



## VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Amarillo - Versatility  
**CLASS:** #60 - SHTX IPLS - Intermediate Pleasure  
**DATE:** 07/20/2019

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- 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
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	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													
Tie-Breaker		5	7	1	2	9	6	8	4	3	1				
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
1	314	PENALTY													68 1/2
		CONTENT	+1/2	+1/2	+1/2	-1/2	0	-1/2	-1/2	-1/2	0	0			
2	387	PENALTY		3				OP	OP					3	59 OP 12
		CONTENT	-1/2	-1	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2			
3	426	PENALTY							3					3	59 1/2
		CONTENT	0	-1	-1	-1	-1	-1/2	-1/2	-1	-1/2	-1			
4	433	PENALTY													69
		CONTENT	+1/2	-1/2	+1/2	-1/2	0	0	0	-1/2	0	-1/2			
5	445	PENALTY													65
		CONTENT	0	-1	-1/2	-1/2	0	0	-1/2	-1/2	-1	-1			
6	473	PENALTY													68 1/2
		CONTENT	0	-1/2	0	-1/2	-1/2	-1/2	0	-1/2	+1/2	+1/2			
7	336	PENALTY													66 1/2
		CONTENT	0	-1/2	0	-1/2	-1/2	-1/2	0	-1/2	-1	0			
8	489	PENALTY													64
		CONTENT	-1/2	-1	0	-1/2	-1/2	-1/2	-1/2	-1	-1	-1/2			

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*R.A. Baker*

KC



## VERSATILITY RANCH HORSE - RANCH RIDING

<b>SHOW:</b>	Amarillo - Versatility
<b>CLASS:</b>	#60 - SHTX IPLS - Intermediate Pleasure
<b>DATE:</b>	07/20/2019

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- 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
- Out of lead or case-centering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to irritate ear/praise

**30 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	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													
Tie-Breaker		5	2	1	2	9	0	8	4	3	1				
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
9	431	PENALTY													
		CONTENT	0	+1/2	+1	+1	+1/2	+1/2	+1	+1/2	+1/2	0			75 1/2
10	394	PENALTY		3											
		CONTENT	-1/2	-1	-1	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1			3 61
11	399	PENALTY													
		CONTENT	0	-1/2	-1	-1/2	0	-1/2	0	-1/2	-1/2	0			66 1/2
12	449	PENALTY		3											
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2			3 62 1/2
13	391	PENALTY		33 OP											
		CONTENT	0	-1/2	-1/2	-1	-1	-1	-1	-1	-1	-1			6 55 OP
14	410	PENALTY													
		CONTENT	0	0	-1/2	-1/2	0	0	0	0	0	-1/2			68 1/2
15	412	PENALTY		333											
		CONTENT	0	-1/2	0	-1/2	0	0	-1/2	-1/2	-1/2	0			9 57 1/2
16	430	PENALTY													
		CONTENT	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0			73 1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*R. A. B...*



## VERSATILITY RANCH HORSE - RANCH RIDING

<b>SHOW:</b>	Amarillo - Versatility
<b>CLASS:</b>	#60 - SHTX IPLS - Intermediate Pleasure
<b>DATE:</b>	07/20/2019

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-brided (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Break of gait at walk</li> <li>- 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> <li>- Out of lead or cross-cantering more than two strides when changing leads</li> <li>- Trotting more than three strides when making a simple lead change</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/pain</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between ronal reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	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													
Tie-Breaker		5	7	1	2	9	8	4	3	1					
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
17	455	PENALTY													
		CONTENT	-1/2	-1/2	+1/2	0	0	0	0	+1/2	0	+1/2			70 1/2
18	356	PENALTY		33						1					
		CONTENT	0	-1	-1/2	-1/2	-1/2	-1/2	-1	-1	-1	-1/2			7 50 1/2
19	483	PENALTY													
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1	0			64
20	439	PENALTY		33											
		CONTENT	+1/2	-1	+1/2	0	0	0	+1/2	0	0	0			6 64 1/2
21	484	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1	0	0	+1	+1/2	+1	0			75 1/2
22	406	PENALTY		33 <sup>OP</sup>						3					
		CONTENT	-1	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1	-1	-1/2			9 (51) <sup>OP</sup>
23	487	PENALTY													
		CONTENT	-1/2	0	+1	+1/2	0	0	0	+1/2	-1/2	0			71

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*R.A. Baker*

**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** Amarillo - Versatility

**CLASS:** #62 - SHTX ITRL - Intermediate Trail

**DATE:** 07/20/2019

**1 Point Penalties:**

- Over-bridged (per maneuver)
- Out of frame (per maneuver)
- 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
- Stepping over or falling to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/ground tie (except shifting to balance)
- Split log in lope over

**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
- Three to four steps on mount/dismount on ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- 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
- 5 or more steps on mount/dismount or ground tie

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamora)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		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														
		Tie-Breaker	8	6	7	3	2	5	1	4						
		Obstacle Description	Walk Bridge	Back Chute	SP Left	Lope Logs	Trot/Box/Sp80 in box top	Trot/ Drag	Walk/ Gate							
1	314	PENALTY		1	1	1								3	63 1/2	
		CONTENT	-1	-1	-1/2	-1	-1/2	-1/2	+1/2	+1/2						
2	387	PENALTY				5		OP						5	68 1/2 OP	
		CONTENT	0	0	-1/2	-1	0	-1	-1/2	-1/2						
3	426	PENALTY				3 1 1 1		1						7	58 1/2	
		CONTENT	-1	-1	-1	-1	-1	-1/2	+1/2	+1/2						
4	433	PENALTY	1											1	67 1/2	
		CONTENT	-1	-1/2	0	-1/2	0	0	0	+1/2						
5	445	PENALTY				1								1	64 1/2	
		CONTENT	-1	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1						
6	473	PENALTY			1	3 3 1								8	59 1/2	
		CONTENT	-1/2	-1/2	-1	-1	0	0	0	+1/2						
7	336	PENALTY				3 3	1 1							8	56	
		CONTENT	0	-1/2	-1	-1	-1	-1	-1/2	-1						
8	489	PENALTY				1 1 1 1								4	61	
		CONTENT	-1	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *hAB*



**VERSATILITY RANCH HORSE - TRAIL**

**1 Point Penalties:**

- Over-brided (per maneuver)
- Out of frame (per maneuver)
- 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
- Stepping over or falling to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on or ground tie (except shifting to balance)
- Split log in lops over

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lops
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/punish
- 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
- 5 or more steps on mount/dismount or ground tie

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamores)
- More than one finger between split reins or any fingers between normal reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

**OBSTACLE SCORES**

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	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		8	6	7	3	2	5	1	4								
Obstacle Description		Walk Bridge	Back Chute	SP Left	Lope Logs	Trot/Box/S960 in box top	Trot/ Drag	Walk/ Gate									
9	431	PENALTY															
		CONTENT	0	0	+1/2	-1/2	-1/2	+1/2	0	+1/2					1	68 1/2	
10	394	PENALTY				33			OP								
		CONTENT	-1/2	-1	-1	-1	0	-1	-1	-1/2					6	58	OP
11	399	PENALTY				3		5									
		CONTENT	0	0	-1/2	-1	-1	-1	-1/2	0					8	58	
12	449	PENALTY	55		5	33	1										
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2					22	40	
13	391	PENALTY				351	1										
		CONTENT	-1	-1/2	-1	-1/2	-1	-1	-1/2	-1/2					10	53	
14	410	PENALTY							3								
		CONTENT	-1/2	0	0	-1/2	0	0	-1/2	0					3	65 1/2	
15	412	PENALTY				331	1										
		CONTENT	-1	0	-1/2	-1	-1/2	-1/2	-1/2	0					8	58	
16	430	PENALTY				3											
		CONTENT	+1/2	+1	-1/2	-1	0	+1/2	+1/2	+1/2					3	68 1/2	



SHOW: Amarillo - Versatility

CLASS:#62 - SHTX ITRL - Intermediate Trail

DATE: 07/20/2019

## VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a leg, core, 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
- Slipping over or falling to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on ground tie (except shifting to balance)
- Split leg in lope over

**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
- Three to four steps on mount/dismount on ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- 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 gait
- 5 or more steps on mount/dismount or ground tie

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

**pattern correctly**

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roma! reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/ rider
- Improper western attire
- Leaving arena before pattern is complete

**OBSTACLE SCORES**

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	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>		8	6	2	3	2	5	1	4								
<b>Obstacle Description</b>		Walk Bridge	Back Chute	SP Left	Lope Logs	Trot/Box/SB60 in box top	Trot/ Drag	Walk/ Gate									
17	455	PENALTY															71 1/2
		CONTENT	+1/2	+1/2	0	-1/2	0	0	+1/2	+1/2							
18	356	PENALTY				OP	11		OP							2	62 OPx2
		CONTENT	0	0	-1/2	-1/2	-1	-1	-1/2	-1/2							
19	483	PENALTY				3										3	65
		CONTENT	-1/2	0	-1/2	-1	-1/2	-1/2	+1/2	+1/2							
20	439	PENALTY				3 3 1										7	60 1/2
		CONTENT	-1/2	0	-1/2	-1	-1	-1/2	+1/2	+1/2							
21	484	PENALTY															72
		CONTENT	+1/2	+1/2	0	0	+1	-1/2	+1/2	0							
22	406	PENALTY			5 1	3			15 1 OP							16	45 OP
		CONTENT	-1	-1	-1/2	-1/2	-1	-1/2	-1/2	-1							
23	427	PENALTY															70 1/2
		CONTENT	-1	0	0	-1/2	+1/2	0	+1	+1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*RAB*



**SHOW:** Amarillo - Versatility

**CLASS:** #64 - SHTX IRNN - Intermediate  
Reining

**DATE:** 07/20/2019

**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
- Over-epin or under-epin up to 1/8 turn

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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 or 1/2 length of arena

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

**MANUEVER SCORES**

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	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>		6	1	2	7	3	5	4									
<b>Maneuver Description</b>		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
1	391	PENALTY		1	5												
		CONTENT	-1	-1/2	-1	-1	-1/2	-1	-1							6	58
2	427	PENALTY			1												
		CONTENT	-1	0	-1/2	0	0	0	0							1	67 1/2
3	426	PENALTY															
		CONTENT	-1	-1/2	0	-1	-1	-1	-1								64 1/2
4	431	PENALTY									0						
		CONTENT	0	0	-1/2	0	+1/2	-1/2	-1/2								69
5	430	PENALTY															
		CONTENT	-1	0	0	-1/2	0	-1/2	0								68
6	394	PENALTY															
		CONTENT	-1	-1/2	0	-1/2	-1/2	-1/2	-1								66
7	473	PENALTY		1/2													
		CONTENT	0	0	0	0	0	0	0							1/2	69 1/2
8	483	PENALTY				1/2											
		CONTENT	-1/2	-1/2	0	0	0	-1/2	0							1/2	68

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Sty*



**SHOW:** Amarillo - Versatility

**CLASS:** #64 - SHTX IRNN - Intermediate  
Reining

**DATE:** 07/20/2019

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

- Starting a circle or exiting a rollback of 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
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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 or 1/2 length of arena

**5 Point Penalties:**

- Spurring in front of ditch
- Blatant disobedience
- Use of either hand to instill fear/praise

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>		6	1	2	7	3	5	4									
<b>Maneuver Description</b>		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
9	449	PENALTY			1,2	2,0									10	55 1/2	OP
		CONTENT	-1/2	0	-1/2	-1	-1	-1	-1/2								
10	445	PENALTY														70	
		CONTENT	-1/2	0	0	0	+1/2	-1/2	+1/2								
11	433	PENALTY	2												2	61 1/2	
		CONTENT	-1	0	0	-1	0	-1	-1/2								
12	455	PENALTY														68 1/2	
		CONTENT	0	0	0	-1/2	0	-1/2	-1/2								
13	412	PENALTY														70	
		CONTENT	0	0	0	-1/2	0	0	+1/2								
14	417	PENALTY		1/2	2,2										4 1/2	58 1/2	
		CONTENT	-1	-1	-1 1/2	-1	-1	-1	-1/2								
15	399	PENALTY								1					1	67	
		CONTENT	0	0	-1/2	-1/2	-1/2	0	-1/2								
16	314	PENALTY		1/2											1/2	70 1/2	
		CONTENT	0	0	0	0	0	+1/2	+1/2								

70

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





**SHOW:** Amarillo - Versatility

**CLASS:** #64 - SHTX IRNN - Intermediate  
Reining

**DATE:** 07/20/2019

**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
- Over-epin or under-epin up to 1/8 turn

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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 or 1/2 length of arena

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

**MANUEVER SCORES**

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	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>		10	1	2	7	3	5	4									
<b>Manuever Description</b>		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
17	484	PENALTY															
		CONTENT	-1	0	0	0	-1/2	0	-1/2								68
18	439	PENALTY		1,2		1,2											
		CONTENT	-1	0	-1/2	-1	0	-1	0								66 1/2
19	410	PENALTY							0								
		CONTENT	0	-1/2	0	-1/2	+1/2	-1/2	-1/2								(68 1/2) OP
20	593	PENALTY		1/2													
		CONTENT	-1	-1/2	-1/2	-1	-1/2	-1	-1/2								1/2 (64 1/2)
21	406	PENALTY		1,2	2				2	0							
		CONTENT	-1	-1	-1/2	-1	-1	-1	-1	-1							(56 1/2) OP
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**SHOW:** Amarillo - Versatility

**CLASS:** #66-SHTXIWCH-Intermediate Working Cow

**DATE:** 07/20/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

**7 Point Penalties:**

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

**8 Point Penalties:**

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

**9 Point Penalties:**

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise

**10 Point Penalty:**

- J - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins (except two rein)

**Disqualification (DQ):**

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/ider
- N - Improper western attire
- H - Leaving arena before run is complete

WO	#	RUN CONTENT												PENALTIES				SCORE	OP	
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL			
		POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.							
Tie-Breaker		5	7	6	3	11	4	1	2	8	9	10								
1	483	PENALTY																		
		CONTENT	+1/2	φ	φ	+1/2	φ	φ	-1/2	-1/2	φ	φ	φ	φ	φ				3	67
2	314	PENALTY																		
		CONTENT	φ	φ	φ	+1/2	φ	φ	+1/2	φ	φ	+1/2	φ	φ					7 1/2	
3	356	PENALTY							N											
		CONTENT	φ	-1/2	-1/2	-1/2	-1/2	φ	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2					3	55
4	391	PENALTY																		
		CONTENT	-1/2	-1/2	φ	-1/2	φ	-1/2	-1/2	-1/2	φ	φ	φ	φ	φ					67
5	439	PENALTY																		
		CONTENT	φ	φ	-1/2	-1/2	φ	φ	-1/2	φ	φ	φ	φ	φ	φ					68 1/2
6	455	PENALTY																		
		CONTENT	+1/2	φ	φ	-1/2	φ	φ	φ	φ	φ	-1/2	φ	φ					69	
7	448	PENALTY																		
		CONTENT	φ	-1/2	-1/2	-1/2	φ	φ	φ	-1/2	-1/2	-1/2	φ	φ					67	
8	445	PENALTY																		
		CONTENT	+1/2	φ	φ	-1/2	φ	φ	+1/2	φ	φ	+1/2	φ	φ					71	

**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

*Handwritten signature: Gordon Colman*



**SHOW:** Amarillo - Versatility

**CLASS:** #66-SHTXIWCH-Intermediate Working Cow

**DATE:** 07/20/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

**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

**10 Point Penalty:**

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between normal reins (except two rein)

**Disqualification (DQ):**

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP							
		BOXING						DRIVE						3 POINTS	5 POINTS	10 POINTS	TOTAL									
		POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.													
Tie-Breaker		5	7	6	3	11	4	1		2	8	9	10													
9	433	RENTALTY																		N				3	62	N/OP
		CONTENT	φ	φ	φ	φ	φ	φ	φ	+1/2	φ	φ	-1/2	-1/2	-1/2											
10	410	RENTALTY																								
		CONTENT	φ	φ	-1/2	+1/2	-1/2	φ	φ	φ	φ	+1/2	φ	φ												
11	431	RENTALTY																								
		CONTENT	+1/2	φ	φ	-1/2	φ	φ	φ	φ	φ	-1/2	φ	φ												
12	449	RENTALTY																								
		CONTENT	φ	-1/2	φ	-1/2	φ	φ	φ	φ	φ	φ	φ	φ												
13	484	RENTALTY																								
		CONTENT	-1/2	-1/2	φ	φ	-1/2	φ	φ	-1/2	φ	φ	φ	φ												
14	473	RENTALTY																								
		CONTENT	φ	φ	φ	+1/2	φ	φ	+1/2	φ	φ	φ	φ	φ												
15	427	RENTALTY																								
		CONTENT	φ	φ	φ	+1/2	φ	φ	+1/2	φ	φ	+1/2	φ	φ												
16	426	RENTALTY																								
		CONTENT	φ	-1/2	φ	-1/2	φ	φ	-1/2	φ	φ	-1/2	φ	φ												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Sandy Cullen*



**SHOW:** Amarillo - Versatility

**CLASS:** #66-SHTXIWCH-IntermediateWorkingCow

**DATE:** 07/20/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

**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

**10 Point Penalty:**

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between normal reins (except two rein)

**Disqualification (DQ):**

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete

WD	#	RUN CONTENT											PENALTIES				SCORE	OP
		BOXING			DRIVE			BOXING			DRIVE		3 POINTS	5 POINTS	10 POINTS	TOTAL		
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL						
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																		
		Tie-Breaker																
17	430	RENTLY																
		CONTENT	1/2	φ	1/2	1/2	φ	φ	1/2	φ	1/2	1/2	φ	φ				73
18	412	RENTLY																
		CONTENT	φ	φ	φ	-1/2	φ	φ	1/2	φ	φ	-1/2	φ	φ			1	68 1/2
19	399	RENTLY																
		CONTENT	-1/2	φ	φ	-1/2	-1/2	φ	-1/2	-1/2	φ	-1	φ	φ			1	65 1/2
20	417	RENTLY																
		CONTENT	-1/2	φ	-1/2	-1/2	φ	-1/2	-1/2	φ	1/2	-1/2	-1/2	φ				66
21	489	RENTLY																
		CONTENT	-1	φ	φ	-1	φ	φ	-1	-1/2	-1/2	-1/2	-1/2	-1/2			4	57 1/2 <sup>N/O</sup>
22	406	RENTLY																
		CONTENT	-1/2	φ	φ	-1/2	-1/2	φ	φ	-1/2	φ	φ	-1/2	φ				67 1/2
23	387	RENTLY																
		CONTENT	-1/2	-1/2	φ	-1/2	φ	φ	-1/2	-1/2	-1/2	-1/2	φ	-1/2				66
		RENTLY																
		CONTENT																

JUDGE'S NAME (PRINTED):

*X*

JUDGE'S SIGNATURE:

*Jandy Cox*