



SHOW: Lubbock - Versatility
CLASS: #1088 HTX NPPL - Non Pro Pleasure
DATE: 1/6/2019

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/praize
- 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	(7)	(2)	(4)	(6)	(5)	(1)	(8)	(3)	(9)	(10)				
		Maneuver Description		EXL	W	S&K	EXL		EXW	L	S&B					
1	1	PENALTY											0	0	71	
		CONTENT	-1/2	0	0	0	0	+1/2	0	+1/2	0	+1/2				
2	16	PENALTY											0	0	63.5	
		CONTENT	-1/2	-1	-1/2	0	-1	-1	-1/2	-1/2	-1	-1/2				
3	21	PENALTY											0	0	75	
		CONTENT	+1/2	0	+1	+1/2	+1/2	+1	0	+1	+1/2	0				
4	29	PENALTY											0	0	68.5	
		CONTENT	-1/2	-1/2	-1/2	0	0	-1/2	0	0	+1/2	0				
5	35	PENALTY											0	1	65.5	
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	-1/2	0	-1/2	-1/2	0				
6	47	PENALTY											0	0	74	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2	+1/2				
7	71	PENALTY														
		CONTENT														
8	72	PENALTY											0	0	67	
		CONTENT	-1/2	-1/2	0	0	-1	0	0	-1/2	-1/2	0				

JUDGE'S NAME (PRINTED): 2. Baker

JUDGE'S SIGNATURE: L.A. Baker mact



SHOW:	Lubbock - Versatility
CLASS:	#30 - SHTX NPPL - Non Pro Pleasure
DATE:	4/6/2019

VERSATILITY RANCH HORSE - RANCH RIDING

<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 - 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/raise 	<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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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	①	②	④	⑥	⑤	①	②	③	④	⑩				
		Maneuver Description		EXL	W	S&R	EXT	T	EXW	L	S&B					
9	73	PENALTY											0	0	73	
		CONTENT	0	-1/2	+1/2	+1/2	0	+1/2	+1/2	+1	+1/2	0				
10	74	PENALTY											0	0	76	
		CONTENT	+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				
11	110	PENALTY											0	0	65	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2	0	-1/2	-1/2				
12	120	PENALTY											0	0	69.5	
		CONTENT	0	-1/2	0	0	-1/2	0	0	0	0	+1/2				
13	122	PENALTY											0	0	68	
		CONTENT	-1/2	-1	-1/2	0	0	0	0	+1/2	0	-1/2				
14	130	PENALTY											0	0	70.5	
		CONTENT	0	-1/2	+1/2	0	0	-1/2	0	0	0	0				
15	134	PENALTY											0	0	70.5	
		CONTENT	0	-1/2	-1/2	0	+1/2	+1/2	0	0	0	+1/2				
16	160	PENALTY											0	0	70.5	
		CONTENT	-1/2	0	0	0	0	+1/2	+1/2	0	-1/2	+1/2				

JUDGE'S NAME (PRINTED): L. Baker

JUDGE'S SIGNATURE: L.A. Baker



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Lubbock - Versatility
CLASS:	#30 - SHTX NPPL - Non Pro Pleasure
DATE:	4/6/2019

<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 - 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 snaffle bit or hackamore) - More than one finger between split reins or any fingers between normal 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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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		(7)	(2)	(4)	(6)	(5)	(1)	(8)	(3)	(9)	(10)				
Maneuver Description			EXL	W	S&R	EXT	EXW	L	S&B						
		PENALTY													
17	165	CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1	0	0	1	63.5	
		PENALTY													
18	197	CONTENT	-1/2	-1/2	-1/2	0	+1/2	+1/2	0	+1/2	-1/2	0	0	69.5	
		PENALTY													
19	204	CONTENT	+1/2	+1/2	+1	+1	+1	+1	+1/2	+1	+1	0	0	79.5	
		PENALTY													
20	207	CONTENT	-1	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	65	
		PENALTY													
21	211	CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0	+1	0	+1/2	0	73.5	
		PENALTY													
22	212	CONTENT	-1/2	-1/2	0	0	0	+1	+1/2	+1/2	0	-1/2	0	70.5	
		PENALTY													
23	227	CONTENT	0	0	+1	+1/2	+1/2	+1	0	+1	0	+1/2	0	74.5	
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): L. Baker

JUDGE'S SIGNATURE: L. Baker max

SHOW: Lubbock - Versatility
 Class: #32 - SHTX NPTR - Non Pro Trail
 DATE: 4/6/2019

VERSATILITY RANCH HORSE - TRAIL 0643

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Each hit, bite, or stepping on a leg, cone, plant or any component of the obstacle - Incorrect or break of gait at walk or trot for two strides or less - Both front or hind 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 leg 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/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/sider 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		RH Gate	LL L Logs	Ex T Serp	Drag	RL L Chute	SP Logs R	W Log & Bridge										
PENALTY																		
CONTENT																		
1	1													0	73 1/2			
2	16													8 1/2	57 1/2			
3	21													0	75			
4	29													2 1/2	67 1/2	OP		
5	35													9 1/2	56			
6	47													6	65	OP		
7	71																	
8	72													9	60			

JUDGE'S NAME (PRINTED):

L. Bah

JUDGE'S SIGNATURE:

R. A. Scher

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VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock - Versatility

CLASS:#32 - SHTX NPTR - Non Pro Trail

DATE: 4/6/2019

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		Tie-Breaker	⑦	⑤	①	②	④	③	⑥							
		Obstacle Description	RH Gate	LL L Logs	Ex T Serp	Drag	RL L Chute	SP Logs R	W Log & Bridge							
9	73	PENALTY		3	1 1/2	1		1/2						6	60 1/2	
		CONTENT	0	-1/2	-1/2	-1/2	-1	-1	0							
10	74	PENALTY						1/2						1/2	73 1/2	
		CONTENT	+1/2	+1	+1	-1/2	+1	+1/2	+1/2							
11	110	PENALTY		3	1			1/2						5 1/2	61	
		CONTENT	+1/2	-1	-1/2	-1	-1/2	-1/2	-1/2							
12	120	PENALTY		3										6	65 1/2	
		CONTENT	+1	-1	0	+1/2	0	+1/2	+1/2							
13	122	PENALTY		3	1 1/2			1	1					7 1/2	58 1/2	
		CONTENT	+1/2	-1	-1/2	-1/2	-1	-1/2	-1							
14	130	PENALTY		1/2										1/2	70 1/2	
		CONTENT	+1/2	-1/2	+1/2	+1/2	0	-1/2	+1/2							
15	134	PENALTY			1									1	70 1/2	
		CONTENT	+1	0	-1/2	0	0	+1/2	+1/2							
16	160	PENALTY		1	550P		1/2 1/2							12	53 (6P)	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							

JUDGE'S NAME (PRINTED): L. Baker

JUDGE'S SIGNATURE: L. Baker



VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock - Versatility

CLASS:#32 - SHTX NPTR - Non Pro Trail

DATE: 4/6/2019

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 (DQ):

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

OBSTACLE SCORES

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		⑦	⑤	①	②	④	③	⑥									
Obstacle Description		RH Gate	LL L Logs	Ex T Serp	Drag	RL L Chute	SP Logs R	W Log & Bridge									
17	165	PENALTY		3	1			1 1/2	1 1/2								
		CONTENT	+1/2	-1	-1	0	-1	-1	-1							8	57 1/2
18	197	PENALTY					OP 1/2	1									
		CONTENT	+1/2	0	0	No back	0	-1/2	0							1 1/2	68 1/2
19	204	PENALTY			1			1/2									
		CONTENT	+1	0	-1/2	+1	+1	+1/2	+1							1 1/2	72 1/2
20	207	PENALTY			11		3		1 1/2								
		CONTENT	+1/2	-1	-1	0	-1	0	-1							7 1/2	59
21	211	PENALTY			1 1/2			1/2	11								
		CONTENT	+1	+1/2	0	+1	+1/2	+1/2	-1/2							9 1/2	68 1/2
22	212	PENALTY			1												
		CONTENT	+1/2	+1	0	+1	0	+1/2	+1/2							1	72 1/2
23	227	PENALTY		33				1/2	1/2								
		CONTENT	+1/2	-1	+1/2	+1 1/2	+1/2	+1/2	0							7	65 1/2
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

L Baker

JUDGE'S SIGNATURE:

L Baker

mat



SHOW: Lubbock - Versatility

CLASS: 34 - SHTX NPRN - Non
Reining

DATE: 04/06/2019

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 reins)
- 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	1	4	5	2	6	7	3	8							
	Maneuver Description	Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead	Circles Left, Lead Change	Stop & Back							
1	227	PENALTY														73.5
		CONTENT	0	+1/2	+1	+1/2	+1/2	0	+1/2	+1/2						
2	147	PENALTY				OP										68.5
		CONTENT	0	0	0	-1/2	+1/2	-1/2	0	0						
3	130	PENALTY														66.5
		CONTENT	-1	-1/2	-1	0	-1/2	0	0	-1/2						
4	110	PENALTY	1/2													69.5
		CONTENT	-1/2	-1/2	+1/2	+1/2	-1/2	0	0	+1/2						
5	197	PENALTY						OP	OP							67.5
		CONTENT	0	-1/2	+1/2	+1/2	0	-1/2	-1/2	0						OP2
6	212	PENALTY														70.5
		CONTENT	0	0	+1/2	0	0	-1/2	0	+1/2						
7	29	PENALTY														69
		CONTENT	-1/2	0	-1/2	0	0	0	+1/2	-1/2						
8	134	PENALTY														71
		CONTENT	0	0	+1/2	0	0	0	+1/2	0						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Frank [Signature]



SHOW: Lubbock - Versatility

CLASS: #34 - SHTX NPRN - Non Pro
Reining

DATE: 04/06/2019

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		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		1	4	5	2	6	7	3	8								
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Rock	2 Circles Right Lead	Circles Left Lead Chop	Stop & Back								
9	47		OP		OP											68	OP
		PENALTY															
		CONTENT	0	+1/2	0	-1/2	-1/2	+1/2	+1/2	+1/2							
10	122																
		PENALTY															
		CONTENT	+1/2	0	0	0	+1/2	0	+1/2	+1/2						72	
11	74																
		PENALTY															
		CONTENT	0	0	0	0	0	+1/2	+1/2	-1/2						70.5	
12	72																
		PENALTY															
		CONTENT	-1/2	-1/2	0	-1/2	-1/2		OP, OP	OP, 3					13	50.5	
13	16																
		PENALTY															
		CONTENT															
14	165																
		PENALTY															
		CONTENT	+1/2	0	0	0	0	+1/2	+1/2	0						71.5	
15	207																
		PENALTY															
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2						73.5	
16	211																
		PENALTY															
		CONTENT	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2						73	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Frank C. [Signature]
Printed from HSW



SHOW: Lubbock - Versatility

CLASS: #34 - SHTX NPRN - Non Pro
Reining

DATE: 04/06/2019

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 (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 DESCRIPTION	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker	1	4	5	2	6	7	3	8							
			Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead	Slop & Back	Chop						
17	21	PENALTY															
		CONTENT	0	0	+1/2	0	+1/2	+1/2	+1/2	0							72
18	71	PENALTY															
		CONTENT															
19	120	PENALTY															
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	0	+1/2	-1/2							67
20	35	PENALTY		2													
		CONTENT	0	-1/2	0	+1/2	0	0	+1/2	0							68.5
21	204	PENALTY															
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0							72 1/2
22	160	PENALTY															
		CONTENT	+1/2	0	+1/2	0	+1/2	0	0	+1/2							72
23	1	PENALTY															
		CONTENT	-1/2	-1/2	0	-1	0	-1/2	-1/2	0							67
24	73	PENALTY							2	2							
		CONTENT	-1/2	-1	-1/2	-1	-1	-1/2	-1/2	-1					4		60

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Frank G. [Signature]



SHOW:
CLASS:
DATE:

VERSATILITY RANCH HORSE - REINING

- | | |
|---|--|
| <p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - Starting a circle or exiting a rollback at a trot for up to two strides - Delayed change of lead by one stride where the lead change is required by the pattern description - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - Break of gait - Freeze up in spins or rollbacks - Failure to stop or walk before executing a lope departure on trot-in patterns - Failure to be in a lope prior to the first marker on run-in patterns - Failure to completely pass the specified marker before initiating a stop position - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena | <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 - 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 <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 |
|---|--|

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	4	5	2	6	7	3	8						
		Maneuver Description														
25	241	PENALTY														
		CONTENT	1/2	+1/2	0	0	-1/2	+1/2	+1/2	0				90.5		
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Frank Ly...*
Printed from HSW



SHOW: Lubbock - Versatility

CLASS: #36 - SHTX-NPWC - Non Pro Working Cow

DATE: 4/6/2019

VERSATILITY RANCH HORSE - RANCH COW WORK

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 romal 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										
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL												
				L	R	L	R	TRACK & RATE	STOP & HOLD																				
<p>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</p>																													
		Tie-Breaker	5	4	2	3	4	7	6	7	1	8	9																
1	110	PENALTY																											69
		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2			0	0	0																
2	207	PENALTY																											75
		CONTENT	+1/2	+1/2	+1	+1	0	+1/2			+1/2	+1/2	+1/2																
3	147	PENALTY			1																								2 65 1/2
		CONTENT	0	-1/2	0	+1/2	-1	-1			-1/2	0	0																
4	197	PENALTY																											72 1/2
		CONTENT	0	0	0	+1	+1/2	+1/2			+1/2	0	0																
5	120	PENALTY				1P	1P	1P																					3 59 1/2
		CONTENT	0	-1/2	+1/2	-1	-1	-1/2			-1	0	+1/2																
6	74	PENALTY			1C																								71
		CONTENT	+1/2	+1/2	+1/2	0	0	+1/2			0	0	0																
7	165	PENALTY			1a																								3 66 1/2
		CONTENT	0	0	0	+1/2	0	0			+1/2	0	-1/2																
8	122	PENALTY																											1 67
		CONTENT	+1/2	0	0	-1/2	-1	+1/2			-1/2	0	0																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Judith Rosen
Printed from HSW



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Lubbock - Versatility
CLASS: #36 - SHTX NPWC - Non Pro Working Cow
DATE: 4/6/2019

- 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 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	
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS			TOTAL
				L	R	L	R	TRACK & RATE	STOP & HOLD										
Tie-Breaker		5	4	2	3	6	4	6	4	1	8	9							
9	16				e								a	R				6	61
		0	0	0	-1/2			0	+1/2	-1/2	0	-1/2							
10	227																		71
		0	0	-1/2	+1	0	+1/2			0	0	0							
11	72						P												170
		1/4	0	0	+1/2	-1	+1/2			+1/2	0	0							
12	134																		72 1/2
		0	0	+1/2	+1/2	+1/2	+1/2			+1/2	0	0							
13	21																		74
		+1/2	+1/2	+1	0	+1	0	+1/2		0	+1/2	0							
14	35				C														170 1/2
		+1/2	0	0	0	+1/2	+1/2	0		0	0	0							
15	204																		72 1/2
		+1/2	0	0	+1/2	0	+1/2	+1/2		0	+1/2	0							
16	47				a														370 1/2
		+1/2	0	+1/2	+1/2	0	0			0	0	0	a						

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Jubalyn Rogan
Printed from HSW



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Lubbock - Versatility

CLASS: #36 - SHTX NPWC - Non Pro
Working Cow

DATE: 4/6/2019

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
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10 point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)

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

- A - Turning tail
- E - Repeated blatant disobedience
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- K - Schooling horse between cows, if new cow is awarded
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- M - More than one finger between split reins or any fingers between romal reins

Disqualification (DO):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
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- 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										
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS			TOTAL									
				L	R	L	R	TRACK & RATE	STOP & HOLD																			
		Tie-Breaker	5	4	2	3	6	7	6	7	1	8	9															
17	73	PENALTY			C	C																					3	60 1/2
		CONTENT	+1/2	0	0	0	0	-1/2			-1/2	0	0															
18	130	PENALTY																									2	65
		CONTENT	0	-1/2	+1/2	-1/2	-1/2	-1/2			-1/2	0	-1/2															
19	1	PENALTY				a																					2	68 1/2
		CONTENT	0	0	+1	+1/2	-1/2	0			-1/2	0	0															
20	212	PENALTY																										71
		CONTENT	0	0	+1/2	-1/2	+1/2	0			0	+1/2	0															
21	211	PENALTY				a																					3	60 1/2
		CONTENT	+1/2	0	+1/2	0	+1/2	0			-1/2	0	-1/2															
22	71	PENALTY																										
		CONTENT																										
23	160	PENALTY				C																					1	72
		CONTENT	+1/2	0	+1	+1	0	0			0	+1/2	0															
24	29	PENALTY				a		P																			4	62
		CONTENT	0	-1/2	0	-1/2	-1/2	-1			-1/2	0	-1/2															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Fuldmay Rogers
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