



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Bryan - Versatility
CLASS:	#10 - SHTX OPLS - Open Pleasure
DATE:	09/28/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Trip for two (2) strides or less <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 - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to inflict fear/praise 	<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 - 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 <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	#	MANEUVER 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		10	4	3	5	2	6	7	8	9	1							
Maneuver Description		L	EXL	W	T	S&R	EXT	T	EXW	L	S&B							
1	506	✓															1	66
		PENALTY																
		CONTENT	-1/2	-1/2	0	-1/2	0	+1/2	-1/2	-1/2	-1/2	-1/2						
2	882	✓																72
		PENALTY																
		CONTENT	+1/2	+1/2	+1/2	0	0	+1/2	-1/2	0	+1/2	0						
3	932	✓																69 1/2
		PENALTY																
		CONTENT	0	-1/2	-1/2	0	+1/2	+1/2	0	-1/2	0	0						
4	542	✓																68 1/2
		PENALTY																
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	0	-1/2	0	+1/2	+1/2						
5	504	✓																69
		PENALTY																
		CONTENT	0	-1/2	0	0	-1/2	0	0	+1/2	0	-1/2						
6	957	✓															1	72 1/2
		PENALTY																
		CONTENT	0	+1/2	+1	+1/2	+1/2	0	+1/2	0	+1/2	0						
7	984	✓																74
		PENALTY																
		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2						
8	568	✓															2	68 1/2 P2
		PENALTY																
		CONTENT	+1/2	+1/2	0	-1/2	-1/2	-1/2	0	0	+1	+1						

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Shayne



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Bryan - Versatility
CLASS:	#10 - SHTX OPLS - Open Pleasure
DATE:	09/28/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridded (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Trot for two (2) strides or less <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 - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <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 	<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 - Leaving arena before pattern is complete - Repeated blatant disobedience - Use of two hands (except in a snaffle bit or hackamore) - More than one finger between split reins or any fingers between roman 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	#	MANEUVER 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		10	4	3	5	2	6	7	8	9	1							
Maneuver Description		L	EXL	W	T	S&R	EXI	T	EXW	L	S&B							
9	547	✓															1	67
		PENALTY																
		CONTENT	-1/2	-1/2	0	0	-1/2	0	+1/2	-1/2	0	-1/2						
10	520	✓															1	6 1/2 OP
		PENALTY																
		CONTENT	-1/2	0	0	-1/2	-1/2	-1	-1	-1	-1/2	OP						
11	531	✓															5	5 1/2
		PENALTY			5													
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2						
12	886	✓																72
		PENALTY																
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	-1/2	0	+1/2	-1/2						
13	532	✓															2	70 1/2
		PENALTY			1													
		CONTENT	+1/2	+1/2	0	0	0	0	+1/2	+1/2	+1/2	0						
14	521	✓																72
		PENALTY																
		CONTENT	0	+1/2	+1	0	0	0	-1/2	0	+1/2	+1/2						
15	923	✓																73
		PENALTY																
		CONTENT	0	+1/2	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2						
16	554	✓																77
		PENALTY																
		CONTENT	+1	+1	+1	+1/2	+1	+1	0	+1	+1/2	0						

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Shelly Hill



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Bryan - Versatility
CLASS: #10 - SHTX OPLS - Open 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 constantly 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	10	4	3	5	2	6	7	8	9	1					
		Maneuver Description	L	EXL	W	I	S&R	EXT	I	EXW	L	S&B					
17	541	PENALTY								11					2	70	
		CONTENT	+1	+1	-1/2	0	+1/2	+1/2	0	-1/2	0	0					
18	926	PENALTY	3					1		1		OP			5	57	OP
		CONTENT	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1	-1	-1/2					
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Shanku
 Printed from HSW

VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan - Versatility

CLASS: #13 - SHTX OTRL - Open 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
- Slipping 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 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		6	7	1	5	3	2	4							
Obstacle Description		Gate	SPR	L L L Logs	Drag Walk	Ext T, back	L RL Bridge, W	Dismount, trailer							
1	957	PENALTY		1									1	73	
		CONTENT	+1/2	+1	-1/2	+1/2	+1/2	+1	+1						
			76			71									
2	886	PENALTY		5	1			3,3					12	57 1/2	
		CONTENT	+1	-1	0	+1/2	+1	-1	-1						
			65		64		65 1/2		58 1/2						
3	923	PENALTY			1		1						2	73 1/2	
		CONTENT	+1	+1/2	0	+1	+1/2	0	+1/2						
			72 1/2		71 1/2		72								
4	568	PENALTY											-	77 1/2	
		CONTENT	+1/2	+1/2	+1/2	+1	+1	+1	+1						
			72		74 1/2										
5	542	PENALTY			1,3		1	3					8	65	
		CONTENT	+1	+1/2	-1	+1	0	0	+1/2						
			71 1/2		67 1/2		63 1/2								
6	851	PENALTY													
		CONTENT													
7	531	PENALTY		1,1,1			OP	5,5 OP					13	55 OP x2	
		CONTENT	+1/2	-1	+1/2	0	+1/2	-1/2	-1						
			67		56										
8	521	PENALTY											-	76	
		CONTENT	+1	+1/2	+1	+1	+1/2	+1/2	+1/2						
			72 1/2		74										

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *J. Phoenix Rogers*



VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan - Versatility

CLASS: #13 - SHTX OTRL - Open Trail

DATE: 09/28/2019

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 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/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 roman 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 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		6	7	1	5	3	2	4									
Obstacle Description		Gate	SPR	L.L. Logs	Drag Walk	Ext T, back	RL Bridge, Dismount, <small>1st</small>										
9	926	PENALTY	1	1.5		1.1	3.5								17	50	
		CONTENT	0	-1	-1	0	-1/2	-1	+1/2								
			68		61		58 1/2	49 1/2									
10	547	PENALTY	1	3.1											5	65	
		CONTENT	+1/2	0	-1	+1/2	+1	0	-1								
			64 1/2		65	66											
11	541	PENALTY				1									1	75	
		CONTENT	+1	+1 1/2	+1/2	+1	+1/2	+1	+1/2								
			73		74	73 1/2											
12	504	PENALTY		1.3											4	69 1/2	
		CONTENT	+1	+1	-1	+1	+1/2	0	+1								
			72		67			68 1/2									
13	932	PENALTY		1											1	72	
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	+1								
			71		70		71										
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Judith Rogers
Printed from HSW



SHOW: Bryan - Versatility

CLASS: #16 - SHTX ORNN - Open 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

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

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		7	6												
		Maneuver Description		Left Circles, Chng	Right Circles, Chng	Stop	3 1/2 R	Stop	3 1/2 L	Stop & Back							
1	586	PENALTY				1/2								1/2		72	
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	1 1/2	+1/2							
2	593	PENALTY														70	
		CONTENT	0	0	0	0	0	0	0	0							
3	520	PENALTY		1										1		68 1/2	
		CONTENT	0	0	0	-1/2	0	0	0	0							
4	584	PENALTY														71 1/2	
		CONTENT	0	0	+1/2	0	+1/2	+1/2	0								
5	882	PENALTY		1		OP		OP								66 1/2	OP
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							
6	888	PENALTY		OP	2 1/2	-1/2										65 1/2	OP
		CONTENT	-1/2	0	-1/2	0	-1/2	-1/2	0								
7	504	PENALTY		2 2		-1/2								4 1/2		61	
		CONTENT	0	-1	-1	-1 1/2	-1/2	-1/2	-1/2	-1/2							
8	568	PENALTY				OP		OP								70 1/2	OP
		CONTENT	0	0	0	0	+1/2	0	0								

JUDGE'S NAME (PRINTED):

Trigg C Rientro

JUDGE'S SIGNATURE:



SHOW: Bryan - Versatility

CLASS: #16 - SHTX ORNN - Open 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

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
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated bistant 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						
Tie-Breaker		7	6	1	3	2	4	5									
Manuever Description		Left Circles, <small>One</small>	Right Circles, <small>One</small>	Slop	3 1/2 R	Slop	3 1/2 L	Stop & Back									
9	506	PENALTY	2		OP		OP						2	62.5	OP		
		CONTENT	-1/2	-1/2"	-1	-1/2"	-1	-1"	-1								
10	595	PENALTY															
		CONTENT															
11	983	PENALTY				1/2		1/2					1	70 1/2			
		CONTENT	0	0	0	+1/2	0	+1/2	+1/2								
12	547	PENALTY												69 1/2			
		CONTENT	0	0	0	0	0	-1/2	0								
13	923	PENALTY												70 1/2			
		CONTENT	0	0	0	0	0	+1/2	0								
14	587	PENALTY												71			
		CONTENT	0	+1/2	0	0	0	+1/2	0								
15	560	PENALTY												69			
		CONTENT	0	0	-1/2	-1/2	0	0	0								
16	886	PENALTY					2						2	67 1/2			
		CONTENT	0	0	0	0	0	-1/2	0								

JUDGE'S NAME (PRINTED):

Trigg C. Rentfro

JUDGE'S SIGNATURE:



SHOW: Bryan - Versatility

CLASS: #16 - SHTX ORNN - Open 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

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

W/O	#	PENALTY	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8	9	10					
			7	6	1	3	2	4	5								
			Left Circles, Chng	Right Circles, Chng	Stop	3 1/2 R	Stop	3 1/2 L	Stop & Back								
17	932	PENALTY															
		CONTENT	0	0	-1/2	0	-1/2	0	0								69
18	537	PENALTY				-1/2	-1/2									1	
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2								67 1/2
19	542	PENALTY															
		CONTENT	0	0	-1/2	+1/2	0	0	0								70
20	585	PENALTY															
		CONTENT	0	0	+1/2	+1	+1/2	+1/2	+1								73 1/2
21	981	PENALTY	[Handwritten scribble]														
		CONTENT	[Handwritten scribble]														
22	444	PENALTY				-1/2		-1/2									
		CONTENT	0	0	-1/2	0	0	-1/2	0								68
23	552	PENALTY						5	1						6		
		CONTENT	0	0	+1/2	+1/2	+1/2	-1	+1/2								65
24	540	PENALTY															
		CONTENT	0	0	0	-1/2	0	0	0								69 1/2

JUDGE'S NAME (PRINTED):

Trigg C Renfro

JUDGE'S SIGNATURE:



SHOW: Bryan - Versatility

CLASS: #16 - SHTX ORNN - Open 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 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	#	PENALTY	CONTENT	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
				1	2	3	4	5	6	7	8	9	10					
Tie-Breaker				7	6	1	3	2	4	5								
Manuever Description				Left Circles, Chop	Right Circles, Chop	Stop	3 1/2 R	Stop	3 1/2 L	Stop & Back								
25	541			0	0	+1/2	0	0	0	0					-1/2	70		
26	521			0	1	-1/2	0	0	0	+1/2	+1/2				1	69 1/2		
27	583			0	0	0	0	0	+1/2	+1/2						71		
28	579			0	0	0	1/2	-1/2	+1/2	0	+1/2				1/2	70		
	595			0	0	0	0	0	0	+1/2	+1/2					71		
	957			12	1	52									11	56		
				-1/2	-1/2	-1	-1/2	0	0	-1/2								

JUDGE'S NAME (PRINTED):

Trigg C Reinhro

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Bryan - Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 09/28/2019

- 1 Point Penalties:**
A - Loss of working advantage
C - Using the corner or the end of the arena to turn the cow when going down the fence
E - Changing sides of arena to turn cow
L - For each length horse turns past cow
P - Working out of position
R - Two-loop catch in amateur and youth classes
S - Slipping rein
T - Failure to drive cow past middle marker on first turn
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)
- 2 Point Penalties:**
A - Going around the corner of the arena before turning cow
B - In an open field turn animal gets within 3 feet of the end fence before being turned
R - Failure to catch if roping in amateur and youth classes

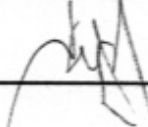
- 3 Point Penalties:**
E - Exhausting or overworking the cow before circling or roping
H - Hanging up on the fence (refusing to turn)
K - Knocking down the cow without having a working advantage
R - Two-loop catch when roping in open/cowboy classes
- 5 Point Penalties:**
A - Failure to turn the cow both directions on the fence
B - Spurring or hitting in front of cinch at any time
C - Blatant disobedience
E - Use of either hand to insult fair/praise
R - Failure to catch when roping in open/cowboy classes
- 10 point Penalty:**
U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)
- $$\checkmark$$

$$- = \sqrt{+} = +1/2$$

$$- = -1/2$$

- 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
R - Complete loss of rope in Open/Cowboy 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
- 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
J - Bringing the cow straight over backwards landing on its back or head

W/O	#	RUN CONTENT										PENALTIES					SCORE	OP								
		Each horse/rider team is scored from 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										2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL										
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL							
				L	R	L	R	TRACK & RATE	STOP & HOLD																	
		Tie-Breaker	5	6	1	2	3	4	3	4	7	8	9													
-1	547	PENALTY		T	A	A															3	66				
		CONTENT	0	0	-1/2	-1/2	0	+1/2			-1/2	0	0													
1	568	PENALTY	A				A																2	64		
		CONTENT	-1	0	0	-1/2	-1/2	-1			-1/2	0	-1/2													
2	551	PENALTY	AAA				A	A																5	60 1/2	
		CONTENT	-1	-1	0	0	-1/2	-1/2			-1	0	-1/2													
3	593	PENALTY					A																		DQ	
		CONTENT	+1/2	+1/2	+1/2	0	0																		H	
4	846	PENALTY	AAA																							DQ
		CONTENT	-1/2	-1/2	-1	-1																				H
5	926	PENALTY	AA		AAA	A																				8
		CONTENT	-1/2	-1/2	-1/2	-1			+1/2	0	-1/2	0	0			H										
6	583	PENALTY				E																				1
		CONTENT	0	0	+1/2	0	+1/2	+1/2			+1/2	0	+1/2													
7	531	PENALTY			A	EA																				5
		CONTENT	+1/2	0	+1/2	-1/2			-1/2	0	-1/2	0	0			A										

JUDGE'S NAME (PRINTED): _____


JUDGE'S SIGNATURE: _____
 Printed from HSW



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Bryan - Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 09/28/2019

1 Point Penalties:
A - Loss of working advantage
C - Using the corner or the end of the arena to turn the cow when going down the fence
E - Changing sides of arena to turn cow
L - For each length horse runs past cow
P - Working out of position
R - Two-loop catch in amateur and youth classes
S - Slipping rein
T - Failure to drive cow past middle marker on first turn
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

2 Point Penalties:
A - Going around the corner of the arena before turning cow
B - In an open field turn animal gets within 3 feet of the end fence before being turned
R - Failure to catch if roping in amateur and youth classes

3 Point Penalties:
E - Exhausting or overworking the cow before circling or roping
H - Hanging up on the fence (refusing to turn)
K - Knocking down the cow without having a working advantage
R - Two-loop catch when roping in open/cowboy classes

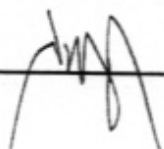
5 Point Penalties:
A - Failure to turn the cow both directions on the fence
B - Spurring or hitting in front of cinch at any time
C - Blatant disobedience
E - Use of either hand to instill fear/praise
R - Failure to catch when roping in open/cowboy classes

10 point Penalty:
U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly 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
R - Complete loss of rope in Open/Cowboy 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

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
J - Bringing the cow straight over backwards landing on its back or head

W/O	#	RUN CONTENT										PENALTIES					SCORE	OP						
		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										2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL								
		BOXING	RATING	FENCE TURNING (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL					
L	R	L	R	TRACK & RATE	STOP & HOLD																			
		Tie-Breaker	5	6	1	2	3	4	3	4	7	8	9											
8	923	PENALTY			A																			
		CONTENT	0	+1/2	0	+1/2			+1/2	0	+1/2	0	+1/2										6	71 1/2
9	516	PENALTY																						
		CONTENT	+1/2	-1/2	0	-1/2	-1/2	0			-1/2	0	0		AA								4	64 1/2
10	585	PENALTY																						
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1/2			+1	+1/2	+1										0	76
11	886	PENALTY																						
		CONTENT	+1/2	0	+1	+1/2			0	0	+1/2	0	+1/2										0	73
12	957	PENALTY					A	A																
		CONTENT	+1/2	0	0	0	-1/2	-1/2			-1/2	0	0										2	67
13	560	PENALTY			A	A	E	A																
		CONTENT	0	0	-1/2	-1/2	-1/2	0			-1/2	0	0										4	64
15	983	PENALTY			A																			
		CONTENT	0	0	0	+1/2	+1/2	0			0	0	0										1	70
16	932	PENALTY					A	A																
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	-1/2			-1/2	0	0										2	65

JUDGE'S NAME (PRINTED): 

JUDGE'S SIGNATURE: _____



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Bryan - Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 09/28/2019

- 1 Point Penalties:**
 A - Loss of working advantage
 C - Using the corner or the end of the arena to turn the cow when going down the fence.
 E - Changing sides of arena to turn cow
 L - For each length horse runs past cow
 P - Working out of position
 R - Two-loop catch in amateur and youth classes
 S - Slipping rein
 T - Failure to drive cow past middle marker on first turn
 V - Over-bridled (per maneuver)
 W - Out of frame (per maneuver)
- 2 Point Penalties:**
 A - Going around the corner of the arena before turning cow
 B - In an open field turn animal gets within 3 feet of the end fence before being turned
 R - Failure to catch if roping in amateur and youth classes

- 3 Point Penalties:**
 E - Exhausting or overworking the cow before circling or roping
 H - Hanging up on the fence (refusing to turn)
 K - Knocking down the cow without having a working advantage
 R - Two-loop catch when roping in open/cowboy classes
- 5 Point Penalties:**
 A - Failure to turn the cow both directions on the fence
 B - Spurring or hitting in front of cinch at any time
 C - Blatant disobedience
 E - Use of either hand to inhibit fear/raise
 R - Failure to catch when roping in open/cowboy classes
- 10 Point Penalty:**
 U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly 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
 R - Complete loss of rope in Open/Cowboy 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
- 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
 J - Bringing the cow straight over backwards landing on its back or head

WO	#	RUN CONTENT										PENALTIES					SCORE	OP					
		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										2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL							
		BOILING	RATING	FENCE TURNING (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL				
L	R	L	R	TRACK & RATE	STOP & HOLD																		
		Tie-Breaker	5	6	1	2	3	4	3	4	7	8	9										
17	521	PENALTY			CE																		
		CONTENT	+1/2	+1/2	-1/2	-1/2	+1/2	0			-1/2	0	0							2	68		
18	555	PENALTY					A																
		CONTENT	0	+1/2	-1/2	-1/2	-1/2	0			0	0	0								1	68	
19	584	PENALTY																					
		CONTENT	0	0	0	1/2	0	0			0	0	0								0	70 1/2	
20	540	PENALTY																					
		CONTENT																				Scratch	
21	542	PENALTY			C																		
		CONTENT	+1/2	0	+1/2	-1/2	+1/2	0			+1/2	0	+1/2									1	71
22	981	PENALTY			T	A	A	AA															
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1			-1/2	0	0									5	61 1/2
23	504	PENALTY				A																	
		CONTENT	0	0	0	-1/2			-1/2	0	-1/2	0	0								R	6	62 1/2
24	586	PENALTY			CE																		
		CONTENT	+1/2	+1/2	-1/2	-1/2	+1/2	+1/2			0	0	0								A	5	66

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Printed from HSW



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Bryan - Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 09/28/2019

- 1 Point Penalties:**
 A - Loss of working advantage
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 P - Working out of position
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 S - Slipping rein
 T - Failure to drive cow past middle marker on first turn
 V - Over-bridged (per maneuver)
 W - Out of frame (per maneuver)
- 2 Point Penalties:**
 A - Going around the corner of the arena before turning cow
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 R - Failure to catch if roping in amateur and youth classes

- 3 Point Penalties:**
 E - Exhausting or overworking the cow before circling or roping
 H - Hanging up on the fence (refusing to turn)
 K - Knocking down the cow without having a working advantage
 R - Two-loop catch when roping in open/cowboy classes
- 5 Point Penalties:**
 A - Failure to turn the cow both directions on the fence
 B - Spurring or hitting in front of cinch at any time
 C - Blatant disobedience
 E - Use of either hand to inhibit fear/panic
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 N - Failure to attempt any part of the class
 R - Complete loss of rope in Open/Cowboy 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
- 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
 J - Bringing the cow straight over backwards landing on its back or head

WD	#	RUN CONTENT										PENALTIES					SCORE	OP	
		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										2	3	5	10	TOTAL			
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL
L	R	L	R	TRACK & RATE	STOP & HOLD														
		Tie-Breaker																	
25	537	PENALTY																	
		CONTENT																	Scratch
26	595	PENALTY			A		A	A	C	A									
		CONTENT	0	0	-1/2	0	-1/2	-1/2			-1/2	0	0						5 63
27	541	PENALTY																	
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2			+1/2	+1/2	+1/2						0 74
28	557	PENALTY							A										
		CONTENT	0	+1/2	0	+1/2	0	0			0	0	+1/2						1 70 1/2
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____