



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Belton - Versatility
CLASS:	#298 HTX YPLS - Youth Pleasure
DATE:	03/07/2019

- 1 Point Penalties:**
- Over-bridled (per maneuver)
 - Out of frame (per maneuver)
 - Too slow (per maneuver)
 - Break of gait at walk
 - Trot for two (2) strides or less
- 3 Point Penalties:**
- Wrong lead or out of lead
 - Draped reins
 - Break of gait at lope
 - Break of gait at walk or trot for more than two (2) strides
 - Out of lead or cross-cantering more than two strides when changing leads
 - Trotting more than three strides when making a simple lead change
- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise

- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- Off-Pattern (OP): Cannot place above others who complete pattern correctly:**
- Breaking pattern
 - Leaving arena before pattern is complete
 - Repeated blatant disobedience
 - Use of two hands (except in snaffle bit or hackamore)
 - More than one finger between split reins or any fingers between round 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		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
1	27	PENALTY	30P	30P										6	59
		CONTENT	0	-1	-1	-1	-1/2	0	0	-1/2	-1/2	-1/2			
2	3	PENALTY						1						1	74
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	-1	+1	+1	+1	+1/2			
3	2	PENALTY						OP							72
		CONTENT	0	+1/2	+1/2	0	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2			
4	73	PENALTY													73
		CONTENT	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0	+1/2			
5	92	PENALTY													73
		CONTENT	0	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2			
6	93	PENALTY													70 1/2
		CONTENT	-1/2	0	0	0	0	0	0	+1/2	+1/2	0			
7	136	PENALTY		3	3					3				9	57
		CONTENT	0	-1	-1	0	+1/2	-1/2	-1/2	-1	0	-1/2			
8	50	PENALTY													6 1/2
		CONTENT	0	0	-1/2	-1/2	+1/2	-1/2	-1/2	-1/2	-1/2	0			

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Dick Steele*



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Belton - Versatility
CLASS:	#80 - SHTX YPLS - Youth Pleasure
DATE:	06/01/2019

<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 inhibit fairplay 	<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 roman reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		<small>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, -3/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent</small>													
Tie-Breaker		10	6	1	8	3	9	7	2	4	5				
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
9	102	PENALTY			1										
		CONTENT	0	+1/2	-1/2	0	0	0	0	0	-1/2		1	68 1/2	
10	135	PENALTY	3					30P	30P	AP			9	54	*3
		CONTENT	0	-1	-1	-1/2	-1/2	-1/2	-1	-1	-1	-1/2			
11	133	PENALTY													
		CONTENT	0	+1/2	0	0	0	0	+1/2	+1/2	+1/2	+1/2		72 1/2	
12	80	PENALTY													
		CONTENT	0	0	+1/2	0	+1/2	0	0	+1/2	0	-1/2		71	
13	116	PENALTY			1										
		CONTENT	0	+1/2	-1	-1/2	-1	+1/2	0	0	0	+1/2	1	68	
14	192	PENALTY													
		CONTENT	0	+1/2	+1	+1/2	+1	+1/2	+1/2	+1	+1	+1		77	
15	94	PENALTY		6P	1										
		CONTENT	0	-1/2	-1	0	-1	-1/2	0	-1/2	0	0	1	64 1/2	
16	137	PENALTY													
		CONTENT	0	0	-1/2	-1/2	-1	-1/2	-1/2	-1	-1	0		65	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Sig Steele*



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Belton - Versatility
CLASS:	#80 - SHTX YPLS - Youth Pleasure
DATE:	06/01/2019

- 1 Point Penalties:**
- Over-bridled (per maneuver)
 - Out of frame (per maneuver)
 - Too slow (per maneuver)
 - Break of gait at walk
 - Trot for two (2) strides or less
- 3 Point Penalties:**
- Wrong lead or out of lead
 - Draped reins
 - Break of gait at lope
 - Break of gait at walk or trot for more than two (2) strides
 - Out of lead or cross-cantering more than two strides when changing leads
 - Trotting more than three strides when making a simple lead change
- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise

- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- Off-Pattern (OP): Cannot place above others who complete pattern correctly:**
- Breaking pattern
 - Leaving arena before pattern is complete
 - Repeated blatant disobedience
 - Use of two hands (except in snaffle bit or hackamore)
 - More than one finger between split reins or any finger(s) 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

MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		10	6	1	8	3	9	7	2	4	5				
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & back				
17	81														67
18	5													1	63
19	101														72 1/2
20	172														71 1/2
21	10														74 1/2
22	19													3	69
23	138													1	64
24	134													1	67

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Doug Steele*



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Belton - Versatility
CLASS:	#80 - SHTX YPLS - Youth Pleasure
DATE:	06/01/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridged (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 irritate leaspriase 	<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 hackamora) - More than one finger between split joints or any finger's between romal reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/ rider - Improper western attire - Leaving arena before pattern is complete
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W/O		#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																	
Tie-Breaker			10	6	1	8	3	9	7	2	4	5					
Maneuver Description			Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
PENALTY																	
CONTENT																	
25		72	0	+1/2	+1	+1	+1/2	+1/2	+1/2	+1	+1	0				76	
26		49	0	0	0	-1/2	-1/2	-1	0	0	-1/2	+1/2				68	
27		14	0	0	-1	-1/2	-1	-1/2	0	-1	(OP) -1/2	-1/2				(64) (OP)	
28		161	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0				73	
29		129	0	3	1	-1/2	0	0	-1	-1	0	+1/2			7	59	
30		15	0	0	+1/2	0	+1/2	0	0	+1/2	0	0				71 1/2	
31		88	0	+1/2	+1/2	0	0	0	0	0	-1	0				70	
32		44	0	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0	0				73 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Bill Steele*



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Belton - Versatility
CLASS:	#80 - SHTX YPLS - Youth Pleasure
DATE:	06/01/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridded (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Trot for two (2) strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to irritate fear-prone 	<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 roman reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Larceny - Disrespect or misconduct - Illegal equipment - Fat 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/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			10	6	1	8	3	9	7	2	4	5					
Maneuver Description			Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
33	130	PENALTY															
		CONTENT	0	(OP)	-1	-1	0	-1	(OP)	(OP)	-1	-1					(62) x-
34	30	PENALTY															
		CONTENT	0	+1/2	+1/2	+1/2	-1	-1	+1/2	+1/2	+1	+1/2					72
35	9	PENALTY															
		CONTENT	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1	+1/2					74 1/2
36	37	PENALTY															
		CONTENT	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0	0	0					73 1/2
37	97	PENALTY															
		CONTENT	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1	+1					76
38	104	PENALTY						1									
		CONTENT	0	-1/2	-1/2	0	0	-1	-1/2	-1	-1/2	0				1	65
39	87	PENALTY															
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2					75
40	145	PENALTY										1					
		CONTENT	0	+1/2	+1	+1/2	+1/2	+1/2	+1	+1/2	-1/2	0				1	73

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Sig Stue*



SHOW:	Belton - Versatility
CLASS:	#80 - SHTX YPLS - Youth Pleasure
DATE:	06/01/2019

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/prise 	<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 - Fat of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		<small>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</small>														
Tie-Breaker		10	6	1	8	3	4	7	2	4	5					
Maneuver Description		Walk	Lope	Exit Trot	Trot	Stop & Reverse	Trot	Lope	Exit Lope	Exit Walk	Stop & Back					
41	163	PENALTY														
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0				73 1/2
42	139	PENALTY														
		CONTENT	0	0	0	-1/2	0	0	-1/2	-1/2	0	0				68 1/2
43	143	PENALTY							(OP)	(OP)						
		CONTENT	0	0	0	0	0	0	-1	-1	0	0				68 X
44	8	PENALTY				(OP)										
		CONTENT	0	0	-1/2	-1	0	0	0	-1/2	0	-1				67 X
45	230	PENALTY														
		CONTENT	0	+1	+1	+1/2	+1	+1/2	+1	+1	+1	+1				78
46	117	PENALTY														
		CONTENT	0	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2	+1/2	0				66 1/2
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Bill Stule*



SHOW: Belton - Versatility

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 06/01/2019

VERSATILITY RANCH HORSE - TRAIL

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
- Slipping over or falling 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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Vary 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 logs	Walk Logs	Ex T, W Mail	SP	Back Chute	lope Logs RL	Bridge	Gate							
1	116	PENALTY -1 1/2 CONTENT +1/2 69.2	1/2 70	1/2 69.5	0 69.5	1/2 70	+1 71	3/2 70.5	0				1 1/2	66		
2	3	PENALTY 1 1/2 CONTENT -1 69	1/2 69	0 69	-1/2 69 1/2	-1 67 1/2	0 67.5	0	0				3 1/2	64		
3	104	PENALTY 3 CONTENT -1 69	-1/2 69	0 69	+1/2 69	-1 67 1/2	1 67 1/2	-1/2 67.5	+1/2 67.5				7 1/2	58	OP X2	
4	172	PENALTY 1/2 CONTENT +1 71	+1/2 71.5	+1/2 72	0 72	+1/2 72.5	+1/2 72.5	-1/2 72.5	+1/2 73				2.5	70.5		
5	10	PENALTY 1/2 CONTENT +1 71	+1 72	+1 73	+1/2 73.5	0 73	-1/2 72.5	+1/2 73	+1/2 73.5				1.5	72 1/2		
6	94	PENALTY 1 1/2 CONTENT -1/2 70	+1/2 70	0 70.5	+1/2 70.5	0 70.5	0 70.5	+1/2 71	-1/2 70.5				4	66.5		
7	14	PENALTY 1 CONTENT -1/2 68	5 1/2 68	1 68	1 68	0 68	+1/2 68	-1 68	-1/2 68				16 1/2	48	OP X2	
8	19	PENALTY 1/2 CONTENT +1 72	1/2 72	+1 72	+1 73	-1/2 73	+1 73.5	+1/2 74	+1 74				2.5	72.5		

JUDGE'S NAME (PRINTED): Sarah W. Weumann

JUDGE'S SIGNATURE: Sarah W. Weumann



SHOW: Belton - Versatility

CLASS:#83 - SHTX YTRL - Youth Trail

DATE: 06/01/2019

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridged (per maneuver) - Out of frame (per maneuver) - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle - Incorrect or break of gait at walk or trot for two strides or less - Both front or hind feet in a single-stride space at a walk or trot - Skipping over or failing to step into required space - Incorrect number of strides, if specified - One or two steps on mount/dismount on/or ground tie (except shifting to balance) - Split log in lops over <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lops - Break of gait at walk or trot for more than two (2) strides - Three to four steps on mount/dismount on ground tie 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Bizarre 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 bizarre 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/rider - 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	
		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 Vary Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		Tie-Breaker	3	5	7	1	2	4	6	8						
		Obstacle Description	Trot logs	Walk Logs	Ex T, W Mail	SP	Back Chute/lope	Logs RL	Bridge	Gate						
9	92	PENALTY		1/2			1-1	1-								
		CONTENT	+1/2	0	0	+1/2	0	0	+1/2	0				3 1/2	68	
10	80	PENALTY	1/2			1	5	3								
		CONTENT	0	0	0	0	-1	-1 1/2	0	+1/2				9 1/2	58 1/2	
11	139	PENALTY						1-	1-							
		CONTENT	+1/2	0	+1/2	-1/2	0	-1	-1/2	-1/2				2	66 1/2	
12	50	PENALTY	1/2		1	1	1 1/2									
		CONTENT	0	+1/2	-1	-1/2	-1/2	+1/2	-1/2	0				4	64 1/2	
13	93	PENALTY		1/2		1/2	1-3/4	1-3								
		CONTENT	+1/2	0	+1/2	0	-1	-1	+1/2	0				10	59 1/2	
14	27	PENALTY				1-3		3								
		CONTENT	+1/2	+1/2	-1 1/2	-1 1/2	+1/2	+1/2	+1/2	+1/2				7	61	
15	81	PENALTY				1-1/2	3-4	1-1								
		CONTENT	+1/2	+1/2	0	-1	-1	-1	-1/2	-1/2				10 1/2	56 1/2	
16	145	PENALTY					1-1	3								
		CONTENT	+1/2	+1/2	0	0	-1/2	-1	-1/2	+1/2				6	63 1/2	

JUDGE'S NAME (PRINTED): Sharon Wellmann

JUDGE'S SIGNATURE: Sharon Wellmann



VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 06/01/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridged (per maneuver) - Out of frame (per maneuver) - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle - Incorrect or break of gait at walk or trot for two strides or less - Both front or hind feet in a single-stride space at a walk or trot - 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 <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/punish - 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 roman 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		
		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 Vary Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
		Tie-Breaker	3	5	7	1	2	4	6	8							
		Obstacle Description	Trot logs	Walk Logs	Ex T, W Mail	SP	Back Chute	lope Logs	RL	Bridge	Gate						
17	73	PENALTY	1/2											1/2	73 1/2		
		CONTENT	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2							
			70 1/2		72 1/2		73	73 1/2	74								
18	97	PENALTY					1							1	73 1/2		
		CONTENT	+1/2	0	+1	+1/2	0	+1	+1/2	+1							
			71 1/2		72		73		74								
19	163	PENALTY	1/2				1/2							1	71 1/2		
		CONTENT	0	+1/2	0	+1	0	+1/2	0	+1/2							
			71 1/2		71		71 1/2	72									
20	134	PENALTY	1/2			5-1-1	1-1							9 1/2	57 1/2		
		CONTENT	0	+1/2	0	+1/2	-1	-1/2	0	-1/2							
			73 1/2			68	67.5		67								
21	88	PENALTY		1				3						4	70		
		CONTENT	+1/2	+1/2	+1	+1	+1	-1	+1/2	+1/2							
			71	72	73	74	73	73 1/2	74								
22	192	PENALTY	1 1/2	1/2										2	71		
		CONTENT	-1/2	0	+1	+1	1 1/2	1 1/2	+1/2	0							
			72 1/2		71 1/2	72	72 1/2	73									
23	129	PENALTY	1-1-1/2	1-1/2				1	1/2					11	57	OP x 2	
		CONTENT	-1/2	0	-1/2	0	+1/2	-1/2	-1	0							
			69 1/2		69	68	67 1/2		68 1/2								
24	133	PENALTY						3						3	70 1/2		
		CONTENT	+1/2	+1	+1	+1/2	+1/2	-1	1/2	+1/2							
			72 1/2		73	73 1/2	72 1/2	73	72 1/2								

JUDGE'S NAME (PRINTED) Sharon Wellmann

JUDGE'S SIGNATURE: Sharon Wellmann



SHOW: Belton - Versatility

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 06/01/2019

VERSATILITY RANCH HORSE - TRAIL

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 ditch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gale
- 5 or more steps on mount/dismount or ground tie

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

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

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		3	5	7	1	2	4	6	8								
Obstacle Description		Trot logs	Walk Logs	Ex T, W Mail	SP	Back Chute	Log	Logs RL	Bridge	Gale							
25	137	PENALTY 5		2	1	1	3	5	1				17	46			
		CONTENT -1	0	-1	-1	-1/2	-1	-1	-1 1/2								
				68	67	66 1/2	65 1/2	64 1/2	63								
26	103	PENALTY	SECRET														
		CONTENT															
27	135	PENALTY					5	1	1				9	56 1/2			
		CONTENT +1/2	+1/2	-1/2	-1/2	-1/2	-1	-1/2	-1 1/2								
						70		67	65 1/2								
28	101	PENALTY 1 1/2		1	1/2								3	68 1/2			
		CONTENT -1/2	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2								
				69	69 1/2	70	70 1/2	71	71 1/2								
29	9	PENALTY		1/2	1	3							7 1/2	63			
		CONTENT +1/2	+1	0	-1	-1	+1/2	+1/2									
			71 1/2	70 1/2	69 1/2	70	69 1/2										
30	143	PENALTY			1	1	1						6	63 1/2			
		CONTENT 0	+1/2	+1/2	0	-1	-1/2	0	0								
			71	70	69 1/2												
31	102	PENALTY				1/2	1	1					3 1/2	67			
		CONTENT 0	+1/2	-1/2	0	-1	+1	1 1/2	0								
			70	69	70	70 1/2											
32	2	PENALTY			1	1							5	65 1/2			
		CONTENT 0	+1/2	0	-1/2	+1/2	-1/2	0	+1/2								
					70	70	70 1/2										

JUDGE'S NAME (PRINTED):

Sharon Wellmann

JUDGE'S SIGNATURE:

Sharon Wellmann *SW*



SHOW: Belton - Versatility

CLASS:#83 - SHTX YTRL - Youth Trail

DATE: 06/01/2019

VERSATILITY RANCH HORSE - TRAIL

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 falling 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 normal 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		3	5	7	1	2	4	6	8								
Obstacle Description		Trot logs	Walk Logs	Ex T, W Mail	SP	Back Chute/lope	Logs RL	Bridge	Gate								
33	136	PENALTY 1/1-1	1/2		1-	1								7	59		
		CONTENT -1	0	0	-1	-1/2	0	-1	-1/2								
			69		68	67 1/2		66 1/2	66								
34	5	PENALTY	5		1-1	1/2-1	1/2-1							19	46	OP ²	
		CONTENT 0	-1	-1/2	-1/2	-1	-1	1/2	-1/2								
			69 1/2	65	67		65 1/2	65									
35	230	PENALTY	1/2	3		1								4 1/2	67 1/2		
		CONTENT +1/2	+1/2	-1	+1/2	-1/2	+1	+1/2	+1/2								
			71	70	70 1/2		71	71 1/2	72								
36	72	PENALTY 1/2	1 1/2		1-1	1 1/2	3							8 1/2	60		
		CONTENT 0	-1	+1/2	-1/2	0	-1	0	+1/2								
			69	69 1/2	70		69	69 1/2									
37	44	PENALTY					3-1							4	69 1/2		
		CONTENT +1	+1/2	+1/2	+1/2	+1	-1	+1/2	+1/2								
			71 1/2	72	72 1/2	73 1/2		73	73 1/2								
38	138	PENALTY 1/2-1	1 1/2				3-1		1-					8	58		
		CONTENT -1/2	-1/2	-1/2	-1/2	0	-1	-1	0								
			67		68		67	66									
39	15	PENALTY	1/2				3							3 1/2	70		
		CONTENT +1/2	+1/2	+1	+1/2	+1	-1	+1/2	+1/2								
			72 1/2		72 1/2	73	73 1/2										
40	8	PENALTY 1	1/2-1/2				3		1						58 1/2		
		CONTENT -1/2	-1/2	0	-1/2	0	-1 1/2	-1/2	-1								
			69	67 1/2			65 1/2	64 1/2									

JUDGE'S NAME (PRINTED): Sparon Weumann

JUDGE'S SIGNATURE: Shawn Weumann



VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility

CLASS:#83 - SHTX YTRL - Youth Trail

DATE: 06/01/2019

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 Penalty:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 5 or more steps on mount/dismount or ground tie

10 Point Penalty:

- Unnatural Ranch Horse Appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins

Disqualification (DQ):

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
Tie-Breaker		1	2	3	4	5	6	7	8	9	10							
Obstacle Description		Trot logs	Walk Logs	Ex T, W Mail	SP	Back Chute	Lope Logs RL	Bridge	Gate									
41	87	PENALTY	1/4												2	70 1/2		
		CONTENT	-1	+1/2	+1/2	+1/2	+1/2	+1	0	+1/2								
			70			72			72 1/2									
42	37	PENALTY	1/2	1/2		1	1 1/2								3 1/2	68 1/2		
		CONTENT	0	0	+1/2	0	0	1 1/2	+1/2	+1/2								
			70 1/2			72			71 1/2									
43	30	PENALTY	1-1				3	3							8	61	GP 1/2	
		CONTENT	-1/2	+1/2	+1/2	+1/2	+1 1/2	-1 1/2	-1	0								
			70 1/2			71 1/2			69									
44	130	PENALTY	3-1	3-1	3											51	OP 2-1/2 AUSA Shores	
		CONTENT	-1 1/2	-1	0	-1	-1 1/2	-1 1/2	+1 1/2	-1 1/2	-1 1/2							
			66 1/2			71 1/2			69									
45	161	PENALTY	1/2			5-1-1-3	1-1-5-5	1							24	43		
		CONTENT	0	0	+1/2	-1 1/2	-1 1/2	-1/2	0	0								
			69		69 1/2			66 1/2		66								
46	49	PENALTY				1 1/2	1-3								1 1/2	60		
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	-1	+1/2	+1/2								
			71		72			71 1/2		70 1/2		70		69 1/2				

JUDGE'S NAME (PRINTED): Sitaraon Wellmann

JUDGE'S SIGNATURE: Shawn Wellmann



SHOW: Belton - Versatility

CLASS: #86 - SHTX YRNN - Youth Reining

DATE: 06/01/2019

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-briddled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
		Tie-Breaker	1	7	6	2	4	3	5								
		Manuever Description	S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L								
1	129	PENALTY		1,2	1,2	OP		2									
		CONTENT	-1/2	-1/2	0	-1	-1/2	-1	-1/2						8	58	OP
2	80	PENALTY					1/2										
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2						1/2	67	
3	230	PENALTY															
		CONTENT	-1/2	0	+1/2	0	-1/2	-1/2	0						0	69	
4	5	PENALTY		7,2	2	2	2, OP										
		CONTENT	-1	-1/2	-1/2	-1	-1/2	-1	-1						15	48 1/2	OP
5	161	PENALTY		1,2			1/2										
		CONTENT	0	0	0	-1/2	0	-1/2	-1/2						3 1/2	65	
6	3	PENALTY		1	1,5				OP, 2								
		CONTENT	-1/2	-1/2	-1	0	+1/2	0	-1/2						9	59	OP
7	9	PENALTY					OP, 2		OP								
		CONTENT	+1/2	0	+1/2	0	-1	+1/2	+1/2						2	69	OP
8	73	PENALTY			OP												
		CONTENT	-1/2	-1/2	-1	-1/2	0	0	0						0	67 1/2	OP

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Belton - Versatility

CLASS: #86 - SHTX YRNN - Youth Reining

DATE: 06/01/2019

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																	
Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
9	101	PENALTY															
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	0						0	68	
10	104	PENALTY															
		CONTENT	0	-1/2	0	+1/2	0	0	0						0	70	
11	14	PENALTY		2, 2	2			2									
		CONTENT	-1	-1/2	0	-1	-1/2	-1	-1/2						8	57 1/2	
12	19	PENALTY															
		CONTENT	0	0	0	+1/2	0	0	+1/2						0	71	
13	88	PENALTY								OP							
		CONTENT	0	0	+1/2	-1/2	+1/2	0	0						0	70 1/2	OP
14	135	PENALTY		1/2, 3/2	1	1	OP, 5	2	OP								
		CONTENT	-1	-1	-1	-1/2	-1/2	-1	-1/2						14 1/2	47	OP
15	37	PENALTY								1/2							
		CONTENT	0	0	0	0	0	-1/2	-1/2						1/2	68 1/2	
16	72	PENALTY								1/2							
		CONTENT	0	0	+1/2	0	0	0	0						1/2	70	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten Signature]

[Handwritten Initials]



SHOW: Belton - Versatility

CLASS: #86 - SHTX YRNN - Youth Reining

DATE: 06/01/2019

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

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

MANUEVER SCORES

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																	
Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
17	163	PENALTY				1/2									1/2	69 1/2	
		CONTENT	○	○	○	○	○	○	○	○							
18	116	PENALTY		2	2		2, 2, 2, 2	2, 1/2							4 1/2	49 1/2	
		CONTENT	○	○	-1 1/2	-1	-1 1/2	-1/2	-1/2	-1/2							
19	138	PENALTY						2							2	65	
		CONTENT	-1/2	-1/2	○	-1/2	-1/2	-1/2	-1/2	-1/2							
20	145	PENALTY								1/2					1/2	70 1/2	
		CONTENT	○	○	○	+1/2	○	+1/2	○								
21	10	PENALTY				5									5	66 1/2	
		CONTENT	○	○	○	○	+1/2	+1/2	+1/2								
22	139	PENALTY		OP	2	2				1/2					4 1/2	(57) OP	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							
23	102	PENALTY														69	
		CONTENT	-1/2	○	○	○	○	○	-1/2	○							
24	117	PENALTY		2	2	2				2					10	50 1/2	
		CONTENT	-1/2	-1	-1	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2							

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



SHOW: Belton - Versatility

CLASS: #86 - SHTX YRNN - Youth Reining

DATE: 06/01/2019

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 inflame fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

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

MANUEVER SCORES

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																	
Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
25	87	PENALTY						1/2							1/2	69 1/2	
		CONTENT	0	0	0	0	0	0	0								
26	134	PENALTY													0	68	
		CONTENT	-1/2	-1/2	0	-1/2	0	-1/2	0								
27	172	PENALTY													0	68 1/2	
		CONTENT	-1/2	0	0	-1/2	0	-1/2	0								
28	97	PENALTY													0	68 1/2	
		CONTENT	-1/2	0	0	-1/2	-1/2	0	0								
29	49	PENALTY		8	5												
		CONTENT	-1/2	-1	-1	-1/2	0	-1/2	-1/2						13	53	
30	136	PENALTY		1/2													
		CONTENT	-1	-1/2	0	-1/2	-1/2	-1/2	0						3	64	
31	81	PENALTY			OP		1/2										
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	0							66	OP
32	94	PENALTY		OP	8, 2 1/2					2							
		CONTENT	-1/2	-1	0	-1/2	-1	-1	-1						14	51	OP

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Belton - Versatility

CLASS: #86 - SHTX YRNN - Youth Reining

DATE: 06/01/2019

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN				
		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								
Manuever Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L											
33	50	PENALTY				OP		OP							0	67	OP	x=	
		CONTENT	0	0	0	-1/2	-1	-1/2	-1										
34	92	PENALTY					2	OP							2	65	OP	x	
		CONTENT	-1/2	0	0	-1	0	-1/2	-1										
35	27	PENALTY	OP		2, 2	1/2	OP							4 1/2	59	OP	x=		
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2										
36	103	PENALTY																	
		CONTENT																	
37	137	PENALTY		2	2		1/2							4 1/2	58				
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1										
38	130	PENALTY	3, 2, 2	OP	2			2,							11	48 1/2	OP	x=	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2										
39	192	PENALTY		2	2										4	63 1/2			
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2										
40	2	PENALTY						1/2							1/2	67 1/2			
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	0										

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Belton - Versatility

CLASS: #86 - SHTX YRNN - Youth Reining

DATE: 06/01/2019

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

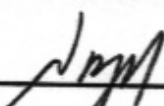
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		Tie-Breaker														
		Maneuver Description														
		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L								
41	15	PENALTY														
		CONTENT	0	0	0	+1/2	+1/2	+1/2	0					0	71 1/2	
42	143	PENALTY		1/2	3					1/2						
		CONTENT	-1/2	0	-1/2	-1/2	-1	-1/2	-1/2					4	62 1/2	
43	30	PENALTY			5											
		CONTENT	-1	0	-1	-1	+1/2	0	0					5	62 1/2	
44	133	PENALTY														
		CONTENT	0	0	0	0	-1/2	-1/2	0					0	69	
45	44	PENALTY							5							
		CONTENT	-1/2	0	0	-1/2	+1/2	0	0					5	64 1/2	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:  _____



SHOW: Belton - Versatility

CLASS: #90 - AQHA 483000 - Youth Ranch Working Ranch Horse

DATE: 06/07/2019

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 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 normal 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 & Utility)		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										
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																			
				2	3	6	7	6	7	1	5	4							
1	104	PENALTY															72 1/2		
		CONTENT	+1/2	-1/2	+1/2	+1/2	+1/2	Ø		+1/2	+1/2	Ø							
2	163	PENALTY															72		
		CONTENT	+1/2	Ø	Ø	+1/2	+1/2	Ø		+1/2	Ø	Ø							
3	230	PENALTY															73		
		CONTENT	+1/2	Ø	+1/2	+1/2	+1/2	Ø		+1/2	Ø	+1/2							
4	30	PENALTY															69 1/2		
		CONTENT	+1/2	Ø	Ø	Ø	-1/2	Ø		-1/2	Ø	Ø							
5	172	PENALTY			LP		C						B	H	A	13	53 1/2		
		CONTENT	-1	Ø	-1/2	Ø	+1/2	-1/2		Ø	Ø	Ø							
6	192	PENALTY							R								71 1/2		
		CONTENT	Ø	Ø	+1	+1/2			Ø	Ø	+1/2	Ø	+1/2						
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Frank Craighead



SHOW: Belton - Versatility

CLASS: #89 SHHX YWCH - Youth Working Cow

DATE: 06/01/2019

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

3 Point Penalties:

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise

10 Point Penalty:

- U - 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

- A - Turning tail
- E - Repeated blatant disobedience
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between roman reins (except two rein)

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP		
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL				
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.								
Tie-Breaker		1	5	9	2	4	10	3	7	11	4	8	12								
1	2	PENALTY				H/OA		H/OA		H/OA								56	H/OA		
		CONTENT	Ø	-1/2	Ø	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							
2	129	PENALTY				PP		N/OA		N/OA								2	55	N/OA	
		CONTENT	-1	Ø	-1	-1	-1	Ø	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							
3	10	PENALTY																	7 1/2		
		CONTENT	+1/2	+1/2	Ø	+1/2	+1/2	Ø	+1	+1/2	Ø	+1	Ø	Ø							
4	101	PENALTY																	67 1/2		
		CONTENT	Ø	Ø	-1/2	-1/2	Ø	Ø	Ø	-1/2	Ø	-1/2	-1/2	Ø							
5	92	PENALTY							A										4	60	N/OA
		CONTENT	Ø	Ø	-1/2	-1	Ø	Ø	-1/2	Ø	+1/2	-1/2	-1/2	-1/2							
6	87	PENALTY																	7 1/2		
		CONTENT	Ø	Ø	Ø	-1/2	Ø	Ø	+1/2	+1/2	Ø	Ø	+1/2	+1/2							
7	102	PENALTY																	3	63 1/2	N/OA
		CONTENT	+1/2	+1/2	Ø	-1/2	Ø	Ø	Ø	Ø	+1/2	-1/2	-1/2	-1/2							
8	37	PENALTY																	10 1/2		
		CONTENT	+1/2	+1/2	Ø	-1/2	Ø	Ø	+1/2	+1/2	Ø	-1	Ø	Ø							

JUDGE'S NAME (PRINTED): Frank R Craighead

JUDGE'S SIGNATURE: Frank R Craighead



SHOW: Belton - Versatility

CLASS: #89 - SHTX YWCH - Youth Working Cow

DATE: 06/01/2019

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

3 Point Penalties:

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise

10 Point Penalty:

- U - 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

- A - Turning tail
- E - Repeated blatant disobedience
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins (except two rein)

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

WO	#	RUN CONTENT												PENALTIES				SCORE	OP		
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL				
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.								
Tie-Breaker																					
9	81																	3	62 1/2	N/O	
10	104																		71		
11	163																		67 1/2	N/O	
12	97																		4	61 1/2	N/O
13	145																		68		
14	9																		70		
15	44																		68		
16	30																		73 1/2		

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Frank Craighead



SHOW: Belton - Versatility

CLASS: #89 - SHTX YWCH - Youth Working Cow

DATE: 06/01/2019

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

- A - Loss of working advantage
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W/O	#	RUN CONTENT												PENALTIES				SCORE	OP	
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL			
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.							
		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																		
17	15	PENALTY																		
		CONTENT	0	0	0	+1/2	-1/2	0	+1/2	+1/2	0	+1/2	+1/2	0						70
18	72	PENALTY																		
		CONTENT	-1/2	0	0	-1/2	0	0	F/DQ											DQ
19	19	PENALTY																		
		CONTENT	+1/2	0	0	-1/2	0	0	0	0	0	-1/2	0	0						69 1/2
20	49	PENALTY																		
		CONTENT	0	0	0	0	-1/2	0	0	0	0	0	0	0						69 1/2
21	88	PENALTY																		
		CONTENT	+1/2	0	0	-1/2	0	0	0	0	0	0	-1	0	+1/2					69 1/2
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Frank Craighead



SHOW:	Belton - Versatility
CLASS:	#93 - SHPX NYWCH - Novice Youth Working Cow
DATE:	06/01/2019

NOVICE/YOUTH COW WORK

- | | |
|--|---|
| <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - A- Loss of working advantage - P- Working out of position - S- Slipping rein <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - K- Knocking down the cow without having a working advantage - L- Losing a cow while boxing <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - B- Spurring in front of cinch - C- Blatant disobedience - D- Use of either hand to instill fear/praise - H- Use of two hands (except in snaffle bit or hackamore) per maneuver - F- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver | <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - A- Turning tail - B- Repeated blatant disobedience - C- Schooling after entering the arena prior to calling for cow - K- Schooling horse between cows, if new cow is awarded - N- Failure to attempt any part of the class - H- Use of two hands (except in snaffle bit or hackamore) - M- More than one finger between split reins or any fingers between romal reins (except two rein) <p>DQ:</p> <ul style="list-style-type: none"> - A- Abuse - B- Lameness - D- Disrespect or misconduct - G- Illegal equipment - M- Improper western attire - H- Leaving arena before run is complete - I- Fall horse/holder, run ends; credit will be given for work done |
|--|---|

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP						
		BOXING MANEUVERS					PENALTIES			NOTES										
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS											
Tie-Breakers >										1	3	2	5	4						
1	133	∅	+1/2	∅	∅	+1/2	PP							2	69					
2	130	-1	∅	∅	∅	-1/2	APPP L						7	61 1/2						
3	5	∅	-1	-1	∅	-1								67						
4	136	∅	∅	∅	+1/2	+1/2								71						
5	14	∅	∅	∅	∅	∅								70						
6	135	∅	-1	∅	∅	-1	P						1	67						
7	73	-1/2	-1/2	-1/2	∅	-1/2								68						
8	134	∅	∅	∅	+1/2	∅								70 1/2						
9	137	-1	∅	∅	-1	-1								67						
10	27	-1/2	∅	∅	∅	∅	PPP						3	66 1/2						

JUDGE'S SIGNATURE:

Frank Caylor



SHOW:	Belton - Versatility
CLASS:	#93 - SHTX NYWCH - Novice Youth Working Cow
DATE:	06/01/2019

NOVICE/YOUTH COW WORK

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - A- Loss of working advantage - P- Working out of position - S- Slipping rein <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - K- Knocking down the cow without having a working advantage - L- Losing a cow while boxing <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - B- Spurring in front of cinch - C- Blatant disobedience - D- Use of either hand to instill fear/praise - H- Use of two hands (except in snaffle bit or hackamore) per maneuver - F- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - A- Turning tail - B- Repeated blatant disobedience - C- Schooling after entering the arena prior to calling for cow - K- Schooling horse between cows, if new cow is awarded - N- Failure to attempt any part of the class - H- Use of two hands (except in snaffle bit or hackamore) - M- More than one finger between split reins or any fingers between romal reins (except two rein) <p>DC:</p> <ul style="list-style-type: none"> - A- Abuse - B- Lameness - D- Disrespect or misconduct - G- Illegal equipment - M- Improper western attire - H- Leaving arena before run is complete - I- Fall horse/rider, run ends; credit will be given for work done
--	--

W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES						NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
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-Breakers >													
11	3	-1	∅	-1	∅	-1	A	L			4	63	
12	116												
13	143	A/OP -1	∅	-1	∅	∅	P				1	67	A/OP
14	102	∅	∅	∅	∅	∅						70	
15	72	∅	+1/2	∅	∅	∅						70 1/2	
16	139	-1/2	∅	∅	∅	∅		L			3	66 1/2	
17	138	+1/2	∅	∅	+1/2	∅						71	
18	161	+1/2	-1/2	∅	∅	∅						70	
19	2	+1/2	∅	∅	+1/2	+1/2						71 1/2	
20	50	-1/2	∅	-1/2	∅		P				1	68	

JUDGE'S SIGNATURE:

Frank Knight



SHOW: Belton - Versatility
CLASS: #93 - SHTX NYWCH - Novice Youth Working Cow
DATE: 06/01/2019

NOVICE/YOUTH COW WORK

- 1 Point Penalties:**
- A- Loss of working advantage
 - P- Working out of position
 - S- Slipping rein
- 3 Point Penalties:**
- K- Knocking down the cow without having a working advantage
 - L- Losing a cow while boxing
- 5 Point Penalties:**
- B- Spurring in front of cinch
 - C- Blatant disobedience
 - D- Use of either hand to instill fear/praise
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- A- Turning tail
 - B- Repeated blatant disobedience
 - C- Schooling after entering the arena prior to calling for cow
 - K- Schooling horse between cows, if new cow is awarded
 - N- Failure to attempt any part of the class
 - H- Use of two hands (except in snaffle bit or hackamore)
 - M- More than one finger between split reins or any fingers between romal reins (except two rein)
- DC:**
- A- Abuse
 - B- Lameness
 - D- Disrespect or misconduct
 - G- Illegal equipment
 - M- Improper western attire
 - H- Leaving arena before run is complete
 - I- Fall horse/rider, run ends; credit will be given for work done

W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES						NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
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-Breakers >													
21	80	1/2	-1/2	-1/2	-1/2	-1/2						67 1/2	
22	129	-1/2	-1/2	-1/2	Ø	-1/2						68	
23	94	Ø	-1	Ø	Ø	-1	PP				2	66	
24	44	Ø	-1/2	Ø	+1/2	Ø						70	
25	81	+1/2	0	+1/2	+1/2	+1/2						72	

JUDGE'S SIGNATURE: Fred L. Johnson