

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

MANEUVER SCORES												PENALTY TOTAL	SCORE	OP
W/D	#	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	306													
		PENALTY												
		CONTENT	0	0	1/2	0	0	0	1/2	0	1/2	1/2		72
2	212													
		PENALTY												
		CONTENT												
3	146													
		PENALTY												
		CONTENT	0	0	0	0	-1/2	-1/2	0	0	0	0		69
4	275													
		PENALTY												
		CONTENT	0	0	0	+1/2	0	-1/2	1/2	0	0	-1/2		70
5	186													
		PENALTY												
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	0	-1/2	0	-1/2	-1		66
6	207													
		PENALTY												
		CONTENT	0	+1/2	0	0	-1/2	0	0	0	0	0		70
7	242													
		PENALTY												
		CONTENT	0	-1/2	-1/2	0	-1	0	-1/2	+1/2	-1	-1		65
8	164													
		PENALTY				3								
		CONTENT	0	0	+1/2	-1	-1	0	-1	-1	-1/2	0	3	63

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		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	208	PENALTY													73	
		CONTENT	0	1/2	0	0	1/2	1/2	1/2	1/2	0					
10	255	PENALTY													69	
		CONTENT	0	0	1/2	0	-1/2	0	0	-1/2	0	-1/2				
11	167	PENALTY													75	
		CONTENT	0	0	1/2	1	1	1/2	1	0	1/2	1/2				
12	307	PENALTY													74	
		CONTENT	0	0	1	1/2	1	0	1/2	0	1/2	1/2				
13	185	PENALTY													71	
		CONTENT	0	0	1/2	0	1/2	0	-1/2	1/2	-1/2	1/2				
14	311	PENALTY													75	
		CONTENT	0	1/2	0	1/2	1	1/2	1/2	1	1	0				
15	243	PENALTY													67 1/2	
		CONTENT	0	-1/2	-1	-1/2	1/2	0	-1/2	0	-1/2	0				
16	206	PENALTY				3									3	65 1/2
		CONTENT	0	-1/2	1/2	-1	1/2	0	0	1/2	-1/2	0				

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____
Max

VERSATILITY RANCH HORSE - RANCH RIDING

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- Too slow per maneuver
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- Break of gait at Walk or trot for two (2) strides or less

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

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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	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP	
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	318	PENALTY													75 1/2
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1	+1	+1	+1/2			
18	281	PENALTY													76
		CONTENT	0	+1/2	+1	+1/2	+1/2	0	+1/2	+1	+1	+1			
19	150	PENALTY													69
		CONTENT	0	0	-1	0	-1/2	0	+1/2	-1/2	0	+1/2			
20	168	PENALTY				3								3	62 1/2
		CONTENT	0	-1/2	-1/2	-1	-1	-1	0	0	-1/2	0			
21	170	PENALTY						3						3	63
		CONTENT	0	-1/2	0	-1/2	+1/2	0	-1	-1	-1	-1/2			
22	231	PENALTY													68 1/2
		CONTENT	0	0	0	0	-1/2	0	0	0	0	-1			
23	211	PENALTY						3							59 1/2
		CONTENT	0	-1/2	-1	-1	-1	0	-1	-1	-1	-1			
24	364	PENALTY													68
		CONTENT	0	0	+1/2	-1/2	-1	-1/2	0	0	-1/2	0			

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *[Signature]*

VERSATILITY RANCH HORSE - RANCH RIDING

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- Draped reins
- Break of gait at Lope
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DO:

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

MANEUVER SCORES												PENALTY TOTAL	SCORE	OP
W/O	#	Each horse/ridder 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	220				5								5	69
		PENALTY												
		CONTENT	0	+1/2	+1	0	+1/2	0	+1/2	+1/2	+1/2	+1/2		
26	344													73 1/2
		PENALTY												
		CONTENT	0	0	+1	+1/2	0	+1/2	+1/2	0	+1/2	+1/2		
27	297					5								63 1/2
		PENALTY												
		CONTENT	0	0	0	0	-1	-1	0	0	0	+1/2		
28	193													71
		PENALTY												
		CONTENT	0	0	-1/2	+1/2	0	0	+1/2	+1/2	0	0		
29	226				3								3	67 1/2
		PENALTY												
		CONTENT	0	0	+1/2	-1	0	0	0	0	+1/2	+1/2		
32	229 229													69 1/2
		PENALTY												
		CONTENT	0	0	0	0	0	0	0	+1/2	0	-1		
33	169													75 1/2
		PENALTY												
		CONTENT	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1		
34	374													73 1/2
		PENALTY												
		CONTENT	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Doug Stone

Printed from HSW

(259) 0 0 +1/2 0 +1/2 +1/2 +1/2 +1/2 +1/2 +1/2 73 1/2

VERSATILITY RANCH HORSE - RANCH RIDING

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- Blatant disobedience
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- Use of two hands (except in snaffle bit or hackamore) per maneuver
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- 1st or 2nd cumulative refusal

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

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- Repeated blatant disobedience

DO:

- 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		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			
35	230				3									63 1/2
		PENALTY												
		CONTENT	0	0	+1/2	-1	-1	-1/2	-1/2	-1	0	0		
36	205				3									65 1/2
		PENALTY												
		CONTENT	0	-1/2	-1/2	-1	0	0	+1/2	0	+1/2	-1/2		
37	280													72 1/2
		PENALTY												
		CONTENT	0	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	0		
39	219													71 1/2
		PENALTY												
		CONTENT	0	0	+1/2	0	0	+1/2	0	0	0	+1/2		
40	345													74
		PENALTY												
		CONTENT	0	+1/2	+1	+1/2	+1/2	0	0	+1/2	+1/2	+1/2		
41	210													66
		PENALTY												
		CONTENT	0	0	-1/2	-1/2	-1	-1/2	0	0	-1/2	-1		
42														
		PENALTY												
		CONTENT												
	212								3	3				55
		PENALTY												
		CONTENT	-1/2	-1/2	-1	-1	-1	-1	-1	-1	-1	-1		

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Dig Atule*

VERSATILITY RANCH HORSE - TRAIL

SHOW: Hamilton-Versatility

CLASS: #83 - SHTX YTRL - Youth 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

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		4	9	2	10	1	6	5	7	8	3			
Obstacle Description		Trot Sementine	Walk Bridge	Trot Logs	Ext Trot	Lope Chute	Back Chute	SP R	RH Gate	Trot	Fig 8			
1	344	PENALTY				-3						3	68 1/2	
		CONTENT	0	+1/2	+1/2	0	-1/2	0	0	0	+1/2	+1/2		
2	319	PENALTY			-1		-3	-1					5	67
		CONTENT	0	0	+1/2	0	-1/2	0	+1/2	+1/2	+1/2	+1/2		
3	210	PENALTY					-1		-1				4	60 1/2 OP
		CONTENT	0	0	0	0	-1 1/2	0	-1	-1	0	-1/2		
4	311	PENALTY					-3						3	69
		CONTENT	+1/2	0	+1/2	0	-1/2	0	0	+1/2	+1/2	+1/2		
5	307	PENALTY						-1					1	73 1/2
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2		
6	226	PENALTY						-1					1	72
		CONTENT	0	+1/2	+1/2	0	+1/2	0	+1/2	0	+1/2	+1/2		
7	170	PENALTY			-1/2	-1	-1						3 1/2	68
		CONTENT	+1/2	+1/2	+1/2	-1/2	-1/2	0	0	+1/2	+1/2	0		
8	208	PENALTY			-1			-1	-5				7	61 1/2
		CONTENT	0	+1/2	0	0	-1	-1	0	0	0	0		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*

VERSATILITY RANCH HORSE - TRAIL

SHOW: Hamilton-Versatility

CLASS: #83 - SHTX YTRL - Youth 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

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- Letting go of gate
- 4 or more steps on dismount or ground tie

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- Disrespect or misconduct
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		1	2	3	4	5	6	7	8	9	10			
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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			
9	150	PENALTY		-1		-1			-5			12	56	
		CONTENT	0	0	0	0	-1/2	0	0	-1/2	0			
10	259	PENALTY		-1		-3		-1				5	65 1/2	
		CONTENT	-1/2	0	0	+1/2	-1/2	0	0	0	+1/2	+1/2		
11	167	PENALTY		-5	-1		-3					10	59	
		CONTENT	+1/2	-1	-1	0	-1/2	0	+1/2	+1/2	0	0		
12	219	PENALTY					-3					3	66 1/2	
		CONTENT	-1/2	0	-1/2	0	-1/2	0	0	0	+1/2	+1/2		
13	318	PENALTY					-1/2					1/2	73	
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2		
14	345	PENALTY		-5			-1	-1				12	55 1/2	
		CONTENT	-1/2	-1/2	0	0	-1/2	0	0	0	0	0		
15	185	PENALTY					-3					4	67	
		CONTENT	0	+1/2	+1/2	+1/2	-1/2	0	0	0	0	0		
16	255	PENALTY			-1		-3					4	65	
		CONTENT	0	0	0	0	-1/2	0	0	+1/2	0	0		

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JUDGE'S SIGNATURE: *[Signature]*

VERSATILITY RANCH HORSE - TRAIL

SHOW: Hamilton-Versatility

CLASS:#83 - SHTX YTRL - Youth Trail

DATE: 09/09/2017

<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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		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				
		Trot Serranfine	Walk Bridge	Trot Logs	Ext Trot	Lope Chute	Back Chute	SP R	RH Gate	Trot	Fig 8				
Tie-Breaker		4	9	2	10	1	6	5	7	8	3				
17	169	PENALTY						-1				1	73 1/2		
		CONTENT	0	+1/2	+1/2	+1/2	+1	+1/2	0	+1/2	+1/2	+1/2			
18	186	PENALTY	-1				-3		-5		-1	10	57 1/2		
		CONTENT	-1/2	-1/2	0	0	-1/2	0	0	-1/2	0	-1/2			
19	168	PENALTY			-1		-3	2	-5			11	55		
		CONTENT	0	0	0	-1/2	-1	-1/2	-1/2	-1	0	-1/2			
20	280	PENALTY					-1					2	70 1/2		
		CONTENT	+1/2	+1/2	+1/2	0	-1	+1/2	+1/2	0	+1/2	+1/2			
21	242	PENALTY			-1/2		-1					1 1/2	67 1/2		
		CONTENT	-1/2	0	0	0	0	-1/2	0	0	0	0			
22	229	PENALTY		5			-1					11	58	OP	
		CONTENT	+1/2	-1 1/2	0	0	0	0	0	0	0	0			
23	374	PENALTY											75		
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			
24	220	PENALTY	-1									1	70		
		CONTENT	-1/2	0	0	0	+1/2	0	+1/2	+1/2	0	0			

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Steve Coy*

VERSATILITY RANCH HORSE - TRAIL

SHOW: Hamilton-Versatility
CLASS: #83 - SHTX YTRL - Youth Trail
DATE: 09/09/2017

<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														
		1	2	3	4	5	6	7	8	9	10					
		Trot Serpentine	Walk Bridge	Trot Logs	Ext Trot	Lope Chute	Back Chute	SP R	RH Gate	Trot	Fig 8					
Tie-Breaker		4	9	2	10	1	6	5	7	8	3					
25	297	PENALTY												71		
		CONTENT	0	0	+1/2	0	+1/2	0	0	0	0					
26	209	PENALTY		-3.5			-5		-1					14	49	OP
		CONTENT	0	-1	0	0	-1/2	0	-1	0	0					
27	146	PENALTY					-1							1	72	
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	0	0	+1/2	+1/2	+1/2				
28	207	PENALTY					-1	-1		-5				7	61	
		CONTENT	-1/2	0	+1/2	0	0	-1/2	-1/2	-1	0	0				
29	281	PENALTY					-3			-3				8	60 1/2	
		CONTENT	0	+1/2	+1/2	0	-1/2	-1/2	-1/2	-1	0	0				
30	275	PENALTY					-1/2							1/2	74	
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				
31	231	PENALTY								-5				5	60 1/2	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1	+1/2	0	+1/2	-1	+1/2				
32	230	PENALTY					-3							3	60 1/2	
		CONTENT	0	0	0	0	-1	0	0	0	+1/2	0				

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Steve Coy

VERSATILITY RANCH HORSE - TRAIL

SHOW: Hamilton-Versatility

CLASS:#83 - SHTX YTRL - Youth Trail

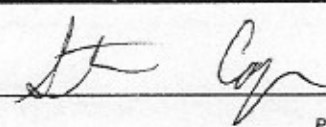
DATE: 09/09/2017

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Each hit, bite, or stepping on a leg, cone, plant or any component of the obstacle - Incorrect or break of gait at walk or trot for two strides or less - Both front or hind fee in a single-stride space at a walk or trot - Skipping over or failing to step into required space - Incorrect number of strides, if specified - One step on dismount or ground tie except shifting to balance - Split pole at lope <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		Trot Serpentine	Walk Bridge	Trot Logs	Ext Trot	Lope Chute	Back Chute	SPR	RH Gate	Trot	Fig 8			
33	306												74	
		PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	+1/2			
34	243											1	69 1/2	
		PENALTY												
		CONTENT	-1/2	0	0	0	+1/2	0	+1/2	0	0			
35	193											4	65 1/2	
		PENALTY												
		CONTENT	0	0	-1/2	0	-1	0	+1/2	0	+1/2			
36	211											14	44 1/2 OP	
		PENALTY												
		CONTENT	-1	-1	-1/2	-1/2	-1	-1/2	-1/2	-1/2	0			
37	206												73	
		PENALTY												
		CONTENT	0	0	0	0	+1/2	+1/2	+1/2	+1/2	+1/2			
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

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

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

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

DD:

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

MANUEVER SCORES

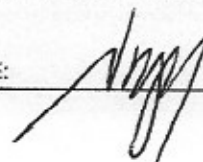
Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points)
-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		10	4	1	7	3	4	5								
Manuever Description		Right Circle, Lead Chng	Left Circle, Lead Chng	Stop	3 1/2 Spins Right	Stop	3 1/2 Spins Left	Stop & Back								
1	345	PENALTY													70	
		CONTENT	0	0	0	0	0	0	0	0	0					
2	242	PENALTY		3/2	2	2	OP								9	56.5 OP
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	0							
3	298	PENALTY														71.5
		CONTENT	+1/2	+1/2	0	0	0	0	-1/2							
4	185	PENALTY														68.5
		CONTENT	0	0	-1/2	0	-1/2	-1/2	0							
5	146	PENALTY			1										1	70
		CONTENT	0	0	+1/2	0	0	0	+1/2							
6	318	PENALTY			2										2	67.5
		CONTENT	+1/2	0	0	-1/2	-1/2	0	0							
7	297	PENALTY			1/2			1/2	2						5.5	61
		CONTENT	0	0	-1/2	-1/2	-1	-1	-1/2							
8	259	PENALTY						2	2						4	64.5
		CONTENT	0	0	-1/2	+1/2	-1	-1/2	0							

JUDGE'S NAME (PRINTED):

TRIGH

JUDGE'S SIGNATURE:

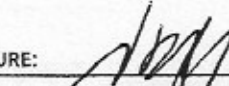


VERSATILITY RANCH HORSE - REINING

- 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
- DD:**
- 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		6	7	1	0	2	4	5									
Maneuver Description		Right Circle, Lead Chng	Left Circle, Lead Chng	Stop	3 1/2 Spins Right	Stop	3 1/2 Spins Left	Stop & Back									
9	186	PENALTY	2	4	2	OP		OP	2								
		CONTENT	0	-1	-1	-1	-1	-1	-1/2						12	52.5	OP
10	226	PENALTY		1	2										3	67	
		CONTENT	0	0	+1/2	0	-1/2	0	0								
11	220	PENALTY														70.5	
		CONTENT	0	0	0	0	+1/2	0	0								
12	169	PENALTY			1		2		1/2						3.5	67.5	
		CONTENT	0	0	0	+1/2	0	+1/2	0								
13	291	PENALTY		1/2					OP						1/2	69.5	OP
		CONTENT	0	0	0	0	0	0	0	0							
14	311	PENALTY														73.5	
		CONTENT	0	+1/2	+1/2	+1	+1/2	+1/2	+1/2								
15	219	PENALTY		4	2				1/2						6.5	64	
		CONTENT	0	-1/2	0	+1/2	0	+1/2	0								
16	280	PENALTY														70	
		CONTENT	-1/2	0	-1/2	+1/2	0	+1/2	0								

JUDGE'S NAME (PRINTED): TRIGB

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		
		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		6	7	1	2	3	4	5								
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	230	PENALTY					1/2						1/2	68.5		
		CONTENT	0	0	0	-1/2	-1/2	0	0							
18	231	PENALTY												70		
		CONTENT	0	0	0	0	-1/2	+1/2	0							
19	307	PENALTY												70		
		CONTENT	0	0	0	0	0	0	0							
20	168	PENALTY	2 1/2	2	1 2/2		1/2	2	1/2					15	52.5	
		CONTENT	-1/2	-1/2	0	+1/2	-1/2	-1	-1/2							
21	374	PENALTY												71		
		CONTENT	0	0	-1/2	+1/2	0	+1/2	+1/2							
22	319	PENALTY			1 2			2					5	64		
		CONTENT	+1/2	0	0	-1/2	-1	0	0							
23	255	PENALTY	2 2										4	62		
		CONTENT	-1/2	0	-1/2	-1	-1/2	-1	-1/2							
24	344	PENALTY												68.5		
		CONTENT	0	0	0	-1/2	-1/2	0	-1/2							

JUDGE'S NAME (PRINTED):

TRIGG

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - REINING

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - Starting a circle or exiting a rollback at a trot for up to two strides - Delayed change of lead by one stride where the lead change is required by the pattern description - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1) - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead - Over or under spinning 1/8 to 1/4 turn - Slipping rein <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - Break of gait - Freeze up in spins or rollbacks - Failure to stop or walk before executing a lope departure on trot-in patterns - Failure to be in a lope prior to the first marker on run-in patterns - Failure to completely pass the specified marker before initiating a stop position - Trotting beyond 2 strides, but less than 1/2 circle 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - Use of two hands (except in snaffle bit or hackamore) per maneuver - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Leaving arena before pattern is complete - Repeated blatant disobedience <p>DO:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Fall of horse/rider; run ends - Illegal equipment - Disrespect or misconduct - Improper western attire
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W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		6	7	1	2	3	4	5								
Maneuver Description		Right Circle, Lead Chng	Left Circle, Lead Chng	Stop	3 1/2 Spins Right	Stop	3 1/2 Spins Left	Stop & Back								
25	150	PENALTY	OP	4	2			2					8	58	OP	
		CONTENT	0	-1	-1	-1/2	-1/2	-1/2	-1/2							
26	275	PENALTY		1 1/2									5	61		
		CONTENT	0	0	-1	-1/2	-1	-1/2	-1							
27	281	PENALTY	2	2									4	63.5		
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2							
28	167	PENALTY												67		
		CONTENT	0	0	-1	0	-1	-1/2	-1/2							
29	208	PENALTY		2 1/2	2		1/2	OP					6.5	60	OP	
		CONTENT	0	-1/2	-1/2	-1/2	-1	-1/2	-1/2							
30	229	PENALTY		OP		OP	OP							67.5	OP	
		CONTENT	-1/2		0	-1/2	-1/2	-1	0							
31	243	PENALTY						2					2	69		
		CONTENT	0	0	+1/2	0	0	0	+1/2							
32	193	PENALTY					OP							68	OP	
		CONTENT	0	+1/2	0	-1/2	-1/2	-1	-1/2							

JUDGE'S NAME (PRINTED):

TRIGG

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - REINING

1 1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

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

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

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

DQ:

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

MANUEVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points)
-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		6	7	1	2	3	4	5								
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	306	PENALTY	5										5	65		
		CONTENT	0	0	-1/2	+1/2	0	0	0							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

TRIGLA

JUDGE'S SIGNATURE:

[Signature]

SHOW: Hamilton-Versatility

CLASS: #89 - SHTX YWCH - Youth Working Cow

DATE: 09/09/2017

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			2	3	1	4			
1	344	PENALTY						68	
		CONTENT	0	0	-1	-1			
2	311	PENALTY						72 1/2	
		CONTENT	+1/2	+1/2	+1/2	+1			
3	297	PENALTY						67 1/2	
		CONTENT	0	-1/2	-1	-1			
4	307	PENALTY						70	
		CONTENT	0	-1/2	0	+1/2			
5	242	PENALTY	-3				-3	64	
		CONTENT	-1 1/2	-1/2	0	-1			
6	318	PENALTY	-1 -1 -3				-5	63	
		CONTENT	-1	-1	0	0			
7	193	PENALTY	-1 -1				-2	65 1/2	
		CONTENT	-1	-1 1/2	0	0			
8	259	PENALTY	-1				-1	66	
		CONTENT	-1	-1	0	-1			
9	275	PENALTY	-1 -1 -5				-7	59	
		CONTENT	-1 1/2	-1 1/2	0	-1			
10	306	PENALTY						68	
		CONTENT	0	-1	-1	0			

JUDGE'S SIGNATURE: Bob Hart

SHOW: Hamilton-Versatility
CLASS: #89 - SHTX YWCH - Youth Working Cow
DATE: 09/09/2017

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

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- 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			2	3	1	4			
11	167		PENALTY					69 1/2	
			CONTENT	0	0	-1/2	0		
12	230		PENALTY	-1-1				-2 65 1/2	
			CONTENT	-1 1/2	-1	0	0		
13	186		PENALTY	-5-5-3				-13 53	
			CONTENT	-1	-1	-1	-1		
14	229		PENALTY					66	
			CONTENT	-1/2	-1/2	-1 1/2	-1 1/2		
15	219		PENALTY					71	
			CONTENT	+1/2	+1/2	0	0		
16	209		PENALTY					65 1/2	
			CONTENT	-1	-1	-1	-1 1/2		
17	168		PENALTY	-1-1				-2 63 1/2	
			CONTENT	-1 1/2	-1	-1	-1		
18	226		PENALTY					73	
			CONTENT	+1/2	+1	+1/2	+1		
19	374		PENALTY					70 1/2	
			CONTENT	+1/2	-1/2	0	+1/2		
20	185		PENALTY	-3				-3 63 1/2	
			CONTENT	-1 1/2	-1	0	-1		

JUDGE'S SIGNATURE: _____

[Handwritten Signature]

NOVICE/YOUTH COW WORK

SHOW: Hamilton-Versatility
CLASS: #89 - SHTX YWCH - Youth Working Cow
DATE: 09/09/2017

- 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						
				2	3	1	4		
21	220		PENALTY	-1					
			CONTENT	-1	-1	0	0		-1 67
22	150		PENALTY	-1					
			CONTENT	-1 1/2	-1	-1	-1		-1 64 1/2
23	231		PENALTY						
			CONTENT	-1/2	-1/2	0	+1/2		69 1/2
24	169		PENALTY						
			CONTENT	+1	+1	+1	+1		74
			PENALTY						
			CONTENT						
			PENALTY						
			CONTENT						
			PENALTY						
			CONTENT						
			PENALTY						
			CONTENT						
			PENALTY						
			CONTENT						

JUDGE'S SIGNATURE: 

VRH - LIMITED RANCH COW WORK (Amateur)

SHOW: Hamilton-Versatility
CLASS: #91 - AQHA 485000 - Youth VRH Limited Ranch Cow Work
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			1	2	4				3						
1	281	PENALTY													68
		CONTENT	0	0	-1/2	0	0	-1/2	0	0	-1				
2	220	PENALTY	A											-7	57
		CONTENT	-1	-1	0	0	-1	-1	0	-1	-1	LL			
3	193	PENALTY													67
		CONTENT	-1/2	-1/2	-1/2	0	0	0	0	-1/2	-1				
4	169	PENALTY													72
		CONTENT	+1/2	+1/2	0	0	-1/2	0	+1/2	+1/2	+1/2				
5	298	PENALTY													70 1/2
		CONTENT	+1/2	0	0	0	0	0	0	0	0				
6	280	PENALTY							A					-1	67 1/2
		CONTENT	0	-1/2	0	-1/2	0	0	-1/2	0	0				
7	319	PENALTY													67
		CONTENT	-1	-1/2	0	-1/2	-1/2	0	-1/2	0	0				
8	291	PENALTY													70
		CONTENT	0	0	0	-1/2	0	0	+1/2	0	0				

JUDGE'S NAME (PRINTED): Bobbi Huns

JUDGE'S SIGNATURE: [Signature]

SHOW: Hamilton-Versatility

CLASS: #91 - AQHA 485000 - Youth VRH Limited
Ranch Cow Work

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

W/O	#	RUN CONTENT									PENALTIES			SCORE	OP
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent									3 POINTS	5 POINTS	TOTAL		
		BOXING			DRIVE			BOXING							
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY							
Tie-Breaker			1	2	4				3						
9	219	PENALTY													
		CONTENT	0	+1/2	0	+1/2	+1/2	0	0	0	0				71 1/2
10	282	PENALTY													
		CONTENT	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	0				72 1/2
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Bobby Hunt

JUDGE'S SIGNATURE: [Signature]

SHOW: Hamilton-Vers
 CLASS: #90 - AQHA 483000 - Youth VRH Working Ranch Horse
 DATE: 09/09/2017

VERSATILITY RANCH HORSE - RANCH COW WORK

<p>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</p> <p>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</p>	<p>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</p> <p>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</p>	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly A - Turning tail E - Repeated blatant disobedience H - Leaving arena before run is complete I - Illegal catch at end of run J - Schooling after entering the arena prior to calling for cow K - Schooling horse between cows, if new cow is awarded N - Failure to attempt any part of the class</p> <p>DD: A - Abuse B - Lameness G - Illegal equipment N - Improper western attire D - Disrespect or misconduct F - Fall of horse/rider</p>
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W/O	#	RUN CONTENT										PENALTIES				SCORE	OP		
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										2 POINTS	3 POINTS	5 POINTS	TOTAL				
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY							EYE APPEAL	
L	R	L	R	TRACK & RATE	STOP & HOLD														
				1	2														
1	146	PENALTY																	68
		CONTENT	0	0	0	-1/2	0	-1/2			0	-1	0						
2	374	PENALTY																	72 1/2
		CONTENT	0	+1/2	+1	+1	0	-1/2			0	0	+1/2						
3	345	PENALTY			T														-1 65 1/2
		CONTENT	0	-1	0	0			-1/2	-1	-1/2	0	-1/2						
4	243	PENALTY																	67 1/2
		CONTENT	0	-1/2	-1/2	0	0	-1/2			-1/2	0	-1/2						
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): Bobby Hunt

JUDGE'S SIGNATURE: [Signature]