

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: ~~XXXXXXXXXXXXXXXXXXXX~~
CLASS: #36 - SHTX NP/W/C
DATE: 09/08/2018

- 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								EYE APPEAL			
				L	R	L	R	TRACK & RATE	STOP & HOLD													
		Tie-Breaker	1	2	3	4	5	6	7	8	9	10	11									
1	95	PENALTY																				
		CONTENT	-1/2	∅	∅	+1/2	0	∅			-1/2	∅	-1							68 1/2		
2	24	PENALTY			LA																	
		CONTENT	-1/2	-1	-1/2	∅	∅	+1/2			-1	∅	-1							2	64 1/2	
3	87	PENALTY			LLL	E																
		CONTENT	∅	-1/2	-1	-1	-1	-1			-1/2	∅	-1 1/2							6	56 1/2	
4	92	PENALTY																				
		CONTENT	+1/2	+1/2	+1/2	-1/2	∅	+1/2			∅	∅	∅								71 1/2	
5	208	PENALTY			C		P	P														
		CONTENT	-1	-1	-1/2	-1/2	-1/2	-1			-1/2	∅	-1 1/2								4	59 1/2
6	99	PENALTY			A																	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1			+1/2	∅	+1/2								1	73 1/2
7	114	PENALTY					P															
		CONTENT	+1/2	+1/2	+1/2	∅	∅	∅			∅	+1/2	+1/2								1	71 1/2
8	119	PENALTY			A		P															
		CONTENT	-1/2	-1/2	-1	-1/2	-1	-1/2			-1/2	∅	-1								2	62 1/2

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:  _____

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Hamilton-Versatility

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

DATE: 09/08/2018

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																	
		BOXING	RATING	FENCE TURNS (Form & Quality)		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												
		Tie-Breaker	1	2	3	4	5	6	7	8	9	10	11						
9	65	PENALTY																	
		CONTENT	+1/2	+1	+1	φ	+1	+1/2			+1/2	+1	+1/2						76
10	136	PENALTY																	
		CONTENT	+1/2	+1/2	φ	+1/2	+1	φ			φ	+1/2	+1/2						73 1/2
11	79	PENALTY																	
		CONTENT	+1	+1	+1	+1	+1/2	+1/2			+1	+1	+1						80
12	72	PENALTY																	
		CONTENT	+1/2	-1	φ	φ	A	φ	+1/2			-1/2	φ	-1				1	67 1/2
13	80	PENALTY																	
		CONTENT	φ	φ	L	φ	-1/2	φ	+1/2			-1/2	φ	-1/2				1	68
14	182	PENALTY																	
		CONTENT	+1/2	-1/2	+1	φ	+1/2	+1/2			-1	φ	φ						71
15	13	PENALTY																	
		CONTENT	φ	φ	LL	φ	φ	+1/2	φ			-1/2	φ	-1/2				2	67 1/2
16	64	PENALTY																	
		CONTENT	φ	-1/2	-1	-1/2	-1/2	-1/2				-1 1/2	-1/2	-1 1/2				4	54 1/2 N

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Hamilton-Versatility
CLASS: #36 - SHTX NPWC - Non Pro Working Cow
DATE: 09/08/2018

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> 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 when roping 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>2 Point Penalties:</p> <ul style="list-style-type: none"> 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>3 Point Penalties:</p> <ul style="list-style-type: none"> 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>5 Point Penalties:</p> <ul style="list-style-type: none"> 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 <p>10 Point Penalty:</p> <ul style="list-style-type: none"> U - 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"> 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>Disqualification (DQ):</p> <ul style="list-style-type: none"> A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/rider N - Improper western attire
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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	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																							
		Tie-Breaker																							
		PENALTY																							
		CONTENT																							
	131	PENALTY																							
	131	CONTENT																							
18	91	PENALTY			LL	AA																			
	91	CONTENT	∅	∅	-1	∅	-1	-1																	
19	160	PENALTY																							
	160	CONTENT	∅	+1/2	∅	-1/2	+1/2	∅																	
20	98	PENALTY			A																				
	98	CONTENT	∅	-1	-1	-1	∅	∅																	
		PENALTY																							
		CONTENT																							
		PENALTY																							
		CONTENT																							
		PENALTY																							
		CONTENT																							

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

SHOW: Hamilton
CLASS: 34 - SHTX NPRN - Non Professional
DATE: 09/08/2018

- 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 normal 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												
Tie-Breaker		1	2	3	4	5	6	7	8					
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Rock	2 Circles Right, Lead Change	2 Circles Left, Lead Change	Stop & Back					
1	65	PENALTY		1/2				2, 1, 2	1 OP		6 1/2	63.5	OP x 1	
		CONTENT	0	+1/2	+1/2	+1/2	0	-1/2	-1/2	-1/2				
2	79	PENALTY						2, 1, 1	1			4	63.5	
		CONTENT	0	+1/2	-1/2	0	0	-1/2	-1	-1				
3	72	PENALTY						1, 1				2	67	
		CONTENT	0	0	-1/2	+1/2	0	-1/2	0	-1/2				
4	98	PENALTY				OP							71	OP x 1
		CONTENT	+1/2	0	0	0	0	0	+1/2	0				
5	64	PENALTY					1/2	1/2		2		3	66	
		CONTENT	-1/2	+1/2	0	0	0	0	0	0				
6	80	PENALTY						4				4	63	
		CONTENT	0	0	-1/2	0	-1	-1/2	-1/2	-1/2				
7	114	PENALTY											70	
		CONTENT	0	0	0	0	-1/2	0	0	+1/2				
8	24	PENALTY		OP	2	OP		2, 1	1			5	61.5	
		CONTENT	0	-1/2	-1/2	0	-1/2	-1	-1	0				

JUDGE'S NAME (PRINTED):

CYNEDI Robbins

JUDGE'S SIGNATURE

Cynedi Robbins
Printed from HSW

VERSATILITY RANCH HORSE - REINING

PATTERN 4

SHOW:	Hamilton-Versatility
CLASS:	#34 - SHTX NPRN - Non Pro Reining
DATE:	09/08/2018

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				
Tie-Breaker		5	1	7	4	2	6	3	8				
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead Change	2 Circles Left, Lead Change	Stop & Back				
9	92	PENALTY	1/2		2.5 OP			OP			7 1/2	58.5	OPX
		CONTENT	0	0	-1/2	-1/2	-1/2	-1	-1/2				
10	136	PENALTY											
		CONTENT	+1/2	+1/2	0	+1/2	0	+1/2	0	+1/2		71.5	
11	99	PENALTY		OP		OP	1	2			3	64	OPX
		CONTENT	0	-1/2	-1	-1/2	-1/2	0	-1/2	0			
12	13	PENALTY											
		CONTENT	-1/2	-1/2	-1	0	-1/2	0	0	-1/2		67	
13	208	PENALTY	2					1/2			2 1/2	65	
		CONTENT	-1	-1/2	-1/2	0	0	0	-1/2				
14	160	PENALTY											
		CONTENT	0	0	-1/2	-1/2	0	0	-1/2	0		69.5	
15	182	PENALTY											
		CONTENT	0	0	-1/2	-1/2	0	0	-1/2	0		69.5	
16	91	PENALTY	2					1			3	66.5	
		CONTENT	0	-1/2	0	0	0	0	0	0			

JUDGE'S NAME (PRINTED):

Cyril Robbins

JUDGE'S SIGNATURE:

Cyril Robbins

SHOW: Hamilton-Versatility

CLASS:#32 NPTR - Non Pro Trail

DATE: 09/08/2010

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or 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 dalled 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					
Tie-Breaker		5	2	6	1	7	3	9	8	4						
Obstacle Description		LH Push	L RL Logs	W Logs, SP	Drag	Ext Trot	Box, 1/4 L	W Log	Bridge	Back Thru						
1	79															70 1/2
		PENALTY														
		CONTENT														
2	92															
		PENALTY														
		CONTENT														
3	24		3											3		68 1/2
		PENALTY														
		CONTENT														
4	119															73 1/2
		PENALTY														
		CONTENT														
5	114															70
		PENALTY														
		CONTENT														
6	80															70
		PENALTY														
		CONTENT														
7	13															63
		PENALTY														
		CONTENT														
8	98															69 1/2
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Melissa Dubois

SHOW: Hamilton-Versatility

CLASS:#32 - SHTX NPTR - Non Pro Trail

DATE: 09/08/2018

VERSATILITY RANCH HORSE - TRAIL

<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 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 <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 - Fail of horse/rider - Improper western attire
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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														
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		5	2	6	1	7	3	9	8	4						
Obstacle Description		LH Push	L RL Logs	W Logs, SP	Drag	Ext Trot	Box, 1 1/4 L	W Log	Bridge	Back thru						
9	182	PENALTY														
		CONTENT	+1/2	+1	+1/2	+1/2	+1	+1/2	0	0	+1					75
			72			74										
10	72	PENALTY				1 1/2	1									
		CONTENT	+1/2	+1/2	0	-1	-1/2	0	0	0	+1				4	66 1/2
			71		67											
11	136	PENALTY		3			1									
		CONTENT	+1/2	-1	+1/2	+1/2	+1/2	+1	0	0	+1/2				4	68 1/2
			67			68										
12	208	PENALTY	5	3	1 1/2	1 1/2										
		CONTENT	-1 1/2	-1	-1	-1/2	+1/2	+1/2	0	0	0				16	51
13	99	PENALTY		3	1 1/2											
		CONTENT	+1/2	-1	-1	+1/2	+1/2	0	+1/2	0	+1/2				5	65 1/2
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Melinda Dukes
Printed from HSW

VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Hamilton-Versatility
CLASS:	#30 - SHOOT - PL - Non Pro Pleasure
DATE:	09/08/2018

<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		5	8	3	9	2	10	6	1	7	4					
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop 100	Walk	Lope	Ext Lope	Trot	Stop & Back					
1	182	PENALTY								1						
		CONTENT	+1/2	0	+1	+1/2	+1/2	0	+1/2	+1/2	-1	+1/2			1	72
2	80	PENALTY														
		CONTENT	-1/2	+1/2	0	0	-1/2	0	0	+1/2	0	+1/2				70 1/2
3	136	PENALTY														
		CONTENT	+1/2	0	+1	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2				74
4	72	PENALTY														
		CONTENT	+1	0	0	0	+1/2	+1/2	0	0	0	+1/2				72 1/2
5	92	PENALTY								1						
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0	0	+1			1	72 1/2
6	24	PENALTY	1													
		CONTENT	-1	0	+1/2	0	+1/2	0	-1/2	0	0	+1/2			1	69
7	98	PENALTY														
		CONTENT	0	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	0	+1/2				74 1/2
8	114	PENALTY		1												
		CONTENT	0	-1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	+1/2				70

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Hamilton-Versatility
CLASS:	#30 - SHTX NPPL - Non Pro Pleasure
DATE:	09/08/2018

<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
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		5	8	3	9	2	10	6	1	7	4					
		Maneuver Description		Exit Walk	Trot	Exit Trot	Lope	Stop 180	Walk	Lope	Exit Lope	Trot	Stop & Back					
9	79	PENALTY																
		CONTENT		+1	+1/2	+1/2	+1/2	+1	-1/2	+1/2	+1/2	-1/2	+1/2					74
10	208	PENALTY																
		CONTENT		+1/2	+1/2	+1/2	0	0	+1/2	0	+1/2	0	0					72 1/2
11	99	PENALTY							1	3	50P							
		CONTENT		0	0	+1/2	0	+1/2	-1/2	-1	-1/2	-1	0					9 58 0
12	13	PENALTY																
		CONTENT		+1	0	+1/2	0	0	+1/2	0	+1/2	0	+1/2					73
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 