

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Bryan-Versatility

CLASS: #36 - SHTX NPWC - Non Pro

DATE: 09/22/2018

- 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
 - 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
 - R - Failure to catch when roping in open/cowboy classes
- 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
 - 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
 - R - Complete loss of rope
- Disqualification (DQ):**
- A - Abuse
 - B - Lameness
 - D - Disrespect or misconduct
 - G - Illegal equipment
 - F - Fall of horse/rider
 - N - Improper western attire

W/O	#	RUN CONTENT										PENALTIES					SCORE	OP
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL		
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY							
				L	R	L	R	TRACK & RATE	STOP & HOLD									
Tie-Breaker																		
1	381	PENALTY																
		CONTENT	0	0	0	0	0	0				-1/2	+1/2	0			69	Tail Evident
2	414	PENALTY																
		CONTENT	0	-1/2	+1/2	0	0	-1/2				+1/2	0	-1/2			69 1/2	
3	294	PENALTY																
		CONTENT	0	+1	0	0	+1/2	+1				+1	0	+1/2			74	
4	410	PENALTY																
		CONTENT	0	+1	0	0	+1/2	+1/2				+1	0	+1/2			73 1/2	
5	408	PENALTY																
		CONTENT	0	0	0	-1/2	0	0				+1/2	0	0			70	
6	246	PENALTY	A			E									A			
		CONTENT	0	-1/2								-1/2	-1/2	0	-1		45 1/2	N
7	420	PENALTY																
		CONTENT	+1/2	+1	+1	+1/2	0	+1/2				+1	+1/2	+1/2			75 1/2	
8	312	PENALTY				T												
		CONTENT	+1/2	-1/2	+1/2	0	+1/2	+1/2				0	0	+1/2			71	

JUDGE'S NAME (PRINTED): Marilyn Peters

JUDGE'S SIGNATURE: Marilyn Peters *MHP*

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Bryan-Versatility

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

DATE: 09/22/2018

<p>1 Point Penalties:</p> <p>A - Loss of working advantage C - Using the corner or the end of the arena to turn the cow when going down the fence E - Changing sides of arena to turn cow L - For each length horse runs past cow P - Working out of position R - Two-loop catch in amateur and youth classes S - Slipping rein T - Failure to drive cow past middle marker on first turn V - Over-bridged (per maneuver) W - Out of frame (per maneuver)</p> <p>2 Point Penalties:</p> <p>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</p>	<p>3 Point Penalties:</p> <p>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</p> <p>5 Point Penalties:</p> <p>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 roma reins (except two rein) per maneuver R - Failure to catch when roping in open/cowboy classes</p> <p>10 Point Penalty:</p> <p>U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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 R - Complete loss of rope</p> <p>Disqualification (DQ):</p> <p>A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/rider N - Improper western attire</p>
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W/O	#	RUN CONTENT										PENALTIES					SCORE	OP					
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL							
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL				
L	R	L	R	TRACK & RATE	STOP & HOLD																		
Tie-Breaker																							
9	285	PENALTY																					
		CONTENT	+1/2	+1	+1/2	+1	+1/2	+1/2				+1/2	0	+1/2								75	knot in Tail
10	204	PENALTY				A																	
		CONTENT	+1/2	-1/2	0	-1/2	-1/2	0				0	+1/2	0								1	68 1/2
11	303	PENALTY			A	L,A																	
		CONTENT	0	-1	-1/2	0	-1	-1				-1/2	+1/2	-1/2								3	63
12	271	PENALTY				L,A																	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	0				0	0	-1/2								2	65 1/2
13	305	PENALTY			C	A																	
		CONTENT	+1/2	-1/2	-1/2	-1	+1/2	+1/2				-1/2	0	-1/2								5	63 1/2
14	343	PENALTY			A	A																	
		CONTENT	-1/2	+1/2	+1/2	0	0	0				-1/2	+1/2	0								2	68 1/2
15	244	PENALTY			A																		
		CONTENT	0	-1	0	-1/2	0	-1/2				-1/2	0	0								3	64 1/2
16	209	PENALTY	A																				
		CONTENT	0	-1/2	+1/2	0	0	0				0	+1/2	0								1	69 1/2

JUDGE'S NAME (PRINTED): Marilyn Peters

JUDGE'S SIGNATURE: Marilyn Peters *HW*
Printed from HSW

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Bryan-Versatility
CLASS: #36 - SHTX NPWC - Non Pro Working Cow
DATE: 09/22/2018

- 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
 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
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- 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
 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
 R - Complete loss of rope
- Disqualification (DQ):**
 A - Abuse
 B - Lameness
 D - Disrespect or misconduct
 G - Illegal equipment
 F - Fall of horse/rider
 N - Improper western attire

WO	#	RUN CONTENT											PENALTIES					SCORE	OP					
		Each horse/tder team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL							
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL												
L	R	L	R	TRACK & RATE	STOP & HOLD																			
		Tie-Breaker	3	1	4	10	5	7	5	10	2	8	9											
17	380	PENALTY	A,A																					
		CONTENT	-1	0	+1/2	+1/2	0	0													2	67 1/2		
18	364	PENALTY																						
		CONTENT	+1/2	+1/2	-1/2	+1/2	+1/2	0				+1/2	0	0									72	
19	398	PENALTY			A																			
		CONTENT	0	-1/2	0	0			0			-1	+1	0									5	64 1/2
20	227	PENALTY																						
		CONTENT	0	-1	0	-1	0	0				-1	0	-1/2										64 1/2
		PENALTY																						
		CONTENT																						
		PENALTY																						
		CONTENT																						

JUDGE'S NAME (PRINTED): Marilyn Peters

JUDGE'S SIGNATURE: Marilyn Peters 100
Printed from HSW

SHOW:	Bryan Versatility
CLASS:	#34 - SHTX NPRN - Non Pro Reining
DATE:	09/22/2018

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
- 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
- Attempt to alter tension or length of reins from the bridle to the rein hand

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

Disqualification (DQ):

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

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8				
		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											
		2 Circles Left, 2 Circles Right, Stop, 3 1/2 Spins Left, Stop, 3 1/2 Spins Right, Stop & Back											
		PENALTY											
1	209	0	1	-1/2	0	0	-1/2	0			1	67	
2	305	+1/2	+1/2	+1/2	0	+1/2	0	+1/2				72 1/2	
3	408	0	0	-1/2	0	0	-1/2	0				69	
4	364	0	0	+1/2	+1/2	+1/2	0	+1/2				72	
5	244	-1/2	0	-1/2	0	-1	0	-1/2				67 1/2	
6	380	-1	-1/2	0	0	+1/2	0	0			1	68	
7	294	0	+1/2	0	+1/2	+1/2	+1/2	0				72	
8	414	0	+1/2	+1/2	0	+1/2	+1/2	+1/2				72 1/2	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:  _____

VERSATILITY RANCH HORSE - REINING

PATTERN 8

SHOW:	Bryan-Versatility
CLASS:	#34 - SHTX NPRN - Non Pro Reining
DATE:	09/22/2018

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - Starting a circle or exiting a rollback at a trot for up to two strides - Delayed change of lead by one stride where the lead change is required by the pattern description - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead - Over or under spinning 1/8 to 1/4 turn - Slipping rein <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - Break of gait - Freeze up in spins or rollbacks - Failure to stop or walk before executing a lope departure on trot-in patterns - Failure to be in a lope prior to the first marker on run-in patterns - Failure to completely pass the specified marker before initiating a stop position - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena. 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - Use of two hands (except in snaffle bit or hackamore) per maneuver - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver - Attempt to alter tension or length of reins from the bridle to the rein hand <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Leaving arena before pattern is complete - Repeated blatant disobedience <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire
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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				
		1	4	2	3	5	6	7					
		2 Circles Left, 2 Circles Right, Lead Change		Stop	3 1/2 Spins Left, Stop		3 1/2 Spins Right, Stop & Back						
9	246	PENALTY	2, 2	2		1/2					6 1/2	57	
		CONTENT	-1	-1	-1	-1	-1	-1/2	-1				
10	204	PENALTY	op										
		CONTENT	-1	0	0	0	-1/2	+1/2	0				(69) op
11	420	PENALTY											
		CONTENT	0	0	0	0	0	-1/2	0				69 1/2
12	303	PENALTY											
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	0				92 1/2
13	410	PENALTY											
		CONTENT	0	-1/2	0	0	0	+1/2	0				70
14	398	PENALTY											
		CONTENT	0	0	0	0	0	+1/2	+1/2				71
15	285	PENALTY											
		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2	0				72
16	343	PENALTY											
		CONTENT	0	+1/2	+1/2	0	0	0	0				71

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Sth*

SHOW: Bryan-Versatility

CLASS: #34 - SHTX NPRN - Non Pro Reining

DATE: 09/22/2018

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
- 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
- Attempt to alter tension or length of reins from the bridle to the rein hand

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

Disqualification (DQ):

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

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											
		1	2	3	4	5	6	7	8				
		Tie-Breaker		1	4	2	3	5	10				
		Maneuver Description		2 Circles Left, Lead Change	2 Circles Right, Lead Change	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back			
17	312	PENALTY											
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			93 1/2	
18	381	PENALTY	1										
		CONTENT	-1/2	-1/2	-1/2	0	+1/2	+1/2	0		1	68 1/2	
		PENALTY											
		CONTENT											
		PENALTY											
		CONTENT											
		PENALTY											
		CONTENT											
		PENALTY											
		CONTENT											

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Stm

VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan-Versatility
CLASS:#32 - SHTX NPTR - Non Pro Trail
DATE: 09/22/2018

- | | | |
|--|---|---|
| <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Each hit, bite, or stepping on a 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 step on mount/dismount or ground tie (except shifting to balance) - Split pole 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 - Two-three steps on mount/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 roma 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 - Four 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 - Leaving arena before pattern is complete - 3rd refusal - Repeated blatant disobedience - Failure to dally and remain dalled during the drag <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire |
|--|---|---|

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		Back Chute	SP R, 180 R	HL L Logs	Trot	Drag, Walk	Walk Bridge	LH Gate										
		PENALTY																
		CONTENT																
9	294		4	5	1	2	3	7	6							1	71	
			70 1/2															
10	246					1										1	73 1/2	
			71															
11	271				1											1	72 1/2	
			71															
12	209																73	
			72															
13	381				1	5										7	65	
			63															
14	408					1										1	71 1/2	
			64															
15	285																73	
			72															
16	244				1											1	73	
			72															

JUDGE'S NAME (PRINTED): Michelle Tidwell

JUDGE'S SIGNATURE: Michelle Tidwell KW

VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan-Versatility

CLASS:#32 - SHTX NPTR - Non Pro Trail

DATE: 09/22/2018

1 Point Penalties:

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

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four 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
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag

Disqualification (DQ):

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8	9	10				
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
		Tie-Breaker													
		Obstacle Description													
		PENALTY													
17	398	CONTENT											1	71 1/2	
		71													
		PENALTY													
18	410	CONTENT											5	65 1/2	
		65													
		PENALTY													
19	312	CONTENT											3	71	
		68 1/2													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Michelle Tidwell

JUDGE'S SIGNATURE: Michelle Tidwell

VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Bryan-Versatility
CLASS: #30 - SHTX NPPL - Non Pro Pleasure
DATE: 09/22/2018

- 1 Point Penalties:**
- Over-bridged (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
- 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
- Disqualification (DQ):**
- Abuse
 - Lameness
 - Disrespect or misconduct
 - Illegal equipment
 - Fall of horse/rider
 - Improper western attire

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back					
1	294														75	
		PENALTY														
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1	+1	0	+1/2				
2	285									1				1	72.5	
		PENALTY														
		CONTENT	+1/2	+1	-1/2	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2				
3	312														75.5	
		PENALTY														
		CONTENT	+1	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2				
4	408									1, 1					69.5	
		PENALTY														
		CONTENT	0	0	+1/2	0	+1/2	-1/2	0	+1/2	0	+1/2				
5	414														71.5	
		PENALTY														
		CONTENT	+1/2	0	0	-1/2	-1/2	+1/2	0	+1/2	+1/2	+1/2				
6	380									1					69.5	
		PENALTY														
		CONTENT	-1/2	0	0	+1/2	0	0	0	+1/2	-1/2	-1/2				
7	420									1					66	
		PENALTY	1													
		CONTENT	-1	0	0	+1/2	0	-1/2	0	-1/2	+1/2	0				
8	343														76.5	
		PENALTY														
		CONTENT	0	+1/2	+1	+1	+1	0	+1/2	+1/2	+1	0				

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:  _____

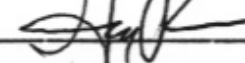
SHOW:	Bryan-Versatility
CLASS:	#30 - SHTX NPPL - Non Pro Pleasure
DATE:	09/22/2018

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) - Gapping mouth - Break of gait at walk or 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 <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 - 1st or 2nd cumulative refusal 	<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 <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire
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W/O	#	MANEUVER 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													
		1	2	3	4	5	6	7	8	9	10				
		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back				
9	✓ 398	PENALTY						1					1	74.5	
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1	0	+1	+1	+1/2			
10	✓ 381	PENALTY			3								3	68.5	
		CONTENT	0	0	0	0	+1/2	-1/2	0	+1/2	0	+1			
11	✓ 204	PENALTY				5		1	3				9	58	
		CONTENT	+1/2	-1/2	0	-1/2	-1/2	-1	-1	+1	0	0			
12	✓ 303	PENALTY												76.5	
		CONTENT	0	+1	+1	+1/2	0	+1/2	+1/2	+1	+1	+1			
13	✓ 209	PENALTY							1				1	70	
		CONTENT	+1/2	+1/2	0	0	+1/2	0	0	-1/2	0	0			
14	✓ 241	PENALTY		OP ³	OP	OP	OP	OP	OP	OP	OP	OP		0	✓
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2			
15	✓ 405	PENALTY												73.5	
		CONTENT	0	+1/2	0	+1/2	0	+1/2	+1/2	+1	+1/2	0			
16	✓ 244	PENALTY												68	
		CONTENT	0	0	0	0	-1/2	-1/2	0	0	-1/2	-1/2			

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:  _____

SHOW:	Bryan-Versatility
CLASS:	#30 - SHTX NPPL - Non Pro Pleasure
DATE:	09/22/2018

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) - Gapping mouth - Break of gait at walk or 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 <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 normal reins per maneuver - 1st or 2nd cumulative refusal 	<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 <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire
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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		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back				
Maneuver Description															
17	✓ 364	PENALTY	1				3		1					5	61
		CONTENT	-1/2	-1/2	-1/2	0	0	-1	-1/2	-1/2	-1/2	0			
18	✓ 410	PENALTY				1								1	70.5
		CONTENT	0	0	+1/2	0	+1/2	+1/2	0	+1/2	0	-1/2			
19	✓ 246	PENALTY													71
		CONTENT	0	0	0	0	0	+1/2	0	+1/2	0	0			
20	✓ 305	PENALTY													74
		CONTENT	+1/2	+1/2	+1/2	+1	0	0	+1/2	0	+1/2	+1/2			
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

