



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Bryan - Versatility

CLASS: #60 - SHTX IPLS - Intermediate Pleasure

DATE: 09/28/2019

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

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 Contact, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#		T10	T4	T3	T5	T2	T4	T7	T8	T9	T1	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Maneuver Description			L	EXT	W	I	S&R	EXT	I	EXW	L	S&B				
1	920	✓ PENALTY CONTENT			3		1					-1/2		4	64 1/2	
2	593	✓ PENALTY CONTENT				1			-1/2		-1/2	0	-1/2	1	68	
3	987	✓ PENALTY CONTENT	-1/2	-1/2	0	-1/2	-1/2	0	-1/2	0	-1/2	0			67	
4	524	✓ PENALTY CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	3	3	62 1/2	
5	913	✓ PENALTY CONTENT	+1/2	-1/2	+1	+1/2	0	+1	+1/2	-1/2	0	+1/2			73	
6	879	✓ PENALTY CONTENT	0	+1/2	0	0	0	0	-1/2	-1	0	+1/2	1	1	67 1/2	
7	864	✓ PENALTY CONTENT		OP											65 OP	
8	845	✓ PENALTY CONTENT	0	0	-1/2	-1/2	0	-1/2	0	0	0	0			68 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Shaney
for Gail

Printed from HSW

S.K.



SHOW: Bryan - Versatility
CLASS: #60 - SHTX IPLS - Intermediate Pleasure
DATE: 09/28/2019

VERSATILITY RANCH HORSE - RANCH RIDING

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/prise

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		L	EXL	W	I	T2	EXT	I	EXW	L	T1				
Maneuver Description						S&R					S&B				
9	895	✓	0	+1/2	+1/2	+1/2	+1/2	+1	+1/2	-1/2	+1/2	0			73 1/2
10	867	✓	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2		5	59 1/2
11	871	✓	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1			65
12	916	✓	+1/2	0	-1/2	-1/2	-1/2	-1/2	-1	-1	-1/2	-1/2			65 1/2
13	876	✓	+1/2	0	-1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2			72 1/2
14	445	✓	0	0	0	0	+1/2	+1/2	0	0	+1/2	+1/2			72
15	933	✓	+1/2	+1/2	0	0	0	+1/2	0	+1/2	0	-1/2			71 1/2
16	990	✓	0	-1/2	-1	-1	-1	-1/2	-1/2	-1/2	-1	-1		1	62

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Shelby Lee
Printed from HSW

S.K.



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Bryan - Versatility
CLASS: #60 - SHTX IPLS - Intermediate Pleasure
DATE: 09/28/2019

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		L	EXL	W	I	S&R	EXT	I	EXW	L	S&B				
17	947	✓													69 1/2
		PENALTY													
		CONTENT	0	0	0	-1/2	+1/2	0	-1/2	0	0	0			
18	914	✓													68 1/2
		PENALTY													
		CONTENT	0	-1/2	+1/2	+1/2	0	+1/2	-1/2	-1/2	-1/2	-1			
19	508	✓													265
		PENALTY													
		CONTENT	+1/2	-1/2	0	-1/2	0	-1	0	-1/2	-1/2	-1/2			
	529	OP													60 OP
		PENALTY													
		CONTENT	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1			
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Shelby
Printed from HSW
S.K.



VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan - Versatility

CLASS: #62 - SHTX ITRL - Intermediate Trail

DATE: 09/28/2019

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/over 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 dagg
- Use of two hands (except in snaffle bit or hackamora)
- 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

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													
		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker		5	6	1	7	3	2	4							
Obstacle Description		Gate	SP R	L LL Logs	Drag Walk	Ext T, back	L RL Bridge, W	Dismount, halts							
1	987	PENALTY													
		CONTENT	0	-1/2	+1	+1/2	0	+1/2	-1					2	68 1/2
		69 1/2													
2	845	PENALTY													
		CONTENT	+1	-1/2	+1/2	+1/2	+1	+1/2	+1					1	74
		69 1/2 70 71 1/2 73													
3	947	PENALTY													
		CONTENT	+1/2	-1/2	+1/2	0	+1/2	+1	-1					1	70
		69 70 71													
4	895	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1	-1					2	70
		71 72 71 72													
5	593	PENALTY			OP		1, 1								
		CONTENT	+1	0	-1/2	-1	-1/2	0	-1					3	64 OP
		71 69 1/2 66 65													
6	508	PENALTY				1	1, 1								
		CONTENT	+1	0	+1	+1/2	-1/2	+1	+1					3	71
		71 71 1/2 69													
7	524	PENALTY		1, 1		1 OP									
		CONTENT	+1	-1/2	0	-1/2	0	0	-1					4	64 OP
		68 1/2 66													
8	933	PENALTY			1, 1		1								
		CONTENT	+1/2	0	-1/2	+1/2	-1/2	+1	+1					3	69
		69 67 68													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Julien Roper*



SHOW: Bryan - Versatility

CLASS: #62 - SHTX ITRL - Intermediate Trail

DATE: 09/28/2019

VERSATILITY RANCH HORSE - TRAIL

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 or on ground tie (except shifting to balance)
- Spilt 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
- 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		6	6	1	7	3	2	4									
Obstacle Description		Gate	SP R	L L L Logs	Drag Walk	Ext T, back	RL Bridge, W	Dismount, poles									
9	916	PENALTY	1	1,1		1									4	64 1/2	
		CONTENT	+1	-1/2	-1/2	0	0	-1/2	-1								
				67		66											
10	876	PENALTY		1											1	74	
		CONTENT	+1	+1/2	-1/2	0	+1	+1	+1								
				71		72											
11	867	PENALTY		1	1										2	68	
		CONTENT	+1/2	0	-1/2	0	-1	0	+1								
				68		67											
12	879	PENALTY		1	1										2	71	
		CONTENT	+1	-1/2	-1/2	+1/2	+1	+1	+1/2								
				69		70 1/2											
13	871	PENALTY		1,5	3	3 OP	1,1								14	52 1/2	OP
		CONTENT	+1	-1	-1	-1	-1/2	0	-1								
				64	60	56	55 1/2										
14	914	PENALTY						5							5	70	
		CONTENT	+1	+1/2	0	+1	+1	+1/2	-1								
				72 1/2		73 1/2		76									
15	445	PENALTY						1							1	71 1/2	
		CONTENT	+1	-1/2	+1/2	+1/2	+1/2	-1/2	+1								
				71		72		76 1/2									
16	913	PENALTY					1,1								2	72	
		CONTENT	+1	+1/2	+1/2	+1/2	-1/2	+1	-1								
				74		72											

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Fuldeny Rogers



SHOW: Bryan - Versatility

CLASS:#62 - SHTX ITRL - Intermediate Trail

DATE: 09/28/2019

VERSATILITY RANCH HORSE - TRAIL

<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 - Stepping over or failing to step into required space - Incorrect number of strides, if specified - One or two steps on mount/dismount on/over 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 gait - 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/sider - 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														
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		5	6	1	7	3	2	4								
Obstacle Description		Gate	SP R	L L L Logs	Drag Walk	Ext T, back	L R L Bridge, W	Dismount, trailer								
17	864	PENALTY			1	1								2	68	
		CONTENT	0	+1 1/2	+1/2	-1/2	-1/2	0	-1							
		72 70 1/2 69														
18	920	PENALTY		1	1			3						5	66 1/2	
		CONTENT	+1	-1/2	0	0	+1	-1	+1							
		71 68 1/2 69 1/2 69 1/2														
19	529	PENALTY			1									1	70	
		CONTENT	+1/2	+1	-1/2	0	+1/2	+1/2	-1							
		70 71														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Fulda Rosen
Printed from RSW



SHOW: Bryan - Versatility

CLASS: #64 - SHTX IRNN - Intermediate Reining

DATE: 09/28/2019

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-bitted (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 inflame 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						
		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	6	7	2	4	1	3								
		Manuever Description	Left Circles, Chop	Right Circles, Chop	Slop	3 1/2 R	Slop	3 1/2 L	Slop & Back								
1	947	PENALTY				OP											
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1							107 OP	
2	914	PENALTY	1														
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2						1	66	
3	593	PENALTY															
		CONTENT	0	0	0	+1/2	0	0	0							70 1/2	
4	524	PENALTY	1	1				1/2									
		CONTENT	-1	-1	-1/2	-1/2	-1/2	-1	-1						2 1/2	62	
5	876	PENALTY		1													
		CONTENT	0	0	0	-1/2	+1/2	+1/2	0						1	69 1/2	
6	529	PENALTY		1, 2 OP	OP		2		2								
		CONTENT	0	-1	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1						9	53 OP	
7	845	PENALTY															
		CONTENT	0	0	0	+1/2	+1/2	0	+1/2							71 1/2	
8	445	PENALTY															
		CONTENT	0	0	0	0	0	0	0							70	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Bryan - Versatility
CLASS: #64 - SHTX IRNN - Intermediate
Reining
DATE: 09/28/2019

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

3 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 roma 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					
		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 Left Circles, 2 Right Circles, 3 Stop, 4 3/4 R, 5 Stop, 6 3/4 L, 7 Stop & Back														
9	871	1, 1 1/2		2	1/2									5 1/2	59 1/2	
10	997			2										2	66 1/2	
11	864													2	68	
12	920		1											1	67	
13	916	1, 2												3	62	
14	867														68 1/2	
15	879														69 1/2	
16	913	1												1 1/2	67 1/2	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



SHOW: Bryan - Versatility
CLASS: #64 - SHTX IRNN - Intermediate
 Reining
DATE: 09/28/2019

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-bitted (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 spine 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 (DO):

- 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					
		Tie-Breaker Maneuver Description: Left Circles, Right Circles, Stop, 3 1/2 R, Stop, 3 1/2 L, Stop & Back														
17	895															
18	933			1											69	
19	508	1,1,2	1,2	1,2		2								11	52	
	895	0	0	-1	0	-1/2	0	0							66 1/2	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *J.F.*
 Printed from HSW



SHOW: Bryan - Versatility

CLASS: #66-SHTXIWCH-Intermediate Working Cow

DATE: 09/28/2019

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:

- 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 with 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 roman reins (except two rein)

Disqualification (DQ):

- A - Abuse
- B - Lateness
- 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. & CNTRL	EYE APPEAL	DEG. OF DIFF.	POS. & CNTRL	EYE APPEAL	DEG. OF DIFF.	POS. & CNTRL	EYE APPEAL	DEG. OF DIFF.	POS. & CNTRL	EYE APPEAL	DEG. OF DIFF.						
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																	
		7	8	9	4	5	10	1	2	3	11	11	12						
1	555	PENALTY A						A			E			L			6	57	
		-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1	-1/2	-1/2						
2	913	PENALTY									A						1	67	
		0	0	0	+1/2	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	0						
3	997	PENALTY			AA						D						3	56 1/2	
		-1/2	-1/2	-1/2	-1	-1	-1	-1	-1	-1	-1	-1	-1						
4	933	PENALTY															0	73 1/2	
		+1/2	+1/2	0	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	0						
5	947	PENALTY						A			A						2	62 1/2	
		-1/2	-1/2	0	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1	-1/2	-1/2						
6	867	PENALTY						A			A			L			5	62	
		0	0	0	+1/2	0	+1/2	-1/2	-1/2	-1/2	-1	-1	-1/2						
7	920	PENALTY			A			A			A			L			6	56 1/2	
		0	0	0	-1	-1/2	0	-1	-1	-1	-1	-1	-1						
8	916	PENALTY			A			A			A						3	61	
		0	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1	-1/2						

JUDGE'S NAME (PRINTED):

[Handwritten Signature]

JUDGE'S SIGNATURE:

[Handwritten Signature]



SHOW: Bryan - Versatility

CLASS: #66-SHTXIWCH-Intermediate Working Cow

DATE: 09/28/2019

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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- K - Knocking down the cow without having a working advantage
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5 Point Penalties:

- B - Spurring in front of cinch
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Disqualification (DO):

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- 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. & 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.																
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		Tie-Breaker	7	8	9	4	5	6	1	2	3	10	11	12															
9	508	PENALTY																				0	67 1/2						
		CONTENT	0	-1/2	-1/2	0	-1/2	0	0	0	0	-1/2	-1/2	0															
10	529	PENALTY	A			AA						D										4	57						
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1	-1	-1	-1	-1															
11	879	PENALTY																				0	72 1/2						
		CONTENT	+1/2	0	0	+1/2	+1/2	0	+1/2	0	0	+1/2	0	0															
12	871	PENALTY	A									EA										3	62 1/2						
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	0	+1/2	0	0	-1	-1	-1															
13	876	PENALTY																				0	67 1/2						
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	-1/2	+1/2	0	0															
14	445	PENALTY	A																			1	65 1/2						
		CONTENT	-1	-1	-1	0	0	0	0	0	-1/2	0	0	0															
15	845	PENALTY																				0	71 1/2						
		CONTENT	+1/2	0	0	0	0	0	0	0	0	+1/2	+1/2	0															
16	914	PENALTY				AA			A													3	59						
		CONTENT	-1/2	-1/2	0	-1	-1/2	-1	-1	-1	-1	-1/2	-1/2	-1/2															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

mat



SHOW: Bryan - Versatility

CLASS: #66-SHTXIWCH-Intermediate Working Cow

DATE: 09/28/2019

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

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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		7	8	9	4	5	6	1	2	3	10	11	12						
17	524	PENALTY																	
		CONTENT	0	0	0	+1/2	0	+1/2	0	-1/2	0	-1/2	-1/2	-1/2				0	69
18	593	PENALTY																	
		CONTENT	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	+1/2	-1/2	-1/2	0				0	72
19	895	PENALTY																	
		CONTENT	+1/2	0	0	+1/2	0	0	A	+1/2	0	0	0	0				1	70
20	534	PENALTY																	
		CONTENT	0	-1	-1/2	0	0	-1/2	0	0	-1/2	0	0	0				0	67 1/2
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED):

[Handwritten Signature]

JUDGE'S SIGNATURE:

[Handwritten Signature]