OP):</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>- Repeated blatant disobedience</li> </ul> <p><b>DO:</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/D	#	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		9	8	2	6	4	7	5	1	10	3			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back			
1	207	PENALTY						1					1	65 1/2
		CONTENT	0	0	-1	-1/2	-1/2	-1/2	0	0	-1/2	-1/2		
2	235	PENALTY												68
		CONTENT	0	0	0	-1/2	0	0	0	-1/2	-1/2	-1/2		
3	240	PENALTY												70 1/2
		CONTENT	0	0	+1/2	-1/2	-1/2	0	+1/2	0	0	+1/2		
4	353	PENALTY												67
		CONTENT	0	0	-1/2	-1/2	-1	0	0	0	-1	0		
5	76	PENALTY												74 1/2
		CONTENT	0	+1/2	+1	+1/2	+1/2	0	+1/2	0	+1/2	+1		
6	303	PENALTY												75 1/2
		CONTENT	0	+1/2	+1	0	+1/2	0	+1	+1	+1/2	+1		
7	210	PENALTY												69 1/2
		CONTENT	0	0	0	0	-1	0	0	0	+1/2	0		
8	330	PENALTY												72 1/2
		CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	0	0		

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

JUDGE'S SIGNATURE: *Doug Hunter* HW

**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		9	8	2	6	4	7	5	1	10	3			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back			
9	262													72
		PENALTY												
		CONTENT	0	0	0	+1/2	+1/2	0	+1/2	0	+1/2	0		
10	158							3			OP			60 1/2 OP
		PENALTY												
		CONTENT	0	+1/2	-1/2	-1	-1	-1/2	-1	-1	-1	-1		
11	290													74 1/2
		PENALTY												
		CONTENT	0	0	+1	+1/2	+1	0	+1/2	+1/2	+1	0		
12	370													73 1/2
		PENALTY												
		CONTENT	0	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2		
13	189					3								3 61 1/2
		PENALTY												
		CONTENT	0	0	-1/2	-1	-1	0	-1/2	-1	-1	-1/2		
14	276													68
		PENALTY												
		CONTENT	0	0	-1/2	0	-1/2	0	0	0	-1/2	-1/2		
15	293					3								3 66
		PENALTY												
		CONTENT	0	0	-1	-1/2	0	0	0	0	0	+1/2		
16	304													69
		PENALTY												
		CONTENT	0	0	-1/2	0	-1	0	0	0	+1/2	0		

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

JUDGE'S SIGNATURE: Doug Steele

**VERSATILITY RANCH HORSE - RANCH RIDING**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled per maneuver</li> <li>- Out of frame per maneuver</li> <li>- Too slow per maneuver</li> <li>- Gapping mouth</li> <li>- Break of gait at Walk or trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at Lope</li> <li>- Break of gait at Walk or trot for more than two (2) strides</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- 1st or 2nd cumulative refusal</li> </ul>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>DO:</b></p> <ul style="list-style-type: none"> <li>- Lameness</li> <li>- Abuse</li> <li>- Illegal equipment</li> <li>- Disrespect or misconduct</li> <li>- Improper western attire</li> <li>- Fall of horse/rider</li> </ul>
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W/O		#	MANEUVER SCORES											PENALTY TOTAL	SCORE	OP
Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
Tie-Breaker			9	8	2	6	4	7	5	1	10	3				
Maneuver Description			Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back				
17	209	PENALTY														
		CONTENT	0	0	-1	-1/2	-1/2	0	0	+1/2	-1	0				67 1/2
18	205	PENALTY														
		CONTENT	0	0	-1/2	+1/2	0	0	0	0	+1/2	0				70 1/2
19	212	PENALTY			5	5	5		5	5						
		CONTENT	-1	-1	-1	-1	-1	0	-1	-1	-1	0			25	37
20	354	PENALTY														
		CONTENT	0	+1/2	0	0	-1/2	0	+1/2	0	0	0				70 1/2
21	272	PENALTY														
		CONTENT	0	0	0	+1/2	0	0	+1/2	0	+1/2	+1/2				72
22	280	PENALTY														
		CONTENT	0	+1/2	0	+1/2	0	0	0	+1/2	0	0				71 1/2
23	203	PENALTY														
		CONTENT	0	0	+1/2	0	+1/2	0	0	+1/2	+1/2	+1/2				72 1/2
24	321	PENALTY							3	3						
		CONTENT	0	0	+1/2	0	0	-1/2	-1	-1	-1	0			6	61

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

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

*Dirk [Signature]*

*APC*



**VERSATILITY RANCH HORSE - RANCH RIDING**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled per maneuver</li> <li>- Out of frame per maneuver</li> <li>- Too slow per maneuver</li> <li>- Gapping mouth</li> <li>- Break of gait at Walk or trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at Lope</li> <li>- Break of gait at Walk or trot for more than two (2) strides</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- 1st or 2nd cumulative refusal</li> </ul>	<p><b>Off-Pattern (OP):</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>- Repeated blatant disobedience</li> </ul> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- Lameness</li> <li>- Abuse</li> <li>- Illegal equipment</li> <li>- Disrespect or misconduct</li> <li>- Improper western attire</li> <li>- Fall of horse/rider</li> </ul>
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W/O		#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
Tie-Breaker		9	8	2	6	4	7	5	1	10	3				
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back				
25	316	PENALTY													
		CONTENT	0	0	0	+1/2	0	0	+1/2	-1/2	-1/2	+1/2			70 1/2
26	261	PENALTY													
		CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0			73
27	221	PENALTY													
		CONTENT	0	+1/2	+1/2	+1/2	+1	0	+1/2	+1	+1	+1/2			75 1/2
	208	PENALTY													
		CONTENT	0	0	-1/2	-1/2	0	0	+1/2	+1/2	-1	-1/2			68 1/2
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

late entry

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

JUDGE'S SIGNATURE: *Doug Steele*

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Hamilton-Versatility  
CLASS:#62 - SHTX ITRL - Intermediate Trail  
DATE: 09/09/2017

**1 Point Penalties:**

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Split pole at lope

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 4 or more steps on dismount or ground tie

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

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

**DQ:**

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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Obstacle Description		Trot Sementine	Walk Bridge	Trot Logs	Ext Trot	Lope Chute	Back Chute	SP R	RH Gate	Trot	Fig 8					
1	353	✓	PENALTY													
		✓	CONTENT	+1/2	+1/2	+1/2	0	-1/2	0	0	0	+1/2	+1/2	1	71	
2	304	✓	PENALTY					-1/2					-5	5 1/2	64 1/2	
		✓	CONTENT	0	0	0	0	+1/2	+1/2	0	0	+1/2	-1/2			
3	290	✓	PENALTY					-1						1	74 1/2	
		✓	CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+	+			
4	235	✓	PENALTY												73	
		✓	CONTENT	0	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	+1/2			
5	189	✓	PENALTY					-3	-1					4	61	
		✓	CONTENT	-1/2	-1/2	0	0	-1	-1	-1/2	-1/2	0	-1			
6	280	✓	PENALTY					-1	-1					3	67	
		✓	CONTENT	0	0	+1/2	0	0	-1/2	-1/2	0	+1/2	0			
7	316	✓	PENALTY			-1		-1						2	72	
		✓	CONTENT	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2			
8	262	✓	PENALTY			-1/2		-1						1 1/2	71 1/2	
		✓	CONTENT	0	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2			

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*

SHOW: Hamilton-Versatility

CLASS:#62 - SHTX ITRL - Intermediate Trail

DATE: 09/09/2017

**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			Trot Serpentine	Walk Bridge	Trot Logs	Ext Trot	Lope Chute	Back Chute	SP R	RH Galo	Trot	Fig 8			
9	293	✓					1/2						1/2	70	
			PENALTY												
			CONTENT	-1/2	0	0	0	0	0	0	0	+1			
10	276	✓					-3				-5		8	60 1/2	
			PENALTY												
			CONTENT	0	0	+1/2	0	-1	0	-1/2	0	-1	+1/2		
11	221	✓					-3						3	68	
			PENALTY												
			CONTENT	-1/2	+1/2	+1/2	0	-1	0	0	+1/2	+1/2	+1/2		
12	261	✓					-1						2	72	
			PENALTY												
			CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1		
13	303	✓												75	
			PENALTY												
			CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1		
14	330	✓								-1			1	70 1/2	
			PENALTY												
			CONTENT	+1/2	0	+1/2	0	+1/2	0	0	+1/2	0	-1/2		
15	370	✓											1 1/2	70	
			PENALTY												
			CONTENT	0	+1/2	+1/2	+1/2	0	-1/2	-1/2	0	+1/2	+1/2		
16	203	✓											1	73	
			PENALTY												
			CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*St. Cy*



**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Hamilton-Versatility

CLASS:#62 - SHTX ITRL - Intermediate Trail

DATE: 09/09/2017

**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:**

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**DQ:**

- Lameness
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- 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 Description	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP
			1	2	3	4	5	6	7	8	9	10			
		Tie-Breaker	4	9	2	10	1	6	5	7	8	3			
		Obstacle Description	Trot Serpentine	Walk Bridge	Trot Logs	Ext Trot	Lope Chute	Back Chute	SP R	RH Gate	Trot	Fig 8			
17	354	PENALTY	-5	-5	-5		-5	-5			-5		31	38 1/2	
		CONTENT	0	-1/2	0	0	0	0	0	0	0	0			
18	272	PENALTY					-3						3	69 1/2	
		CONTENT	0	+1/2	+1/2	+1/2	-1	+1/2	+1/2	+1/2	0	+1/2			
19	240	PENALTY												72	
		CONTENT	+1/2	+1/2	+1/2	0	0	0	0	+1/2	0	0			
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

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 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

WO	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
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								
1	158	PENALTY														
		CONTENT	0	0	0	0	+1/2	0	+1/2							71
2	330	PENALTY		1												
		CONTENT	0	0	-1/2	-1/2	-1/2	0	-1						1	66.5
3	333	PENALTY		12												
		CONTENT	0	0	-1/2	0	0	+1/2	0						3	67
4	261	PENALTY		2												
		CONTENT	0	0	0	0	+1/2	0	0						2	68.5
5	293	PENALTY				1/2										
		CONTENT	0	0	0	0	+1/2	0	+1/2						1/2	70.5
6	262	PENALTY														
		CONTENT	0	0	0	0	0	0	0							70
7	370	PENALTY														
		CONTENT	0	0	-1	0	-1	0	0						2	66
8	272	PENALTY		22												
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2						4	63.5

JUDGE'S NAME (PRINTED): TRIAK

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

**DO:**

- 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					
<p>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</p>																
Tie-Breaker																
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								
9	354	PENALTY													68.5	
		CONTENT	-1/2	0	0	-1/2	-1/2	0	0							
10	240	PENALTY		2										2	68.5	
		CONTENT	-1/2	0	0	0	+1/2	0	+1/2							
11	221	PENALTY			2									2	69.5	
		CONTENT	0	0	+1/2	-1/2	+1/2	+1/2	+1/2							
12	276	PENALTY	2	1 1/2										9	54.5	
		CONTENT	-1/2	-1	-1	-1	-1	-1	-1							
13	280	PENALTY	1/2	1/2										1.5	64	
		CONTENT	0	0	-1/2	-1	-1	-1	-1							
14	353	PENALTY													67.5	
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	0	-1/2							
15	304	PENALTY	2	2	2	OP		1/2						8.5	56.5	OP
		CONTENT	-1/2	-1	-1/2	-1	-1	-1/2	-1/2							
16	303	PENALTY													70	
		CONTENT	0	0	0	+1/2	-1/2	0	0							

JUDGE'S NAME (PRINTED):

TRIALS

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					
<p>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</p>																
Tie-Breaker																
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								
17	203	PENALTY	1	2										3	64.5	
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2							
18	76	PENALTY				1/2		2						2.5	66	
		CONTENT	0	-1/2	-1/2	0	-1/2	0	0							
19	321	PENALTY	4	1										5	63	
		CONTENT	0	0	-1/2	0	-1	0	-1/2							
20	332	PENALTY		1			1/2							1.5	67.5	
		CONTENT	0	0	-1/2	0	-1/2	0	0							
21	290	PENALTY			1									1	69	
		CONTENT	0	0	0	0	0	0	0							
22	316	PENALTY													68	
		CONTENT	0	0	-1/2	-1/2	-1/2	0	-1/2							
23	208	PENALTY		1					1/2					1.5	65	
		CONTENT	0	-1/2	-1	-1	-1/2	-1/2	0							
24	235	PENALTY													69.5	
		CONTENT	0	0	0	0	-1/2	0	0							

JUDGE'S NAME (PRINTED):

TRIKK

JUDGE'S SIGNATURE:

SHOW: Hamilton-Versatility
CLASS: #66-SHTXIWCH-IntermediateWorkingCow
DATE: 09/09/2017

**VRH - LIMITED RANCH COW WORK (Amateur)**

<p><b>1 Point Penalties:</b> A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p><b>3 Point Penalties:</b> K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p><b>5 Point Penalties:</b> 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><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <p>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><b>DO:</b> A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/rider; run ends N - Improper western attire</p>
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W/O	#	RUN CONTENT									PENALTIES			SCORE	OP
		BOXING			DRIVE			BOXING			3 POINTS	5 POINTS	TOTAL		
		POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY					
<p>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</p>															
		<b>Tie-Breaker</b>													
			1	2	4				3						
1	330	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0			73	
2	280	PENALTY													
		CONTENT	-1/2	-1/2	0	0	-1/2	0	0	0	0			68 1/2	
3	293	PENALTY													
		CONTENT	0	-1/2	0	-1/2	-1/2	0	0	-1/2	0			68	
4	353	PENALTY	A												
		CONTENT	-1/2	-1/2	-1/2	0	0	0	0	-1/2	0		-1	67	
5	303	PENALTY													
		CONTENT	0	0	0	+1/2	0	0	0	+1/2	0			71	
6	333	PENALTY													
		CONTENT	-1/2	0	+1/2	0	0	0	+1/2	0	0			70 1/2	
7	221	PENALTY	AA						A						
		CONTENT	-1	-1	0	-1	-1	0	-1	-1	0	2	-3	61	
8	262	PENALTY													
		CONTENT	-1/2	-1/2	0	+1/2	0	0	0	-1/2	0			69	

JUDGE'S NAME (PRINTED): Bobby Hunt

JUDGE'S SIGNATURE: [Signature]



SHOW: Hamilton-Versatility  
CLASS: #66-SHTXIWCH-IntermediateWorkingCow  
DATE: 09/09/2017

**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
- DO:**  
A - Abuse  
B - Lameness  
D - Disrespect or misconduct  
G - Illegal equipment  
F - Fall of horse/rider; run ends  
N - Improper western attire

W/O	#	RUN CONTENT									PENALTIES			SCORE	OP	
		BOXING			DRIVE			BOXING			3 POINTS	5 POINTS	TOTAL			
		POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY						
Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
		Tie-Breaker														
9	240	PENALTY	AA													
		CONTENT	-1	-1/2	0	-1/2	-1/2	0	-1/2	-1	0			-2	63	
10	290	PENALTY														
		CONTENT	0	0	-1/2	-1/2	-1/2	0	-1	-1	0	L		-3	63 1/2	
11	316	PENALTY	A													
		CONTENT	-1	-1	0	0	0	0	-1/2	-1/2	0			-2	65	
12	189	PENALTY														
		CONTENT	0	-1	-1	-1	-1	0	0	0	0			N	66 (OP)	
13	203	PENALTY														
		CONTENT	0	0	0	+1/2	0	0	0	0	0				70 1/2	
14	276	PENALTY														
		CONTENT	-1/2	-1/2	-1	0	-1/2	-1/2	0	-1/2	0				66 1/2	
15	304	PENALTY														
		CONTENT	0	0	0	-1/2	-1/2	0	-1/2	-1/2	0				68	
16	354	PENALTY	A													
		CONTENT	-1/2	-1/2	0	0	-1/2	0	0	0	0			-1	67 1/2	

JUDGE'S NAME (PRINTED): Bobby H. A

JUDGE'S SIGNATURE: Bobby H. A

**VRH - LIMITED RANCH COW WORK (Amateur)**

SHOW: Hamilton-Versatility
CLASS: #66-SHTXIWCH-IntermediateWorkingCow
DATE: 09/09/2017

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

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									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													
17	272	PENALTY													
		CONTENT	0	-1	-1	-1/2	-1/2	0	-1	-1	0	LL		-6	59
18	332	PENALTY													
		CONTENT	-1	-1	0	-1	-1	0	-1	-1	0	L		-3	61
19	370	PENALTY													
		CONTENT	0	0	-1/2	0	-1/2	0	0	0	0				69
20	321	PENALTY													
		CONTENT	0	-1/2	0	0	-1/2	0	0	0	-1/2				68 1/2
21	235	PENALTY													
		CONTENT	-1	-1	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1	L		-3	61 1/2
22	261	PENALTY													
		CONTENT	-1	-1	0	-1	-1	0	-1	-1	0	L		-3	61
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Bobbi Hunt

JUDGE'S SIGNATURE: [Signature]