

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

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	10	1	2	3	4	5	6	7	8				
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
1	264	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	1/2	0	+1/2	+1/2	0	74	
			72												
2	266	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	0	0	0	0	+1/2	1/2	+1/2	0	73	
3	297	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	+1/2	0	73 1/2	
			72												
4	323	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	0	0	0	+1/2	0	+1/2	+1/2	0	73	
			71 1/2					72 1/2							
5	324	PENALTY													
		CONTENT	-1/2	0	+1/2	-1/2	0	0	0	0	+1/2	+1/2	0	70 1/2	
6	325	PENALTY													
		CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0	0	73	
			72					73							
7	326	PENALTY													
		CONTENT	0	+1/2	+1/2	0	-1/2	-1/2	+1/2	0	+1/2	0	0	70 1/2	
			70					76							
8	327	PENALTY													
		CONTENT	+1/2	0	+1	0	0	0	+1/2	+1	+1/2	-1/2	0	74	
			71 1/2					72							

JUDGE'S NAME (PRINTED): Pam Rouse

JUDGE'S SIGNATURE: [Signature] mat

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

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MANEUVER SCORES

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-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															
		Maneuver Description	Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back					
9	328	PENALTY									1			1	71		
		CONTENT	0	0	+1/2	+1/2	+1/2	0	0	+1/2	0	0		72			
10	344	PENALTY												0	71 1/2		
		CONTENT	+1/2	0	0	+1/2	0	0	0	0	+1/2	0		71			
11	347	PENALTY				3								3	68		
		CONTENT	+1/2	0	0	0	0	0	0	0	0	+1/2		72			
12	352	PENALTY												0	72 1/2		
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	0	0		72			
13	360	PENALTY												0	75		
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1	+1/2		73			
14	363	PENALTY												0	74 1/2		
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2		72	74		
15	376	PENALTY												0	71 1/2		
		CONTENT	0	0	+1/2	+1/2	-1/2	0	+1/2	+1/2	0	0		70	70		
16	395	PENALTY												0	70		
		CONTENT	0	0	0	-1/2	+1/2	0	+1/2	-1/2	0	0		70	70		

JUDGE'S NAME (PRINTED): Pam Rose

JUDGE'S SIGNATURE: *Pam Rose*

VERSATILITY RANCH HORSE - RANCH RIDING

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- 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
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- 1st or 2nd cumulative refusal

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DQ:

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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			Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back					
17	404	PENALTY												Low	0	66.5	DQ
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							
18	405	PENALTY					1										
		CONTENT	0	0	+1/2	-1/2	0	0	0	-1/2	-1/2	-1/2		1		67 1/2	
19	406	PENALTY															
		CONTENT	0	0	+1/2	0	+1/2	0	+1/2	-1/2	0	+1/2		0		71 1/2	
20	414	PENALTY															
		CONTENT	-1/2	+1/2	+1/2	+1/2	0	0	+1/2	-1/2	+1/2	+1/2		0		72	
21	418	PENALTY															
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	0	+1/2		0		73	
22	425	PENALTY															
		CONTENT	0	-1	0	-1/2	0	0	0	+1/2	+1/2	0		0		69 1/2	
23	440	PENALTY															
		CONTENT	-1	0	0	0	-1/2	0	+1/2	0	0	0		0		69	
24	442	PENALTY															
		CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0		0		73	

JUDGE'S NAME (PRINTED):

Pat Rose

JUDGE'S SIGNATURE:

Pat Rose

VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock SHTX-VRH
CLASS: #82 - SHTX NPTR - Non Pro Trail
DATE: 03/31/2017

- 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 fee 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 insull 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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		6	1	2	3	4	5									
Obstacle Description		Walk Poles/Bridge	Back Chute SP LT	Lope RL Poles	Trot Logs to Drag	Figure 8 Drag	Trot to LH Pull Gate									
1	395	PENALTY 1		1 1									3	66 1/2		
		CONTENT -1/2	-1/2	0	+1/2	0										
2	266	PENALTY		1 1	1								3	66 1/2		
		CONTENT +1/2	+1/2	-1/2	-1/2	0	+1/2									
3	406	PENALTY		3	1								4	67		
		CONTENT +1/2	0	0	-1/2	+1/2	+1/2									
4	442	PENALTY 1		3	OP	OP	OP	OP					4	64 1/2	30	
		CONTENT 0	0	0	0	0	0	0								
5	352	PENALTY 1, 1		3	OP	1							6	64 1/2	1 OP	
		CONTENT -1/2	+1/2	0	0	+1/2	0									
6	326	PENALTY	1	3									4	67		
		CONTENT +1/2	-1/2	0	+1/2	+1/2	0									
7	414	PENALTY		3									3	70		
		CONTENT +1/2	+1/2	0	+1/2	+1	+1/2									
8	344	PENALTY	1	1									2	72 1/2		
		CONTENT +1	+1	+1	+1/2	+1/2	+1/2									

JUDGE'S NAME (PRINTED): Pam Rose

JUDGE'S SIGNATURE: Pam Rose *max*

VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock SHTX-VRH
CLASS:#32 - SHTX NPTR - Non Pro Trail
DATE: 03/31/2017

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 fee 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 <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 - 2-3 steps on dismount or ground tie 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - 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 	<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 - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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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		Walk Poles/Bridge	Back Chute SP Lt	Lope RL Poles	Trot Logs to Drag	Drag Figure 8	Trot to LH Pull Gate									
9	363	PENALTY			3,3											
		CONTENT	+1/2	0	-1/2	0	+1/2	+1						6	64 1/2	
10	323	PENALTY			3											
		CONTENT	+1	+1	0	0	+1/2	+1/2						3	70	
11	327	PENALTY		1												
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	0						1	71	
12	425	PENALTY	1			1										
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0						2	70	
13	297	PENALTY	1		1											
		CONTENT	-1	0	0	0	+1/2	+1/2						2	68	
14	418	PENALTY			3,3	1										
		CONTENT	+1/2	+1/2	-1	0	+1	+1/2						10	64 1/2	
15	325	PENALTY			3											
		CONTENT	+1	+1	-1/2	0	+1/2	+1/2						3	69 1/2	
16	328	PENALTY	1	5	1,3											
		CONTENT	+1/2	0	0	+1/2	+1/2	+1/2						10	61	

JUDGE'S NAME (PRINTED): Pam Rose

JUDGE'S SIGNATURE: [Signature]

VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock SHTX-VRH
CLASS:#32 - SHTX NPTR - Non Pro Trail
DATE: 03/31/2017

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 fee 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 <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 - 2-3 steps on dismount or ground tie 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - 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 	<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 - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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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													
		1	2	3	4	5	6	7	8	9	10				
Obstacle Description		Walk Poles/Bridge	Back Chute SP 11	Lope RL Poles	Trot Logs to Drag	Drag Figure 8	Trot to LH Pull Gate								
17	264	PENALTY			1							1	72 1/2		
		CONTENT	+1/2	0	+1	+1	+1/2	+1/2							
18	440	PENALTY		1	1							2	69		
		CONTENT	+1/2	-1/2	+1/2	+1/2	+1/2	-1/2							
19	360	PENALTY	1		1/2							4	67 1/2		
		CONTENT	0	0	0	+1/2	+1/2	+1/2							
20	347	PENALTY			1							1	70		
		CONTENT	+1/2	+1/2	-1/2	0	0	+1/2							
21	324	PENALTY				1						1	72		
		CONTENT	0	+1/2	+1/2	+1/2	+1	+1/2							
22	405	PENALTY		1	1/2	1						14	53	2	
		CONTENT	+1/2	-1/2	-1/2	-1/2	-1/2	-1/2	+1/2	OP					
23	404	PENALTY	1			1						2	70 1/2		
		CONTENT	0	+1/2	+1	+1/2	+1/2	0							

JUDGE'S NAME (PRINTED): Pam Rose

JUDGE'S SIGNATURE: [Signature]

VERSATILITY RANCH HORSE - REINING

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - Starting a circle or exiting a rollback at a trot for up to two strides - Delayed change of lead by one stride where the lead change is required by the pattern description - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1) - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead - Over or under spinning 1/8 to 1/4 turn - Slipping rein <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - Break of gait - Freeze up in spins or rollbacks - Failure to stop or walk before executing a lope departure on trot-in patterns - Failure to be in a lope prior to the first marker on run-in patterns - Failure to completely pass the specified marker before initiating a stop position - Trotting beyond 2 strides, but less than 1/2 circle 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - 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 <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Leaving arena before pattern is complete - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Fall of horse/rider; run ends - Illegal equipment - Disrespect or misconduct - Improper western attire
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Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		2 Circles Left Change	2 Circles Right Change	Run Stop	3 1/2 Spins Left	Run Stop	3 1/2 Spins Right	Stop & Back							
1	264	PENALTY	2	2									-4	65.5	
		CONTENT	-1/2	0	-1	+1/2	0	+1/2	0						
2	324	PENALTY	1/2					-1/2					-2.5	69	
		CONTENT	0	0	0	+1/2	+1/2	+1/2	0						
3	404	PENALTY						-1/2		2			-2.5	68	
		CONTENT	0	+1/2	+1/2	0	-1/2	0	0						
4	266	PENALTY												70.5	
		CONTENT	0	0	-1/2	+1/2	0	+1/2	0						
5	440	PENALTY												68	
		CONTENT	0	+1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2					
6	382	PENALTY												71	
		CONTENT	0	0	-1/2	+1/2	+1/2	0	+1/2						
7	347	PENALTY												71.5	
		CONTENT	0	+1/2	0	+1/2	0	0	+1/2						
8	352	PENALTY												70.5	
		CONTENT	-1/2	0	+1/2	+1/2	+1/2	0	-1/2						

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Bobby Lewis

VERSATILITY RANCH HORSE - REINING

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - Starting a circle or exiting a rollback at a trot for up to two strides - Delayed change of lead by one stride where the lead change is required by the pattern description - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1) - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead - Over or under spinning 1/8 to 1/4 turn - Slipping rein <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - Break of gait - Freeze up in spins or rollbacks - Failure to stop or walk before executing a lope departure on trot-in patterns - Failure to be in a lope prior to the first marker on run-in patterns - Failure to completely pass the specified marker before initiating a stop position - Trotting beyond 2 strides, but less than 1/2 circle 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - 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 <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Leaving arena before pattern is complete - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Fall of horse/rider; run ends - Illegal equipment - Disrespect or misconduct - Improper western attire
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		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 Change	2 Circles Right Change	Run Stop	3 1/2 Spins Left	Run Stop	3 1/2 Spins Right	Stop & Back						
9	297	PENALTY												
		CONTENT	0	0	-1/2	-1/2	0	+1/2	0					69.5
10	418	PENALTY												
		CONTENT	0	+1/2	-1/2	+1/2	-1/2	+1/2	-0					70.5
11	405	PENALTY	1/2	1/2										
		CONTENT	-1	-1	-1	-1/2	-1	-1/2	-1/2				-7.5	57
12	442	PENALTY	-1/2	1/1										
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2				-2.5	64.5
13	325	PENALTY	1/1	1										
		CONTENT	-1/2	0	0	+1/2	-1/2	+1/2	0				-3	67
14	414	PENALTY												
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2					73
15	327	PENALTY		1/1										
		CONTENT	0	0	-1/2	-1/2	-1/2	+1/2	0				-2	67
16	383	PENALTY												
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2				-1/2	65.5

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Bobby Lewis

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																
Maneuver Description		2 Circles Left Change	2 Circles Right Change	Run Stop	3 1/2 Spins Left	Run Stop	3 1/2 Spins Right	Stop & Back								
17	326	PENALTY													72	
		CONTENT	0	0	0	+1/2	+1/2	+1/2	+1/2							
18	376	PENALTY			1/1											
		CONTENT	0	-1	+1/2	+1/2	+1/2	OP +1/2	+1/2					-2	69.5	✓
19	323	PENALTY													71.5	
		CONTENT	0	0	0	+1/2	0	+1/2	+1/2							
20	360	PENALTY					-1/2								72	
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2					-0.5		
21	328	PENALTY													71.5	
		CONTENT	+1/2	0	+1/2	0	+1/2	0	+1/2					-0.5		
22	424	PENALTY													69	✓
		CONTENT	+1/2	0	-1/2	OP 0	-1/2	0	-1/2							
23	363	PENALTY	-2												71	
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					-2		
24	406	PENALTY													65	
		CONTENT	0	-1	-1/2	-1	-1	-1	-1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Bobby Lewis

VERSATILITY RANCH HORSE - REINING

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - Starting a circle or exiting a rollback at a trot for up to two strides - Delayed change of lead by one stride where the lead change is required by the pattern description - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1) - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead - Over or under spinning 1/8 to 1/4 turn - Slipping rein <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - Break of gait - Freeze up in spins or rollbacks - Failure to stop or walk before executing a lope departure on trot-in patterns - Failure to be in a lope prior to the first marker on run-in patterns - Failure to completely pass the specified marker before initiating a stop position - Trotting beyond 2 strides, but less than 1/2 circle 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - 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 <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Leaving arena before pattern is complete - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Fall of horse/rider; run ends - Illegal equipment - Disrespect or misconduct - Improper western attire
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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 Change	2 Circles Right Change	Run Stop	3 1/2 Spins Left	Run Stop	3 1/2 Spins Right	Stop & Back						
25	425	PENALTY												
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2					66.5
26	395	PENALTY												
		CONTENT	-1	-1/2	0	-1/2	-1/2	0	-1/2					67
27	444	PENALTY	2							2				
		CONTENT	-10P	-1/2	-1/2	-1/2	-1	-1	-1				-4	(58.5) ✓
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Bobby Lewis
Printed from HSW

SHOW: Lubbock QHTX VRH

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

DATE: 03/31/2017

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 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							EYE APPEAL					
L	R	L	R	TRACK & RATE	STOP & HOLD																		
		Tie-Breaker										1	2	3	4								
1	264				T														1	66 1/2			
		PENALTY	A		A																		
		CONTENT	0	-1/2	-1/2	0	0	0															
2	425																			2	67 1/2		
		PENALTY			A	CA																	
		CONTENT	0	0	0	-1/2	0	-1/2															
3	352																				3	65	
		PENALTY																					
		CONTENT	0	+1/2	0	+1/2	+1/2	+1/2															
4	414																					73	
		PENALTY																					
		CONTENT	0	+1/2	+1	+1/2																	
5	327				C																	1	73 1/2
		PENALTY				P																	
		CONTENT	+1/2	-1/2	-1/2	-1/2	0	+1/2															
6	323																					3	65 1/2
		PENALTY				AC																	
		CONTENT	+1/2	0	+1	+1																	
7	382																					2	70 1/2
		PENALTY																					
		CONTENT	0	0	0	-1/2	+1/2	+1/2															
8	324																						71 1/2
		PENALTY																					
		CONTENT	0	0	0	-1/2	+1/2	+1/2															

JUDGE'S NAME (PRINTED): Sam Rose

JUDGE'S SIGNATURE: Sam Rose LW

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW:	Lubbock SHTX-VRH
CLASS:	#36 - SHTX NPWC - Non Pro Working Cow
DATE:	03/31/2017

<p>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</p> <p>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</p>	<p>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</p> <p>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</p>	<p>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</p> <p>DQ: A - Abuse B - Lameness G - Illegal equipment N - Improper western attire D - Disrespect or misconduct F - Fail of horse/rider</p>
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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		1	2	3	4	5	6	5	6	7	8	9						
9	360	PENALTY																
		CONTENT	-1/2	+1/2	+1/2	+1/2	0	+1/2		+1/2	0	0					72	
10	326	PENALTY	P			C												
		CONTENT	-1/2	0	+1/2	0			+1/2	+1/2	0	0	0			2	69	
11	395	PENALTY																
		CONTENT	-1	-1	-1/2	-1	-1/2	-1/2			-1	0	-1/2				64	
12	358	PENALTY	P		LL	LL												
		CONTENT	-1	-1/2	-1/2	-1/2			-1/2	0	-1	0	-1			H H	20 42	
13	347	PENALTY				A												
		CONTENT	0	+1/2	+1/2	0	+1	+1			+1/2	+1	+1/2			1	74	
14	406	PENALTY				LA												
		CONTENT	0	0	0	0	-1/2	0			-1/2	+1/2	0			2	67 1/2	
15	328	PENALTY																
		CONTENT	+1/2	-1/2	0	+1/2			-1	-1	0	0	-1				67 1/2	
16	405	PENALTY																
		CONTENT	0	-1/2	0	-1/2			-1/2	0	-1/2	+1/2	0				68 1/2	

JUDGE'S NAME (PRINTED): Sam Rose

JUDGE'S SIGNATURE: Sam Rose

SHOW:	Lubbock SHTX-VRH
CLASS:	#36 - SHTX NPWC - Non Pro Working Cow
DATE:	03/31/2017

VERSATILITY RANCH HORSE - RANCH COW WORK

<p>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</p> <p>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</p>	<p>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</p> <p>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</p>	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <p>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</p> <p>DQ: A - Abuse B - Lameness G - Illegal equipment N - Improper western attire D - Disrespect or misconduct F - Fall of horse/rider</p>
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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 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							EYE APPEAL
L	R	L	R	TRACK & RATE	STOP & HOLD													
Tie-Breaker		1	2	3	4	5	6	5	6	7	8	9						
17	363	PENALTY																
		CONTENT	0	+1/2	0	+1/2	0	-1/2		0	+1/2	0						71
18	404	PENALTY				A												
		CONTENT	0	0	0	0			0	0	-1/2	+1	0				1	69 1/2
19	418	PENALTY																
		CONTENT	0	0	0	0	0	0		0	0	0						70
20	297	PENALTY				A												
		CONTENT	0	-1	-1	-1			-1	-1 1/2	-1 1/2	0	-1	A	C	H.	8	54
21	325	PENALTY				A												
		CONTENT	+1/2	-1/2	-1/2	0			+1/2	+1/2	0	0	0				1	69 1/2
22	266	PENALTY																
		CONTENT	+1/2	-1/2	0	-1	-1/2	-1/2			-1/2	0	0					67 1/2
23	444	PENALTY				A												
		CONTENT	0	-1/2	0	-1			0	-1/2	0	0	-1/2				1	66 1/2
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): SAM ROSE

JUDGE'S SIGNATURE: [Signature]