

SHOW: Hamilton-Versatility
CLASS: #10 - SHTX OPLS - Open Pleasure
DATE: 09/09/2017

VERSATILITY RANCH HORSE - RANCH RIDING

- 1 Point Penalties:**
- Over-bridled per maneuver
 - Out of frame per maneuver
 - Too slow per maneuver
 - Gapping mouth
 - Break of gait at Walk or 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
- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
 - Use of two hands (except in snaffle bit or hackamore) per maneuver
 - More than one finger between split reins or any fingers between romal reins per maneuver
 - 1st or 2nd cumulative refusal
- Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Breaking pattern
 - Leaving arena before pattern is complete
 - Repeated blatant disobedience
- DQ:**
- Lameness
 - Abuse
 - Illegal equipment
 - Disrespect or misconduct
 - Improper western attire
 - Fall of horse/rider

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 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		9	8	2	6	4	7	5	1	10	3			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back			
1	152	PENALTY												
		CONTENT	0	+1/2	+1	0	+1/2	0	+1/2	+1	+1			75 1/2
2	77	PENALTY												
		CONTENT	0	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2		73
3	187	PENALTY												
		CONTENT	0	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2		73
4	350	PENALTY												
		CONTENT	0	0	+1/2	0	0	0	0	-1/2	-1/2	0		69 1/2
5	238	PENALTY												
		CONTENT	-1/2	0	-1/2	0	-1/2	0	-1/2	-1/2	-1	0		66 1/2
6	266	PENALTY												
		CONTENT	0	0	+1/2	0	+1/2	0	0	+1/2	+1/2	0		72
7	188	PENALTY												
		CONTENT	0	0	-1/2	0	-1	0	0	0	0	0		68 1/2
8	174	PENALTY												
		CONTENT	0	0	+1/2	-1/2	0	0	0	0	-1/2	-1/2		69

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

HW

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bridled per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gapping mouth
- Break of gait at Walk or 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

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 1st or 2nd cumulative refusal

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DO:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

MANEUVER SCORES

Each horse/rider team is scored between 1-100 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	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP				
		Tie-Breaker	9	8	2	6	4	7	5	1	10				3			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back							
9	370																	
PENALTY																		
CONTENT		0	0	+1/2	0	+1/2	-1/2	+1/2	0	+1/2	0							71 1/2
10	191																	
PENALTY																		
CONTENT		0	0	+1/2	0	+1	0	+1/2	+1/2	+1/2	+1/2							73 1/2
11	172																	
PENALTY																		
CONTENT		0	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	0							72 1/2
12	334																	
PENALTY																		
CONTENT		0	0	+1/2	0	+1	0	+1/2	+1/2	+1/2	+1/2							73 1/2
13	328																	
PENALTY																		
CONTENT		0	+1/2	+1/2	+1	+1/2	0	+1	+1/2	+1/2	0							74 1/2
14	315																	
PENALTY																		
CONTENT		0	0	0	0	0	0	0	+1/2	+1/2	+1/2							71 1/2
15	173																	
PENALTY																		
CONTENT		0	+1/2	+1	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2							74 1/2
16	342																	
PENALTY																		
CONTENT		0	0	0	0	-1/2	0	0	0	-1/2	-1/2							68 1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Big Steve

SHOW: Hamilton-Versatility
CLASS: #10 - SHTX OPLS - Open Pleasure
DATE: 09/09/2017

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bridled per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gapping mouth
- Break of gait at Walk or 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

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 1st or 2nd cumulative refusal

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DO:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP		
		Each horse/rider team is scored between 1-100 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		9	8	7	6	5	4	3	2	1	0					
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back					
17	200															
		PENALTY														
		CONTENT	0	0	1/2	1/2	+1	0	1/2	1/2	1/2	1/2				74
	160	PENALTY														
		CONTENT	0	0	1/2	0	0	0	1/2	1/2	0	1/2				72
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Day Thule*

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

- 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 step on dismount or ground tie except shifting to balance
- Split pole at lope

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
- 2-3 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 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 gage
- 4 or more steps on dismount or ground tie

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

OBSTACLE SCORES

Each horse/rider team is scored between 1-100 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										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker		4	9	2	10	1	6	5	7	8	3				
Obstacle Description		Trot Sawtooth	Walk Bridge	Trot Logs	Ext Trot	Lope Chute	Back Chute	SP R	RH Gate	Trot	Fig 8				
1	260	PENALTY		-1		-3					OP				
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	0	+1/2	4	69 1/2	OP
2	200	PENALTY					0								
		CONTENT	+1/2	+1/2	+1	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1	1	74 1/2	
3	334	PENALTY	-5												
		CONTENT	-1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	5	69	
4	315	PENALTY													
		CONTENT	0	0	+1/2	+1/2	-1/2	0	+1/2	+1/2	+1/2	+1/2		72 1/2	
5	266	PENALTY			-1		-1	OP							
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1	OP	0	0	+1/2	+1	2	72 1/2	OP
6	187	PENALTY													
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	1	74	
7	152	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1/2	+1	+1/2	+1	+1	+1	+1		78	
8	77	PENALTY													
		CONTENT	+1/2	0	+1	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	2	74	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Stacy*

SHOW: Hamilton-Versatility

CLASS:#13 - SHTX OTRL - Open Trail

DATE: 09/09/2017

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

- 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 step on dismount or ground tie except shifting to balance
- Split pole at lope

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
- 2-3 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 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
- 4 or more steps on dismount or ground tie

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

OBSTACLE SCORES

Each rider/team is scored between 1-100 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										PENALTY TOTAL	SCORE	OP
			1	2	3	4	5	6	7	8	9	10			
Tie-Breaker			Trot Serpentine	Walk Bridge	Trot Logs	Ext Trot	Lope Chute	Back Chute	SPR	RH Gate	Trot	Fig 8			
9	174	✓ PENALTY			-1								1	72 1/2	
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	0	+1/2	+1/2	+1/2			
10	328	✓ PENALTY												70	
		CONTENT	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2			
11	350	✓ PENALTY					-1						1	68 1/2	
		CONTENT	0	0	0	0	-1/2	0	0	0	0	0			
12	238	✓ PENALTY			-1					-1			2	69	
		CONTENT	+1/2	+1/2	0	0	0	+1/2	-1/2	+1/2	+1/2	-1			
13	225	✓ PENALTY						-1		-1			2	66 1/2	
		CONTENT	-1/2	0	0	0	0	-1/2	-1/2	0	0	0			
14	173	✓ PENALTY												74	
		CONTENT	+1/2	-1/2	+1/2	+1/2	0	0	+1/2	+1	+1/2	+1			
15	370	✓ PENALTY												77 1/2	
		CONTENT	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2	+1	+1	+1			
16	342	✓ PENALTY					-1						1	70	
		CONTENT	+1/2	0	+1/2	0	0	-1/2	0	0	0	+1/2			

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Str Cup*

VERSATILITY RANCH HORSE - TRAIL

SHOW: Hamilton-Versatility

CLASS:#13 - SHTX OTRL - Open Trail

DATE: 09/09/2017

1 Point Penalties:

- 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 step on dismount or ground tie except shifting to balance
- Split pole at lope

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
- 2-3 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
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- 1st or 2nd cumulative refusal
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- 4 or more steps on dismount or ground tie

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

DO:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Obstacle Description		Trot Sawtooth	Walk Bridge	Trot Logs	Ext Trot	Lope Chute	Back Chute	SP R	RH Gate	Trot	Fig 8					
17	166	PENALTY														
		CONTENT	0	0	0	0	+1/2	+1/2	0	0	0	-1/2			70 1/2	
18	191	PENALTY			-1		-1									
		CONTENT	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2		2	72	
19	188	PENALTY	-1													
		CONTENT	DP -1/2	0	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2		1	(70) OP	
20	160	PENALTY														
		CONTENT	0	0	+1/2	0	0	0	+1/2	0	+1/2	+1/2			72	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

John Coy

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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per 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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team is scored between 1-100 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		6	7	1	2	3	4	5								
Maneuver Description		2 Circles Left Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back								
1	260	PENALTY		2	OP									2	65.5	OP
		CONTENT	0	0	-1/2	0	-1/2	-1	-1/2							
2	315	PENALTY			1/2									1/2	72	
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2							
3	295	PENALTY													74	
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2							
4	238	PENALTY			1/2									1/2	67.5	
		CONTENT	-1	-1	0	0	0	0	0							
5	187	PENALTY													72.5	
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	0	+1/2							
6	152	PENALTY													73.5	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2						
7	173	PENALTY													72.5	
		CONTENT	0	+1/2	0	+1/2	+1/2	+1/2	+1/2							
8	370	PENALTY													72	
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	0							

JUDGE'S NAME (PRINTED):

TRIGL

JUDGE'S SIGNATURE:

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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per 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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

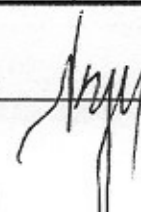
- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 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		2 Circles Left Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back						
9	266	PENALTY												
		CONTENT	0	0	+1/2	0	0	-1/2	0				70	
10	191	PENALTY												
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2				72.5	
11	147	PENALTY												
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1	+1/2				73.5	
12	174	PENALTY												
		CONTENT	0	0	0	0	+1/2	+1/2	0				71	
13	200	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				73.5	
14	188	PENALTY						1/2					1/2	
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	+1/2				73	
15	296	PENALTY												
		CONTENT	0	0	+1/2	+1/2	+1/2	0	0				71.5	
16	334	PENALTY				1/2							1/2	
		CONTENT	0	0	0	+1/2	0	0	+1/2				70.5	

JUDGE'S NAME (PRINTED):

TRIGH

JUDGE'S SIGNATURE:



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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per 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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 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												
		Maneuver Description												
		2 Circles Left Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back						
17	172	PENALTY	1											
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1/2			1	71	
18	328	PENALTY	1											
		CONTENT	0	0	-1/2	0	-1/2	-1/2	-1/2			1	67	
19	77	PENALTY												
		CONTENT	0	0	+1/2	+1	0	+1	+1/2				73	
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

T. Rigby

JUDGE'S SIGNATURE:

SHOW: Hamilton-Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 09/09/2017

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
S - Slipping rein
T - Failure to drive cow past middle marker on first turn

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
C - Failure to catch

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

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
H - Use of two hands (except in snaffle bit or hackamore) per maneuver
M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

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

A - Turning tail
E - Repeated blatant disobedience
H - Leaving arena before run is complete
I - Illegal catch at end of run
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

DQ:
A - Abuse
B - Lameness
G - Illegal equipment
N - Improper western attire
D - Disrespect or misconduct
F - Fall of horse/rider

W/O	#	RUN CONTENT										PENALTIES				SCORE	OP
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points -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	TOTAL		
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY						
				L	R	L	R	TRACK & RATE	STOP & HOLD								
Tie-Breaker				1	2					3	5	4					
1	174	PENALTY															
		CONTENT	0	0	+1/2	-1/2				+1/2	+1/2	0	0	0		∅	71
2	315	PENALTY															
		CONTENT	+1/2	+1/2	+1	0			0	+0	0	+1/2	+1/2			∅	73
3	188	PENALTY			C.												
		CONTENT	0	-1/2	0	0			+1/2	-1/2	-1/2	0	-1/2			-1	67 1/2
4	339	PENALTY			A.												
		CONTENT	-1/2	-1/2	-1/2	0	+1/2	-1/2			-1/2	0	-1/2			-1	65 1/2
5	296	PENALTY															
		CONTENT	0	0	0	+1/2	+1/2	0			0	0	0			∅	71 (OP)
6	200	PENALTY															
		CONTENT	+1/2	+1/2	0	+1/2			+1/2	+1/2	+1/2	+1/2	+1/2			∅	74
7	370	PENALTY															
		CONTENT	+1/2	+1/2	+1	0			0	0	0	0	0	C		-2	70
8	266	PENALTY			A												
		CONTENT	0		0	0	-1/2	-1			-1	0	0			-1	66 1/2

JUDGE'S NAME (PRINTED): Bobby Hunt

JUDGE'S SIGNATURE: *[Signature]*

SHOW: Hamilton-Versatility
 CLASS: #19 - SHTX OWCH - Open Working Cow
 DATE: 09/09/2017

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
 S - Slipping rein
 T - Failure to drive cow past middle marker on first turn
- 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
 C - Failure to catch

- 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
- 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
 H - Use of two hands (except in snaffle bit or hackamore) per maneuver
 M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

- Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- A - Turning tail
 E - Repeated blatant disobedience
 H - Leaving arena before run is complete
 I - Illegal catch at end of run
 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
- DQ:**
 A - Abuse
 B - Lameness
 G - Illegal equipment
 N - Improper western attire
 D - Disrespect or misconduct
 F - Fall of horse/rider

W/O	#	PENALTY	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	TOTAL		
					L	R	L	R	TRACK & RATE	STOP & HOLD									
Each horse/rider team is scored between 1-100 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																	
9	147	PENALTY																	
		CONTENT	+1/2	+1/2	+1	+1	0	0									73	OP	
10	152	PENALTY																	
		CONTENT	+1/2	0	-1/2	0			0	-1/2	0	-1/2	-1/2				68 1/2		
11	173	PENALTY																	
		CONTENT	0	0	0	0			0	0	0	0	0				70		
12	77	PENALTY																	
		CONTENT	0	-1/2	-1/2	-1/2			-1/2	0	0	0	0	A			-2	66 1/2	
13	295	PENALTY																	
		CONTENT	0	0	-1/2	0	0	0			0	0	0	A			-2	67 1/2	OP
14	187	PENALTY																	
		CONTENT	+1/2	+1/2	+1	+1			+1/2	+1/2	+1/2	0	+1/2				75		
15	191	PENALTY																	
		CONTENT	0	+1/2	+1/2	+1/2			0	0	0	0	0	C			-2	69 1/2	
16	201	PENALTY			A														
		CONTENT	0	-1/2	-1/2	-1/2	0	0			0	0	0				-1	67 1/2	OP

JUDGE'S NAME (PRINTED): Bobby Hurt

JUDGE'S SIGNATURE: *[Signature]*

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Hamilton-Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 09/09/2017

- 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
S - Slipping rein
T - Failure to drive cow past middle marker on first turn
- 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
C - Failure to catch

- 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
- 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
H - Use of two hands (except in snaffle bit or hackamore) per maneuver
M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
A - Turning tail
E - Repeated blatant disobedience
H - Leaving arena before run is complete
I - Illegal catch at end of run
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
- DQ:**
A - Abuse
B - Lameness
G - Illegal equipment
N - Improper western attire
D - Disrespect or misconduct
F - Fall of horse/rider

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	TOTAL			
				L	R	L	R	TRACK & RATE	STOP & HOLD										
Each horse/rider team is scored between 1-100 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																	
17	172	PENALTY																	
		CONTENT	0	0	0	0	-1/2	0			0	0	0				69 1/2	OP	
18	238	PENALTY			A	A													
		CONTENT	0	-1	-1	-1	-1	-1/2			-1/2	-1/2	-1/2				-2	62	
19	328	PENALTY																	
		CONTENT	-1	-1	-1	-1/2	-1/2	-1/2			-1/2	0	-1	AA			-4	60	OP AC
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): Bobby Hunt

JUDGE'S SIGNATURE: [Signature]