



**SHOW:** Bryan Kick Off Classic-Versatility  
**CLASS:** #66-SHTXIWCH-Intermediate Working Cow  
**DATE:** 03/03/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

- 1 Point Penalties:**  
A - Loss of working advantage  
D - Failure to drive cow passed middle marker on second drive before time expires  
P - Working out of position  
S - Slipping rein  
V - Over-bridled (per maneuver)  
W - Out of frame (per maneuver)  
E - Driving cow down the opposite fence (changing sides)
- 3 Point Penalties:**  
K - Knocking down the cow without having a working advantage  
L - Losing a cow while boxing
- 5 Point Penalties:**  
B - Spurring in front of cinch  
C - Blatant disobedience  
E - Use of either hand to instill fear/praise
- 10 Point Penalty:**  
U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

- Off-Pattern (OP): Cannot place above others who complete pattern correctly**  
A - Turning tail  
E - Repeated blatant disobedience  
J - Schooling after entering the arena prior to calling for cow  
K - Schooling horse between cows, if new cow is awarded  
N - Failure to attempt any part of the class  
H - Use of two hands (except in snaffle bit or tackamore)  
M - More than one finger between split reins or any fingers between roma! reins (except two rein)
- Disqualification (DQ):**  
A - Abuse  
B - Lameness  
D - Disrespect or misconduct  
G - Illegal equipment  
F - Fall of horse/rider  
N - Improper western attire  
H - Leaving arena before run is complete

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP		
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL				
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.								
Tie-Breaker		2	9	5	1	10	6	3	11	7	4	17	8								
1	472	PENALTY																			
		CONTENT	0	0	0	0	0	0	0	0	0	0	0	-1 1/2	-1 1/2	-1 1/2			65 1/2	NNN	
2	864	PENALTY																			
		CONTENT	0	0	0	-1	0	0	-1/2	0	0	-1	0	0					66 1/2		
3	821	PENALTY																			
		CONTENT																			
4	445	PENALTY	AA															L			
		CONTENT	-1	0	0	-1	0	0	-1/2	0	0	-1	0	0					5	60 1/2	
5	804	PENALTY	AA							A								L			
		CONTENT	-1	0	0	0	0	0	-1/2	0	0	-1/2	0	0					6	62	
6	759	PENALTY	A			A				A											
		CONTENT	-1	0	0	-1	0	0	-1/2	0	0	-1	0	0					3	62 1/2	
7	956	PENALTY																			
		CONTENT																			
8	788	PENALTY	A			A								OP	OP	OP					
		CONTENT	-1/2	0	0	-1/2	0	0	0	0	0	0	0	-1/2	-1/2	-1/2			2	61 1/2	NNN

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *Melissa Payne*



**SHOW:** Bryan Kick Off Classic-Versatility  
**CLASS:** #66-SHTXIWCH-Intermediate Working Cow  
**DATE:** 03/03/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

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A - Loss of working advantage  
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- 3 Point Penalties:**  
K - Knocking down the cow without having a working advantage  
L - Losing a cow while boxing
- 5 Point Penalties:**  
B - Spurring in front of cinch  
C - Blatant disobedience  
E - Use of either hand to irritate fear/praise
- 10 Point Penalty:**  
U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

- Off-Pattern (OP): Cannot place above others who complete pattern correctly**  
A - Turning tail  
E - Repeated blatant disobedience  
J - Schooling after entering the arena prior to calling for cow  
K - Schooling horse between cows, if new cow is awarded  
N - Failure to attempt any part of the class  
H - Use of two hands (except in snaffle bit or hackamore)  
M - More than one finger between split reins or any fingers between romal reins (except two rein)
- Disqualification (DQ):**  
A - Abuse  
B - Lameness  
D - Disrespect or misconduct  
G - Illegal equipment  
F - Fall of horse/rider  
N - Improper western attire  
H - Leaving arena before run is complete

W/O	#	PENALTY	RUN CONTENT												PENALTIES				SCORE	OP
			BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL		
			POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.						
Tie-Breaker																				
9	450	A	-1	0	0	-1/2	0	0	-1	0	0	OP	OP	OP	L			6	56	NNN
10	955	AA	-1/2	0	0	-1/2	0	0	A						L			9	55 1/2	
11	798	A	-1/2	0	0	-1	0	0	-1/2	0	0	A						2	62 1/2	
12	817		Scratch																	
13	818	A	-1/2	0	0	-1	0	0	-1	0	0	OP	OP	OP				2	60	NNN
14	786		-1	0	0	-1	0	0	-1	0	0	-1	0	0						66
15	806		0	0	0	-1/2	0	0	-1	0	0	E						2	65 1/2	
16	854		0	0	0	+1	0	0	0	0	0	+1/2	0	0						71 1/2

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *Julena [Signature]*



**SHOW:** Bryan Kick Off Classic-Versatility

**CLASS:** #66-SHTXIWCH-Intermediate Working Cow

**DATE:** 03/03/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**

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

**3 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL		
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.						
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points - 1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																			
		Tie-Breaker																	
17	897	PENALTY	A			A												2	63 1/2
		CONTENT	-1	0	0	-1	0	0	-1	0	0	-1 1/2	0	0					
18	805	PENALTY							A			AE						3	64
		CONTENT	0	0	0	-1	0	0	-1	0	0	-1	0	0					
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *Chelsea [Signature]*



**SHOW:** Bryan Kick Off Classic-Versatility

**CLASS:** #64 - SHTX IRNN - Intermediate  
Reining

**DATE:** 03/03/2019

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		<b>Tie-Breaker</b>	1	6	4	8	7	3	5	2						
		<b>Maneuver Description</b>	Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	Circles Left, Stop & Back	Lead Change						
1	864	PENALTY														
		CONTENT	0	0	0	0	-1/2	0	+1/2	-1/2					69 1/2	
2	472	PENALTY					2		1, 1, 5							
		CONTENT	-1	0	0	-1/2	0	0	0	-1/2				9	59	
3	817	PENALTY														
		CONTENT														
4	818	PENALTY		OP			OP	1								
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1/2	-1	-1					62	
5	854	PENALTY														
		CONTENT	0	0	0	0	+1/2	+1/2	+1/2	0					71 1/2	
6	955	PENALTY						1	1, 1, 2							
		CONTENT	-1/2	-1/2	-1	0	-1/2	-1	-1/2	-1/2				5	60 1/2	
7	956	PENALTY														
		CONTENT													DQ	
8	788	PENALTY						2								
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2	0	-1/2				2	65	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**SHOW:** Bryan Kick Off Classic-Versatility

**CLASS:** #64 - SHTX IRNN - Intermediate  
Reining

**DATE:** 03/03/2019

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

**MANUEVER SCORES**

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

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>		1	6	4	8	7	3	5	2								
<b>Manuever Description</b>		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Left	2 Circles Left, Lead Change	Stop & Back								
9	445	PENALTY				2								2	65		
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	0	-1	0							
10	786	PENALTY								2, 2				4	60 1/2		
		CONTENT	-1/2	-1/2	-1	-1/2	-1	-1	-1/2	-1/2							
11	804	PENALTY						1						1	62 1/2		
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2							
12	450	PENALTY								1				1	65		
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1	-1/2	-1/2							
13	821	PENALTY															
		CONTENT															
14	759	PENALTY			2												
		CONTENT	0	-1	-1/2	-1	0	-1/2	0	-1/2				2	64 1/2		
15	798	PENALTY															
		CONTENT	-1/2	0	0	0	0	-1/2	+1/2	-1/2				6	62		
16	805	PENALTY															
		CONTENT	-1/2	0	-1/2	0	-1	-1/2	0	-1/2					67		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

JD

**SHOW:** Bryan Kick Off Classic-Versatility  
**CLASS:** #64 - SHTX IRNN - Intermediate Reining  
**DATE:** 03/03/2019

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>		1	6	4	8	7	3	5	2								
<b>Manuever Description</b>		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Left	Circles Left, Stop & Back	Lead Change								
17	806	PENALTY			OP				2					2	69		
		CONTENT	0	0	0	0	+1/2	+1/2	0	0							
18	897	PENALTY	2					1									
		CONTENT	0	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	0			3	64 1/2		
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_



**SHOW:** Bryan Kick Off Classic-Versatility

**CLASS:**#62 - SHTX ITRL - Intermediate Trail

**DATE:** 03/03/2019

## VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**

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

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

**OBSTACLE SCORES**

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

W/O	#	PENALTY	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8	9	10					
<b>Tie-Breaker</b>			1	6	4	8	7	3	5	2							
<b>Obstacle Description</b>			Gate	Walk Bridge	Lope Logs	Chute & Back	Walk SP R	Swing Rope	Trot	Drag (Walk)							
1	759				1,1											2	71
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	+1	0							
			71		69	68 1/2	70		71								
2	445						1									1	71
		CONTENT	+1/2	0	0	+1/2	0	+1/2	0	+1/2							
			71		70 1/2	71		71									
3	854						1									1	70 1/2 ✓
		CONTENT	+1/2	0	+1/2	+1/2	0	+1	+1/2	(-1 1/2)							
			70 1/2		71	71 1/2	70 1/2	71 1/2	72	70 1/2							
4	865				3					5,3						11	57 ✓
		CONTENT	0	0	-1	0	0	+1/2	0	(-1 1/2)							
			66		66 1/2	67				57							
5	450				1		1									2	71 1/2
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2	+1							
			71		70 1/2	71	69 1/2	70	70 1/2	71 1/2							
6	786				1,1		1,1									4	65 1/2
		CONTENT	+1/2	0	-1/2	0	-1/2	0	0	0							
			70 1/2		68		66										
7	806				1,3											4	67 1/2
		CONTENT	+1/2	0	-1/2	0	+1/2	0	+1/2	+1/2							
			70 1/2		66		66 1/2		67								
8	804				1,1											3	66 1/2
		CONTENT	+1/2	0	-1/2	-1/2	0	+1/2	+1/2	-1							
			70 1/2		67	66 1/2		67	67 1/2	66 1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Amor*



**SHOW:** Bryan Kick Off Classic-Versatility

**CLASS:**#62 - SHTX ITRL - Intermediate Trail

**DATE:** 03/03/2019

## VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**

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

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie.

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		1	6	4	8	7	3	5	2								
Obstacle Description		Gate	Walk Bridge	Lope Logs	Shute & Back	Walk SP R	Swing Rope	Trot	Drag (Walk)								
9	821	Scratch															
10	897	Scratch															
11	817	Scratch															
12	818					1								1	70		
CONTENT		+1/2	+1/2	+1/2	-1/2	0	+1/2	0	-1/2								
PENALTY																	
13	805			1	3									4	64 1/2		
CONTENT		0	-1/2	-1/2	-1/2	0	0	-1/2	+1/2								
PENALTY																	
14	798			1,1										2	70 1/2		
CONTENT		+1/2	+1/2	-1/2	0	+1/2	+1/2	+1/2	+1/2								
PENALTY																	
15	472			1,1,1	5,1	1,1,1								12	56 1/2		
CONTENT		0	0	-1/2	-1	-1/2	0	+1/2	0								
PENALTY																	
16	788			1										1	68 1/2		
CONTENT		+1/2	0	-1/2	0	+1/2	-1/2	0	-1/2								
PENALTY																	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Med*

*201*





**SHOW:** Bryan Kick Off Classic-Versatility

**CLASS:**#62 - SHTX ITRL - Intermediate Trail

**DATE:** 03/03/2019

## 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 failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/ or ground tie (except shifting to balance)
- Split log in lops over

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

**Pattern correctly**

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

**Disqualification (DQ):**

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

**OBSTACLE SCORES**

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
<b>Tie-Breaker</b>		1	6	4	8	7	3	5	2							
<b>Obstacle Description</b>		Gate	Walk Bridge	Lope Logs	Chute & Back	Walk SP R	Swing Rope	Trot	Drag (Walk)							
17	955	PENALTY		1,1		1,1								4	67 1/2	
		CONTENT	+1/2	0	-1/2	+1/2	-1/2	+1/2	+1/2	+1/2						
			70 1/2	68	68 1/2	66 1/2	67	67 1/2	68							
18	956	PENALTY	<i>Scratch</i>													
		CONTENT														
19	864	PENALTY		3	3	1								7	63	
		CONTENT	+1/2	+1/2	-1	-1	0	+1/2	+1/2	0						
			71	67	63	62 1/2	63	63 1/2								
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*[Handwritten signature]*



**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Bryan Kick Off Classic-Versatility

**CLASS:** #60 - SHTX IPLS - Intermediate Pleasure

**DATE:** 03/02/2019

**1 Point Penalties:**

- Over-bitted (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- Trot for two (2) strides or less

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamora)
- More than one finger between split reins or any fingers between roma reins

**Disqualification (DQ):**

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

W/O		#	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 Object, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
Tie-Breaker			10	2	1	9	3	8	4	5	6	7				
Maneuver Description			Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
1	865	PENALTY CONTENT	0	0	+1/2	-1/2	0	0	0	0	-1/2	0				69 1/2
2	956	PENALTY CONTENT														
3	450	PENALTY CONTENT	0	+1/2	0	+1/2	0	+1/2	-1/2	0	0	0				71
4	786	PENALTY CONTENT	0	0	+1/2	0	-1/2	0	0	0	0	0				70
5	817	PENALTY CONTENT														
6	472	PENALTY CONTENT	0	0	+1/2	0	-1/2	-1/2	0	0	0	+1/2				90
7	818	PENALTY CONTENT	0	0	+1/2	0	+1/2	0	0	+1/2	0	0				71 1/2
8	897	PENALTY CONTENT	0	0	+1/2	+1/2	0	0	+1/2	0	0	0				71 1/2

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE:



<b>SHOW:</b>	Bryan Kick Off Classic-Versatility
<b>CLASS:</b>	#60 - SHTX IPLS - Intermediate Pleasure
<b>DATE:</b>	03/02/2019

**VERSATILITY RANCH HORSE - RANCH RIDING**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Break of gait at walk</li> <li>- Trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Out of lead or cross-cantering more than two strides when changing leads</li> <li>- Trotting more than three strides when making a simple lead change</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between roman reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN																																																																																																																																																																																																																																																																																																																																																																																																							
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JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE:



## VERSATILITY RANCH HORSE - RANCH RIDING

<b>SHOW:</b>	Bryan Kick Off Classic-Versatility
<b>CLASS:</b>	#60 - SHTX IPLS - Intermediate Pleasure
<b>DATE:</b>	03/02/2019

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Break of gait at walk</li> <li>- Trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Out of lead or cross-cantering more than two strides when changing leads</li> <li>- Trotting more than three strides when making a simple lead change</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to assist fear/raise</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between tonal reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		<small>Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points                      -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Obvict, +1/2 Good, +1 Very Good, +1 1/2 Excellent</small>														
Tie-Breaker		10	2	1	9	3	8	4	5	6	7					
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
17	804							3						3	67	
18	759														74	
19	854														71	
20	864														71 1/2	

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE:  