



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Belton - Versatility
CLASS:	#60 - SHTX IPLS - Intermediate Pleasure
DATE:	06/01/2019

- 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
 - Bistant 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 bistant disobedience
 - Use of two hands (except in snaffle bit or hackamore)
 - More than one finger between split reins or any fingers between round 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	10	6	1	8	3	9	7	2	4	5					
		Maneuver Description	Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
1	173	PENALTY									1						
		CONTENT	0	-1/2	+1/2	0	0	0	-1/2	0	-1/2	0			1		68
2	169	PENALTY															
		CONTENT	-1	-1	-1	-1	-1	-1/2	-1/2	-1/2	-1	-1/2					62
3	56	PENALTY															
		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	-1/2	0					72
4	16	PENALTY															
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	+1/2					73
5	207	PENALTY															
		CONTENT	0	0	0	0	0	0	-1/2	0	+1/2	0					70
6	85	PENALTY															
		CONTENT	0	0	-1	-1/2	0	-1/2	-1/2	-1	0	-1/2					66
7	13	PENALTY															
		CONTENT	0	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1/2					73
8	156	PENALTY				1											
		CONTENT	0	0	-1/2	-1/2	0	-1/2	-1/2	0	-1/2	-1/2			1		66

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Erig Stule*



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Belton - Versatility
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DATE: 06/01/2019

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 roma reins

Disqualification (DQ):

- Abuse
- Larceny
- 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		10	6	1	8	3	9	7	2	4	5				
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
9	17	BC Match													
10	42	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	-1/2				72 1/2
11	123	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2	0				66 1/2
12	445	0	0	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2				73
13	144	-1/2	0	-1/2	0	0	0	0	-1/2	-1/2	0				68
14	171	-1/2	0	-1/2	0	0	-1	0	-1/2	-1/2	0		1		66
15	78	Scratch													
16	127	0	0	0	0	0	0	0	0	0	-1/2				69 1/2

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Sig Stule*



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Belton - Versatility
CLASS:	#60 - SHTX IPLS - Intermediate Pleasure
DATE:	06/01/2019

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 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	10	6	1	8	3	9	7	2	4	5					
		Maneuver Description	Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
17	63	PENALTY															70
		CONTENT	0	0	0	0	0	0	0	0	0	0					
18	168	PENALTY	Scratch														
		CONTENT	Scratch														
19	68	PENALTY															71
		CONTENT	0	0	0	0	0	0	+1/2	+1/2	0	0					
20	146	PENALTY	Scratch														
		CONTENT	Scratch														
21	128	PENALTY							3								3
		CONTENT	-1	-1/2	-1	-1/2	0	-1/2	-1	-1	-1	0					60 1/2
22	18	PENALTY															69 1/2
		CONTENT	0	0	-1/2	0	+1/2	0	-1/2	0	0	0					
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Bill Stule

AQHA

AMERICAN QUARTER HORSE ASSOCIATION



NRSHA
NATIONAL RANCH & STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility

CLASS: #62 - SHTX ITRL - Intermediate Trail

DATE: 06/01/2019

1 Point Penalties:

- Over-bridled (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
- Skipping over or failing 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 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 hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DO):

- 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						
Tie-Breaker		4	1	7	2	3	5	6	8								
Obstacle Description		Trot logs	Drag	Ex T, W Mail	SP	Back Chute	lope Logs RL	Bridge	Gate								
1	128	PENALTY					1							1	68		
		CONTENT	0	0	0	+1/2	0	-1	-1/2	0							
			70 1/2		69 1/2		67										
2	123	PENALTY				1/2	1							1 1/2	70 1/2		
		CONTENT	+1/2	+1	+1/2	+1/2	0	-1/2	0	0							
			71 1/2		72		73										
3	168	PENALTY	SCRATCH														
		CONTENT	SCRATCH														
4	42	PENALTY	1/1		3-1			3							9	59 1/2	
		CONTENT	-1/2	+1/2	-1	0	0	-1	+1/2	0							
			70		69		68		67 1/2								
5	63	PENALTY	SCRATCH														
		CONTENT	SCRATCH														
6	173	PENALTY						1						1	70 1/2		
		CONTENT	+1	+1	+1	+1/2	+1/2	-1	0	+1/2							
			72		73		73 1/2		74		73		73 1/2				
7	56	PENALTY	1/2	3	1		1/1							6 1/2	60 1/2		
		CONTENT	0	-1	-1/2	0	-1/2	-1	0	0							
			69		68 1/2		68		67								
8	13	PENALTY													73		
		CONTENT	0	0	+1/2	+1/2	+1/2	+1	+1/2	0							
			71		71 1/2		72 1/2		73								

JUDGE'S NAME (PRINTED): Susan Wellman

JUDGE'S SIGNATURE: Susan Wellman



VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility

CLASS:#62 - SHTX ITRL - Intermediate Trail

DATE: 06/01/2019

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
- Skipping over or failing 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 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 gale
- 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 romal reins

Disqualification (DQ):

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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 Vary 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 logs	Drag	Ex T, W Mail	SP	Back Chute	lope Logs	RL	Bridge	Gate					
9	18	1/2											1/2	75	
		CONTENT	0	+1/2	+1/2	+1/2	+1	+1/2	+1	+1/2					
			72 72 73 75 75 1/2												
10	144				1	1							2	70 1/2	
		CONTENT	+1/2	+1/2	+1/2	-1/2	0	+1/2	+1/2	+1/2					
			71 71 71 72 72												
11	171	1/1					1	1					5	61 1/2	OP carri. pack of tree
		CONTENT	-1	-1/2	-1/2	0	-1/2	1	0	0					
			69 68 68 67 68												
12	156								1				1	71 1/2	
		CONTENT	+1/2	+1	+1/2	+1/2	-1/2	0	0	-1/2					
			70 71 72 72 71 1/2												
13	207	1/2											1/2	72 1/2	
		CONTENT	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2					
			70 71 71 72 72 73												
14	169							3	1	1			5	64 1/2	
		CONTENT	0	+1/2	0	+1/2	0	-1	-1/2	0					
			70 71 71 70 69 1/2												
15	445			1									1	73 1/2	
		CONTENT	+1/2	+1/2	-1/2	+1/2	+1	+1	+1	+1/2					
			71 70 71 72 73 74 74 1/2												
16	68						1/2		1				4 1/2	63 1/2	
		CONTENT	-1/2	-1	0	+1/2	-1/2	-1/2	0	0					
			68 69 68												

JUDGE'S NAME (PRINTED):

Sharon Willmann

JUDGE'S SIGNATURE:

Sharon Willmann



VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility
CLASS: #62 - SHTX ITRL - Intermediate Trail
DATE: 06/01/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 - Skipping over or failing 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 lope over <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 - Three to four steps on mount/dismount on 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 - 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 <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 romal reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper, western attire - Leaving arena before pattern is complete
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W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		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		1	2	3	4	5	6	7	8	9	10					
Obstacle Description		Trot logs	Drag	Ex T, W Mail	SP	Back Chute	lope Logs	RL	Bridge	Gate						
17	85	PENALTY				1							1	66 1/2		
		CONTENT	0	-1	0	0	-1/2	-1/2	-1/2	0						
			69		68			67 1/2								
18	16	PENALTY			1/2								1/2	74 1/2		
		CONTENT	+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2	+1/2						
			70 1/2		71 1/2		72		73		73 1/2		74		74 1/2	
19	127	PENALTY												74 1/2		
		CONTENT	+1	+1	+1/2	+1/2	+1	0	0	+1/2						
			72 1/2		73		74		74 1/2							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED) SHARON Weckman

JUDGE'S SIGNATURE Sharon Weckman
Printed from RSW



SHOW: Belton - Versatility

CLASS: #64 - SHTX IRNN - Intermediate
Reining

DATE: 06/01/2019

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-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 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 normal 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

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		1	6	7	2	4	3	5									
Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
1	173	PENALTY	2	2		1								5	63 1/2		
		CONTENT	○	○	○	-1/2	-1/2	○	-1/2								
2	63	PENALTY		2,2	2									6	61 1/2		
		CONTENT	-1/2	○	-1/2	-1/2	-1/2	-1/2	○								
3	168	PENALTY															
		CONTENT															
4	171	PENALTY					2, OP							2	64 OP		
		CONTENT	-1/2	○	○	-1	-1/2	-1/2	-1/2								
5	42	PENALTY					1/2		1/2					1	67		
		CONTENT	-1/2	○	○	-1/2	-1/2	-1/2	○								
6	144	PENALTY				2								2	66		
		CONTENT	-1/2	○	○	-1/2	○	-1/2	-1/2								
7	207	PENALTY				1								1	67 1/2		
		CONTENT	○	○	○	-1/2	○	-1/2	-1/2								
8	85	PENALTY			1/2				1/2					1	65		
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten Signature]



SHOW: Belton - Versatility

CLASS: #64 - SHTX IRNN - Intermediate
Reining

DATE: 06/01/2019

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-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 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	#	Tie-Breaker	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8	9	10					
		Maneuver Description	S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L								
9	18	PENALTY													0	68 1/2	
		CONTENT	-1/2	0	0	-1/2	0	-1/2	0								
10	16	PENALTY			3										3	64	
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							
11	56	PENALTY			2 1/2										4	65	
		CONTENT	0	-1/2	-1/2	0	0	0	0								
12	13	PENALTY				1/2	1/2								1	68 1/2	
		CONTENT	0	0	0	0	-1/2	0	0								
13	68	PENALTY			1/2	1/2									1	67 1/2	
		CONTENT	0	0	0	-1/2	-1/2	0	-1/2								
14	445	PENALTY	25 OP												7	59 1/2	OP
		CONTENT	-1/2	0	-1/2	-1	0	-1/2	0								
15	127	PENALTY													0	68 1/2	
		CONTENT	0	0	0	0	-1/2	-1/2	-1/2								
16	169	PENALTY													0	67 1/2	
		CONTENT	-1/2	0	-1/2	-1/2	0	-1/2	-1/2								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten Signature]



SHOW: Belton - Versatility

CLASS: #64 - SHTX IRNN - Intermediate
Reining

DATE: 06/01/2019

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-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 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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L							
17	128	PENALTY											0	68 1/2	
		CONTENT	-1/2	0	0	-1/2	0	-1/2	0						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

mat

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 romal reins (except two rein)

Disqualification (DO):

- 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	5	10	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																											
1	445	PENALTY																			4	53	N/O P				
		CONTENT	φ	φ	φ	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2											
2	171	PENALTY																					7 1/2				
		CONTENT	φ	φ	φ	1/2	1/2	φ	1/2	φ	φ	1/2	1/2	φ													
3	128	PENALTY																					3	6 1/2	N/O P		
		CONTENT	φ	φ	φ	1/2	φ	-1/2	-1	φ	φ	-1/2	-1/2	-1/2													
4	168	PENALTY	~~~~~																								
		CONTENT	~~~~~																								
5	42	PENALTY	A																				4	16 1/2	A/O P		
		CONTENT	-1	-1	φ	1/2	φ	φ	-1	-1	0	-1	-1	0													
6	144	PENALTY	A																				1	70			
		CONTENT	φ	φ	φ	1/2	φ	φ	φ	φ	φ	φ	φ	φ	1/2												
7	56	PENALTY																							7 1/2		
		CONTENT	1/2	φ	φ	1/2	1/2	φ	φ	φ	φ	φ	φ	φ													
8	13	PENALTY																							7 1/2		
		CONTENT	φ	φ	φ	φ	φ	φ	1/2	φ	φ	φ	φ	1/2													

JUDGE'S NAME (PRINTED): Fran R Craighead

JUDGE'S SIGNATURE: Fran R Craighead



SHOW: Belton - Versatility

CLASS: #66-SHTXIWCH-Intermediate Working Cow

DATE: 06/01/2019

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 romal 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			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL			
		POS. & ONTL	EYE APPEAL	DEG OF DIFF.	POS. & ONTL	EYE APPEAL	DEG OF DIFF.	POS. & ONTL	EYE APPEAL	DEG OF DIFF.	POS. & ONTL	EYE APPEAL	DEG OF DIFF.							
Tie-Breaker		1	5	9	2	4	10	7	11	8	12									
9	127	PENALTY																		
		CONTENT		0	-1	0	-1	-1	+1/2	+1/2	-1/2	-1/2	-1/2	-1/2	-1/2			3	55 1/2	N/A
10	85	PENALTY																		
		CONTENT		0	-1	0	0	0	0	0	0	0	-1/2	0	0				67 1/2	
11	18	PENALTY																		
		CONTENT		+1/2	0	0	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	0				73	
12	63	PENALTY																		
		CONTENT		+1/2	0	0	0	+1/2	0	0	+1/2	0	-1/2	0	0				1	70
13	173	PENALTY		A																
		CONTENT		0	0	0	-1	0	0	-1/2	+1/2	+1/2	-1/2	0	0				5	64
14	207	PENALTY																		
		CONTENT		0	0	0	+1/2	+1/2	0	0	0	0	-1/2	0	0				70 1/2	
15	68	PENALTY					PP													
		CONTENT		-0	-1/2	-1/2	-1	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				2	57 (N/A)
16	169	PENALTY					P													
		CONTENT		+1/2	0	0	-1/2	0	0	0	-1/2	0	0	0	0				1	68 1/2

JUDGE'S NAME (PRINTED): Frank Craig Head

JUDGE'S SIGNATURE: Frank Craig Head



SHOW: Belton - Versatility

CLASS: #66-SHTXIWCH-Intermediate Working Cow

DATE: 06/01/2019

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)
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W/O	#	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																				
17	16	PENALTY																		
		CONTENT	φ	φ	φ	-1/2	φ	φ	φ	φ	φ	φ	φ	φ					69 1/2	
		PENALTY																		
		CONTENT																		
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		CONTENT																		
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Frank Cifer*