



SHOW:	Lubbock - Versatility
CLASS:	#10 - SHTX OPLS - Open 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/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 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	#	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		1	3	10	2	5	1	8	2	9	4					
Maneuver Description		L	EXL	W	T	S&R	EX	T	EXW	L	S&B					
9	95							OP	1					1	68.5	OP
		PENALTY														
		CONTENT	0	0	0	0	+1/2	+1/2	-1/2	-1/2	0	+1/2				
10	103													4	64	
		PENALTY	3							1						
		CONTENT	-1	0	0	0	-1/2	0	-1/2	-1/2	0	+1/2				
11	111															
		PENALTY														
		CONTENT														
12	113														73.5	
		PENALTY														
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1	+1/2	+1/2	0				
13	114														73.5	
		PENALTY														
		CONTENT	0	0	+1/2	+1	0	0	+1	+1/2	0	+1/2				
14	150													2	68.5	
		PENALTY						1								
		CONTENT	0	0	0	+1/2	0	-1/2	+1/2	0	0	+1				
15	166													1	71.5	
		PENALTY														
		CONTENT	+1/2	+1/2	0	-1/2	0	0	+1	0	+1/2	+1/2				
16	181													1	71.5	
		PENALTY														
		CONTENT	+1/2	0	+1	+1/2	0	0	+1/2	-1	+1/2	+1/2				

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____ *Hee*



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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		7	3	10	6	5	1	8	2	9	4						
<p style="text-align: center;">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</p>																	
		Tie-Breaker	7	3	10	6	5	1	8	2	9	4					
		Maneuver Description	L	EXL	W	T	S&R	EX	T	EXW	L	S&B					
17	184	PENALTY						1		1,1							
		CONTENT	0	-1/2	+1/2	+1/2	0	-1	+1/2	-1	0	+1			3	67	
18	185	PENALTY															
		CONTENT	+1/2	0	0	+1	+1/2	+1/2	+1	0	+1/2	+1/2				74.5	
19	186	PENALTY									3						
		CONTENT	0	-1/2	0	-1/2	0	-1/2	-1/2	+1/2	-1/2	-1/2			3	63.5	
20	193	PENALTY															
		CONTENT	0	0	+1/2	0	0	+1/2	0	1/2	+1/2	+1/2				71.5	
21	194	PENALTY															
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	0	+1	+1	+1	+1				77	
22	222	PENALTY															
		CONTENT	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2				73	
23	226	PENALTY															
		CONTENT	0	+1/2	0	+1	+1/2	+1	0	0	+1	+1				75	
24	233	PENALTY						1		1							
		CONTENT	0	0	+1/2	+1	+1/2	0	+1/2	-1	+1/2	0			2	70	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____ *HW*



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VERSATILITY RANCH HORSE - RANCH RIDING

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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	7	3	10	6	5	1	8	2	9	4					
		Maneuver Description		EXL	W		S&R	EXT		EXW	L	S&B					
25	236	PENALTY						OP									
		CONTENT	0	0	0	+1/2	0	+1	-1/2	-1	0	+1/2					69.5
26	239	PENALTY								1							
		CONTENT	0	0	+1/2	0	0	0	0	-1	0	0					68.5
27	257	PENALTY			1	1				1							
		CONTENT	0	+1/2	-1	-1/2	+1	+1/2	0	-1	+1/2	0					67
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____ *HW*



SHOW: Lubbock - Versatility

CLASS: #13 - SHTX OTRL - Open Trail

DATE: 4/6/2019

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 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:

- Sprung 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		4	1	2	3	5	6	7									
Obstacle Description		RH Gate	LL L Logs	Ex T Serp	Drag	RL L Chute	SP Logs R	W Log & Bridge									
1	7	PENALTY	1,1				5								3	56	
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2								
			69.5														
2	25	PENALTY	1,1												2	69.5	
		CONTENT	+1/2	+1/2	0	+1/2	0	0	0								
			70.5	69		69.5											
3	42	PENALTY						1,1							2	69.5	
		CONTENT	+1	0	+1/2	0	+1	-1	0								
			71		71.5		72.5	69.5									
4	43	PENALTY		1,3											4	65	
		CONTENT	+1	-1/2	+1	-1/2	0	0	-1								
			71	65.5	66.5	66			65								
5	44	PENALTY		1											1	66.5	
		CONTENT	-0.5	-1	0	-0.5	-0.5	0	0								
			69.5	67.5		67	66.5										
6	45	PENALTY														71	
		CONTENT	+1	0	0	+1/2	-1/2	0	0								
			71			71.5	71										
7	70	PENALTY					3								3	67	
		CONTENT	+0.5	-0.5	+0.5	+0.5	-1.5	0	+0.5								
			70.5	70	70.5	71	69.5		70								
8	87	PENALTY		3,3											6	62.5	
		CONTENT	+1	-1/2	0	-1/2	-1/2	0	0								
			71														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock - Versatility

CLASS: #13 - SHTX OTRL - Open Trail

DATE: 4/6/2019

1 Point Penalties:

- 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)
- Spill 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 Description	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker	4	1	2	3	5	6	7								
		Obstacle Description	RH Gate	LL Logs	Ex T Serp	Drag	RL L Chute	SP Logs R	W Log & Bridge								
9	95	PENALTY		3		5										8	59.5
		CONTENT	+1	-1/2	-1/2	-1/2	0	+1/2	-1/2								
10	103	PENALTY		3	1		3									7	59.5
		CONTENT	+1/2	-1/2	-1/2	0	-1/2	-1/2	0								
			70.5	66	64.5			59.5									
		scratch															
12	113	PENALTY		1												1	70.5
		CONTENT	+1	-1/2	+1/2	+1	-1/2	0	+1								
			71	68.5	69	70	67.5		70.5								
13	114	PENALTY															73.5
		CONTENT	+1	+5	+5	+1	0	-0.5	+1								
			71	71.5	72	73		72.5	73.5								
14	150	PENALTY		1,3,3		1										8	61 1/2
		CONTENT	+1	-1/2	+1	-1	+1/2	-1/2	0								
			71														
15	166	PENALTY		1,3				1								5	66
		CONTENT	+1	-1/2	-1/2	-1	-1/2	-1	-1/2								
			71														
16	181	PENALTY					3									3	69
		CONTENT	+1/2	+1/2	+1	+1/2	-1	0	+1/2								
			70.5	71	72	72.5											

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock - Versatility

CLASS:#13 - SHTX OTRL - Open Trail

DATE: 4/6/2019

1 Point Penalties:

- Over-bridged (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

3 Point Penalties:

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

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
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		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		4	1	2	3	5	6	7									
Obstacle Description		RH Gate	LL L Logs	Ex T Serp	Drag	RL L Chute	SP Logs R	W Log & Bridge									
17	184	PENALTY	1,1														
		CONTENT	+1	-1	+1.5	-1	0	-0.5	+0.5							2	67.5
			71	68	68.5	67.5		67	67.5								
18	185	PENALTY					1										
		CONTENT	+1	0	+1	+1	-1/2	-1	+1/2							1	71
			71		72	73	72.5										
19	193	PENALTY															
		CONTENT	+0.5	0	+0.5	+0.5	0	0	0								71.5
20	194	PENALTY		1,3	1												
		CONTENT	+1	-1 1/2	0	+1	0	+1/2	0							4	66
			71	65.5	66.5	67.5		68									
21	222	PENALTY															
		CONTENT	+1/2	0	+1	+1/2	-1	-1/2	-1/2								70
			70.5		71.5	72	71	70.5	70								
22	226	PENALTY															
		CONTENT	+1/2	+1/2	0	0	0	-1/2	+1/2								71
			70.5	71				70.5	71								
23	233	PENALTY		1,3													
		CONTENT	+1	-1 1/2	+1/2	+1	0	0	0							4	67
24	236	PENALTY															
		CONTENT	+1	0	+1	+0.5	0	+0.5	+0.5								73.5
			71		72	72.5		73	73.5								

JUDGE'S NAME (PRINTED):

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SHOW: Lubbock - Versatility

CLASS:#13 - SHTX OTRL - Open Trail

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- 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

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		Tie-Breaker															
		RH Gate															
		LL L Logs															
		Ex T Serp															
		Drag															
		RL L Chute															
		SP Logs R															
		W Log & Bridge															
25	239	PENALTY			1												
		CONTENT	+1/2	0	-1/2	+1/2	0	0	0							1	69.5
			70.5		69	69.5											
26	257	PENALTY		3				1.1									
		CONTENT	+1/2	-1/2	0	0	0	-1/2	+1/2							5	64
			70.5	66				63.5	64								
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



SHOW: Lubbock - Versatility

CLASS: #16 - SHTX ORNN - Open 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

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

WO	#	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							
		Manuever Description	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	Stop & Back							
1	106	PENALTY					2		3, 2	3							
		CONTENT	-1	0	-1/2	0	0	-1/2	-1/2	0				10		57.5	
2	10	PENALTY															
		CONTENT	0	+1/2	0	+1/2	0	0	+1/2	0						71.5	
3	185	PENALTY															
		CONTENT	+1/2	0	+1/2	+1/2	0	0	+1/2	+1/2						72.5	
5	45	PENALTY							3								
		CONTENT	-1/2	-1/2	0	-1/2	0	0	-1/2	0				3		65	
6	87	PENALTY															
		CONTENT	-1/2	-1	-1/2	0	-1/2	0	+1/2	0						68	
7	181	PENALTY															
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	+1/2	0	-1/2						68	
8	95	PENALTY	1/2														
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	+1/2				1/2		72.5	
9	103	PENALTY							3, 2, 2	2							
		CONTENT	-1	-1	-1	-1	-1/2	-1/2	-1/2	-1				9		54.5	

-65

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Franklyn*
Printed from HSW



SHOW: Lubbock - Versatility

CLASS: #16 - SHTX ORNN - Open 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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Maneuver Description		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	Stop & Back							
10	150					2							2	71		
		PENALTY					1/2									
		CONTENT	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2						
11	43													1/2	71	
		PENALTY														
		CONTENT	0	+1/2	-1/2	0	+1/2	0	+1/2	+1/2						
12	236														70	
		PENALTY														
		CONTENT	-1/2	0	0	0	0	0	+1/2	+1/2	-1/2					
13	166														69.5	
		PENALTY														
		CONTENT	+1/2	0	+1/2	+1/2	0	-1/2	-1/2	0						
14	44														68	
		PENALTY			1/2											
		CONTENT	0	0	-1/2	+1/2	-1/2	0	0	0				1		
15	70														69.5	
		PENALTY			1/2											
		CONTENT	-1	0	0	0	+1/2	+1/2	0	0				1/2		
16	257														70.5	
		PENALTY														
		CONTENT	0	0	0	+1/2	-1/2	+1/2	+1/2	-1/2						
17	233														64	
		PENALTY														
		CONTENT	-1/2	0	0	0	-1/2	+1/2	-1/2	0				5		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Frank Caplan
Printed from HSW



SHOW: Lubbock - Versatility

CLASS: #16 - SHTX ORNN - Open 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

- Inclusion of 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, Back	2 Circles Right Lead	Circles Left Lead Change	Stop & Back							
18	25	PENALTY															
		CONTENT	0	+1/2	+1/2	0	0	-1	+1/2	+1/2						71	
19	184	PENALTY								2, OP							
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	-1/2	-1	0				2		69.5	
20	193	PENALTY															
		CONTENT	0	+1/2	+1/2	0	+1/2	+1/2	0	0						72	
21	42	PENALTY			1/2												
		CONTENT	0	0	-1/2	0	+1/2	-1	0	0						67.5	
22	113	PENALTY							1, 2	1, 2							
		CONTENT	-1/2	-1/2	-1	0	-1/2	-1/2	-1/2	-1/2				6		60	
23	7	PENALTY															
		CONTENT	0	0	0	0	+1/2	0	0	+1/2						71	
24	194	PENALTY															
		CONTENT	0	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2						74	
25	239	PENALTY															
		CONTENT	0	0	0	-1/2	0	-1/2	+1/2	0						69.5	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Frank [Signature]



SHOW: Lubbock - Versatility

CLASS: #16 - SHTX ORNN - Open 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 the arena

5 Point Penalties:

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- 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)

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- 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

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							
		Maneuver Description	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	Stop & Back							
26	222	PENALTY															
		CONTENT	+ 1/2	0	+ 1/2	+ 1/2	+ 1/2	- 1/2	+ 1/2	0							73
27	11	PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Frank C. [Signature]



SHOW: Lubbock - Versatility

CLASS: #19 - SHTX OWCH - Open Working
Cow

DATE: 04/06/2019

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 insult/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 ever 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	
		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 TURNS (Form & Outlets)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL								
		L	R	L	R	TRACK & RATE	STOP & HOLD													
		Tie-Breaker																		
		5	6	2	3	8	9	10	11	1	4	7								
1	240	PENALTY			P															
		CONTENT	0	-1/2	-1	-1/2		+1	0	-1	0	0	A						64	
3	184	PENALTY																		
		CONTENT	+1/2	0	-1/2	-1/2		+1	+1/2	0	0	0	A						69	
4	166	PENALTY			C															
		CONTENT	0	+1/2	+1/2	+1/2		-1	-1/2	-1/2	+1/2	-1/2							67 1/2	
5	45	PENALTY																		
		CONTENT	+1	+1/2	+1/2	+1/2		-1	-1/2	0	+1/2	0		R					68 1/2	
6	43	PENALTY																		
		CONTENT	+1/2	0	+1	0	-1/2	+1	0	0	0	0							72 1/2	
7	231	PENALTY	P		A	AP														
		CONTENT	-1		-1	-1/2													DQ	
8	222	PENALTY																		
		CONTENT	1																0 A	
9	7	PENALTY	P																	
		CONTENT	-1/2	-1/2	-1/2	+1/2	-1/2	0											65	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Felding Rogers HSW
Printed from HSW



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Lubbock - Versatility

CLASS: #19 - SHTX OWCH - Open Working
Cow

DATE: 04/06/2019

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:

- J - 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 shaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- A - Abuse
- B - Lameriness
- 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 TURNS (Form & Ousily)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL		
		L	R	L	R	TRACK & RATE	STOP & HOLD														
		Tie-Breaker	5	6	2	3	8	9	10	11	1	4	7								
10	233	PENALTY			E																
		CONTENT	0	-1/2	0	-1/2	-1/2	0			-1/2	0	-1/2	A							64 1/2
11	107	PENALTY	P																		
		CONTENT	-1	-1	-1/2	-1/2			-1	0	-1	0	-1		R						60
12	181	PENALTY	P		A	P	P														
		CONTENT	-1/2	-1	-1	-1	-1	-1/2			-1	+1/2	-1								57 1/2
13	95	PENALTY			E																
		CONTENT	0	0		+1/2	0		-1/2	-1	-1	+1/2	0	A		A					59 1/2 R
14	257	PENALTY			A																
		CONTENT	+1/2	0	+1	-1	+1/2		+1	-1/2	0	0	0	A		R					62 1/2
15	106	PENALTY	P		LLA AA+LA	LLA	P														
		CONTENT	-1	-1/2	-1	-1	-1	-1/2			-1/2	0	-1/2		A						44
16	113	PENALTY			C	LA															
		CONTENT	0	-1/2	+1/2	-1			+1/2	0	-1/2	0	-1/2		R						62 1/2
17	87	PENALTY	P																		
		CONTENT	-1/2	0	0	-1/2	-1/2	-1			-1	0	-1/2								64

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Judith Rogers
Printed from HSW



SHOW: Lubbock - Versatility

CLASS: #19 - SHTX OWCH - Open Working
Cow

DATE: 04/06/2019

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-bridged (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 over 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					
		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 TURNS (Form & Usability)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL				
L	R	L	R	TRACK & RATE	STOP & HOLD																		
		Tie-Breaker	5	6	2	3	8	9	10	11	1	4	7										
18	42	PENALTY																					
		CONTENT	-1/2	+1/2	+1/2	+1/2			+1/2	0	0	0	0								71 1/2		
19	236	PENALTY			C																		
		CONTENT	-1/2	-1	00	-1	0	-1			-1	0	-1	AA							59 1/2		
20	185	PENALTY				P																	
		CONTENT	0	-1/2	+1	+1/2			+1	+1	0	+1/2	-1/2								72		
21	239	PENALTY			C																		
		CONTENT	0	+1/2	+1/2	+1/2			0	0	0	0	0		R						67 1/2		
22	194	PENALTY																					
		CONTENT	+1/2	+1/2	+1	+1			+1	+1	+1/2	+1/2	+1/2								76 1/2		
23	186	PENALTY			LLLA TL	A																	
		CONTENT	-1/2	-1	-1	-1			-1/2	-1/2	-1/2	0	-1/2	A							51 1/2 R		
24	103	PENALTY	SEPARATE																				
		CONTENT	SEPARATE																				
25	70	PENALTY			AA																		
		CONTENT	+1	-1/2	-10	-1/2			0	+1/2	0	0	0		R						64 1/2		

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Judith Lopez KAL
Printed from HSW



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Lubbock - Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 04/06/2019

- 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-bridged (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:**
 J - 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
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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 TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL					
		L	R	L	R	TRACK & RATE	STOP & HOLD																		
		Tie-Breaker																							
26	193	PENALTY																							
		CONTENT	+1/2	0	-1/2	0				0	-1	0	0	0											69
		PENALTY																							
		CONTENT																							
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		CONTENT																							
		PENALTY																							
		CONTENT																							

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Judith Rojen*
 Printed from HSW