

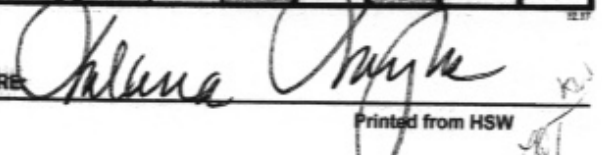
SHOW: Bryan Kick Off Classic-Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 03/03/2019

VERSATILITY RANCH HORSE - RANCH COW WORK

<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 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 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 constantly 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 J - Schooling after entering the arena prior to calling for cow K - Schooling horse between cows, if new cow is awarded N - Failure to attempt any part of the class R - Complete loss of rope in Open/Cowboy class H - Use of two hands (except in snaffle bit or hackamore) M - More than one finger between split reins or any fingers between romal reins <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 H - Leaving arena before run is complete J - Bringing the cow straight over backwards landing on its back or head
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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																
	BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS		
L			R	L	R	TRACK & RATE	STOP & HOLD										
		Tie-Breaker															
1	790	3	8	1	2	6	7	4	5	4	5					6	59 1/2
		PENALTY		L													
		CONTENT	+1/2	-1	-1	-1/2	-1/2	-1/2		-1/2	0	0					
2	456				L											6	61
		PENALTY			L												
		CONTENT	0	0	0	1/2		-1	-1/2	0	0	0					
3	440		A	T												2	64
		PENALTY															
		CONTENT	0	-1	-1/2	-1	-1/2	-1/2		-1/2	0	0					
4	973															3	68
		PENALTY															
		CONTENT	0	+1/2	0	+1/2		0	0	0	0	0					
5	457				EA											7	60 1/2
		PENALTY															
		CONTENT	+1/2	+1/2	0	-1/2		-1/2	-1/2	-1/2	+1/2	0					
6	963			LA	AC											4	62 1/2
		PENALTY															
		CONTENT	0	-1/2	-1	-1		-1/2	0	-1/2	0	0					
7	885																7 3/2
		PENALTY															
		CONTENT	+1/2	+1/2	+1	+1/2	0	0		+1/2	+1/2	0					
8	966				C											4	66
		PENALTY															
		CONTENT	0	+1/2	+1/2	-1		0	0	0							

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 
Printed from HSW



SHOW: Bryan Kick Off Classic-Versatility

CLASS: #19 - SHTX OWCH - Open Working Cow

DATE: 03/03/2019

VERSATILITY RANCH HORSE - RANCH COW WORK

<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 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) <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 insult/tease/praise 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 constantly 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 J - Schooling after entering the arena prior to calling for cow K - Schooling horse between cows, if new cow is awarded N - Failure to attempt any part of the class R - Complete loss of rope in Open/Cowboy class H - Use of two hands (except in snaffle bit or hackamore) M - More than one finger between split reins or any fingers between romal reins <p>Disqualification (DG):</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 H - Leaving arena before run is complete J - Bringing the cow straight over backwards landing on its back or head
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WD	#	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 TURN (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL													
L	R	L	R	TRACK & RATE	STOP & HOLD																				
		Tie-Breaker	3	8	1	2	6	7	4	5	4	5													
9	982	PENALTY																		65					
		CONTENT	0	-1/2	-1	-1	-1	-1			-1/2	0	0												
10	974	PENALTY	A, A		L	A	A, A	A, A												95					
		CONTENT	-1	-1	-1	-1	-1	-1			-1	0	0												
11	433	PENALTY				C																			
		CONTENT	+1/2	0	-1	0 + 1/2			0	+1/2	0	0	0			R				4	67				
12	961	PENALTY																							
		CONTENT	+1/2	+1	+1	-1 1/2			0	0	+1/2	0	0									72 1/2			
13	784	PENALTY																							
		CONTENT	+1/2	0	0	0			0	-1/2	0	0	0			R						3	67		
14	887	PENALTY		A	LL	LL	LL	AA	AA																
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1			-1/2	0	-1/2			H							17	44	
15	946	PENALTY				C																			
		CONTENT	+1/2	-1/2	-1	-1	-1	0			-1/2	0	0											1	64 1/2
16	436	PENALTY																							
		CONTENT	+1/2	+1	+1	+1 1/2	+1	+1			+1/2	0	0												76 1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Melana



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Bryan Kick Off Classic-Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 03/03/2019

<p>1 Point Penalties: A - Loss of working advantage C - Using the corner or the end of the arena to turn the cow when going down the fence E - Changing sides of arena to turn cow L - For each length horse runs past cow P - Working out of position 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)</p> <p>2 Point Penalties: A - Going around the corner of the arena before turning cow B - In an open field turn animal gets within 3 feet of the end fence before being turned R - Failure to catch if roping in amateur and youth classes</p>	<p>3 Point Penalties: E - Exhausting or overworking the cow before circling or roping H - Hanging up on the fence (refusing to turn) K - Knocking down the cow without having a working advantage R - Two-loop catch when roping in open/cowboy classes</p> <p>5 Point Penalties: A - Failure to turn the cow both directions on the fence B - Spurring or hitting in front of cinch at any time C - Blatant disobedience E - Use of either hand to inflame/tease R - Failure to catch when roping in open/cowboy classes</p> <p>10 point Penalty: U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)</p>	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly A - Turning tail E - Repeated blatant disobedience J - Schooling after entering the arena prior to calling for cow K - Schooling horse between cows, if new cow is awarded N - Failure to attempt any part of the class R - Complete loss of rope in Open/Cowboy class H - Use of two hands (except in snaffle bit or hackamores) M - More than one finger between split reins or any fingers between romal reins</p> <p>Disqualification (DQ): A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/ rider N - Improper western attire H - Leaving arena before run is complete J - Bringing the cow straight over backwards landing on its back or head</p>
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W/O #	#	RUN CONTENT										PENALTIES					SCORE	OP	
		BOOMB	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	3	8	1	2	10	7	4	5	4	5							
17	815	PENALTY	A			C	A										3	60 1/2	
		CONTENT	-1/2	-1 1/2	-1	-1/2	-1 1/2	-1/2			-1	0	0						
18	960	PENALTY			T	C											2	66	
		CONTENT	0	0	0 1/2	-1/2	0	+1/2			-1/2	0	0						
19	435	PENALTY															0	77 1/2	
		CONTENT	+1/2	+1 1/2	+1	+1/2	+1/2	+1		+1	0	+1/2							
20	794	PENALTY																74	
		CONTENT	+1/2	+1	+1	+1/2	0	-1/2		0	-1/2	0							
21	868	PENALTY			T	C			DO								7	HDQ 60 1/2	
		CONTENT	-1/2	-1/2	0	-1/2													
22	884	PENALTY																73	
		CONTENT	+1/2	0	0	+1	+1/2	+1/2		+1/2	0	0							
23	994	PENALTY				A	C										2	FDQ	
		CONTENT	-1/2	+1/2	+1/2	-1													
24	434	PENALTY																75	
		CONTENT	+1	+1	+1	0	+1	+1/2		+1/2	0	0							

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Melana Nygk*

SHOW: Bryan Kick Off Classic-Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 03/03/2019

VERSATILITY RANCH HORSE - RANCH COW WORK

1 Point Penalties:

- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

2 Point Penalties:

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

3 Point Penalties:

- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

5 Point Penalties:

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- R - Failure to catch when roping in open/cowboy classes

10 point Penalty:

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

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

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

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

RUN CONTENT

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

PENALTIES

W/O #	RATING	BOILING	RUN CONTENT								PENALTIES					SCORE	OP	
			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			3	8	1	2	6	7	4	5	4	5						
25	968				L		A	A										
			PENALTY															
			CONTENT	+1/2	+1/2	-1/2	0	-1/2	-1/2		0	0	0					3 1/2
26	769				L		A											
			PENALTY															
			CONTENT	0	+1/2	0	0 1/2	-1/2	0		-1/2	0	0					2 67
			PENALTY															
			CONTENT															
			PENALTY															
			CONTENT															
			PENALTY															
			CONTENT															
			PENALTY															
			CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Chelsea ...

Printed from HSW



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					
		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	6	7	5	8	2	3	4						
		Manuever Description	Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	Circles Left, Lead Chng	Stop & Back						
1	436	PENALTY														72 1/2
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1	+1/2	-1/2	+1/2						
2	994	PENALTY						1/2	1,2							3 1/2 65
		CONTENT	0	-1/2	0	0	-1/2	0	0	-1/2						
3	960	PENALTY							1/2							1/2 70
		CONTENT	0	0	+1/2	+1/2	0	0	0	-1/2						
4	973	PENALTY							1/2							1/2 66 1/2
		CONTENT	0	0	-1	-1/2	-1/2	-1/2	0	-1/2						
5	889	PENALTY		OP	OP											66 1/2 ✓
		CONTENT	-1/2	-1	-1	0	0	-1/2	-1/2	0						
6	887	PENALTY		OP						1,2						3 (100) ✓
		CONTENT	-1/2	-1	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2					
7	435	PENALTY														74 1/2
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1	0						
8	847	PENALTY														69 1/2 ✓
		CONTENT	0	0	0	0	0	0	+1/2	-1	0					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Sue P. Lister

281



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						
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	6	7	5	8	2	3	4							
		Maneuver Description	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							
9	963	PENALTY						2	2				4	62 1/2			
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2							
10	471	PENALTY						1,2	1	1,2			7	56			
		CONTENT	-1	-1	-1/2	0	-1	-1	-1	-1/2							
11	769	PENALTY												69 1/2			
		CONTENT	-1/2	0	0	0	0	0	0	0							
12	434	PENALTY												75			
		CONTENT	+1	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2							
13	456	PENALTY						1,2					3	64			
		CONTENT	0	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2							
14	799	PENALTY												70 1/2			
		CONTENT	0	0	+1/2	0	0	0	-1/2	+1/2							
15	790	PENALTY												73 1/2			
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0							
16	784	PENALTY						1,2	1,2				6	63 1/2			
		CONTENT	0	0	0	-1/2	0	0	0	0							

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Sarah P. Pipford

2/21



SHOW: Bryan Kick Off Classic-Versatility

CLASS: #16 - SHTX ORNN - Open 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

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, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead	Stop & Back							
17	439	PENALTY												73 1/2		
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2						
18	868	PENALTY	2					1,2					5	601		
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0					
19	966	PENALTY												70 1/2		
		CONTENT	+1/2	0	0	0	0	0	0	0	0					
20	971	PENALTY	Scratch													
		CONTENT	Scratch													
21	457	PENALTY												68 1/2		
		CONTENT	-1/2	-1/2	0	0	0	0	-1/2	0						
22	433	PENALTY												74 1/2		
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1	+1						
23	961	PENALTY												73		
		CONTENT	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2						
24	794	PENALTY												75		
		CONTENT	+1	+1/2	+1/2	0	+1	+1/2	+1	+1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Jack E. Piggard

SHOW: Bryan Kick Off Classic-Versatility
CLASS: #16 - SHTX ORNN - Open 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

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					
	Tie-Breaker	1	6	7	5	8	2	3	4							
	Maneuver Description	Run, Stop	3 1/2 Spins	Run, Stop	3 1/2 Spins	Run, Stop, Rollback	2 Circles Right Lead	2 Circles Left Lead	Stop & Back Lead Change							
25	974	PENALTY	OP		OP		1/2	1/2	1 1/2, 2			4 1/2	60 1/2			
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1	-1/2						
26	885	PENALTY											73			
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	+1/2						
27	946	PENALTY					2					2	60			
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	+1/2	-1/2						
28	995	PENALTY						1				1	65 1/2			
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1	0	-1/2						
29	440	PENALTY							1/2			1/2	73 1/2			
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1						
30	978	PENALTY	2						1			3	65			
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2	-1/2						
31	842	PENALTY											71			
		CONTENT	+1/2	-1/2	0	0	-1/2	+1/2	+1/2	+1/2						
32	884	PENALTY											73			
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	+1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from HSW



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

MANUEVER SCORES

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker														
		Maneuver Description														
		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	Circles Left Lead Change	Stop & Back							
33	968	PENALTY													74	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2						
34	982	PENALTY					2	OP	OP					2	71 1/2	
		CONTENT	+1	0	+1/2	-1/2	0	0	0	+1/2						
35	438	PENALTY													74 1/2	
		CONTENT	+1/2	+1	+1/2	-1/2	+1/2	+1	+1	+1/2						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Janet P. [Signature]

SHOW: Bryan Kick Off Classic-Versatility

CLASS: #13 - SHTX OTRL - Open 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)
- Spill log in lope over

3 Point Penalties:

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

5 Point Penalties:

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

10 Point Penalty:

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

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

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

Disqualification (DQ):

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

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 Description	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	Chute & Back	Walk SP R	Swing Rope	Trot Competing	Drag (Walk)							
1	963	PENALTY			1		1										
		CONTENT	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2						2	70 1/2
				71	70	70 1/2	69 1/2		70								
2	884	PENALTY			3,3	3	1										
		CONTENT	+1/2	+1/2	-1	-1	0	-1/2	+1/2	0						10	59
				71	64	60	59	58 1/2	59								
3	885	PENALTY															
		CONTENT	+1	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2							74
				71	71 1/2		72	72 1/2	73	73 1/2							
4	794	PENALTY			1		1										
		CONTENT	+1	+1/2	+1/2	+1/2	0	+1	+1	+1						2	73 1/2
				71 1/2	71	71 1/2	70 1/2	71 1/2	72 1/2								
5	968	PENALTY															
		CONTENT	+1	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1							75 1/2
				71	71 1/2	72	72 1/2	73	74	74 1/2							
6	769	PENALTY			1,1		1										
		CONTENT	0	0	0	0	0	0	+1/2	+1/2						3	68
					68		67		67 1/2								
7	784	PENALTY					1										
		CONTENT	+1/2	+1	+1	+1/2	0	+1	+1	+1						1	75
				71 1/2	72 1/2	73	72	73	74								
8	982	PENALTY			4,3,3	3	1,1										
		CONTENT	+1/2	+1/2	-1	-1	0	+1/2	+1/2	-1						14	55
				71		58	56	56 1/2	57	55							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten Signature]



SHOW: Bryan Kick Off Classic-Versatility

CLASS:#13 - SHTX OTRL - Open 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 lope over

3 Point Penalties:

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

5 Point Penalties:

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

10 Point Penalty:

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

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

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

Disqualification (DQ):

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 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		Gate	Walk Bridge	Lope Logs	Chute & Back	Walk SP R	Swing Rope	Trot Carpentine	Drag (Walk)								
9	994	PENALTY			1,1,3	3	1										
		CONTENT	+1/2	0	-1	-1/2	0	+1/2	0	-1/2					9	60	
			70 1/2			61	60	60 1/2									
10	457	PENALTY				3		1									
		CONTENT	+1/2	-1/2	0	-1	0	+1	0	+1/2					4	66 1/2	
			70			66		67	66								
11	887	PENALTY	5,5,5		3			5	3								
		CONTENT	-1	-1/2	-1/2	-1/2	(-1 1/2)	-1/2	-1/2	-1/2					26	35 1/2	✓
			50	49 1/2	48	41 1/2	37										
12	433	PENALTY					1										
		CONTENT	+1	+1/2	+1/2	-1/2	0	0	+1/2	+1/2					1	71 1/2	
			72	71 1/2	70 1/2	71											
13	974	PENALTY			1		1										
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	(-1 1/2)					2	63	✓
			64 1/2	64	63 1/2	67	65 1/2	65	64 1/2	63							
14	961	PENALTY															
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1						75	
			71	71 1/2	72	72 1/2	73 1/2	74									
15	978	PENALTY					1										
		CONTENT	+1/2	+1/2	0	+1/2	0	-1/2	+1/2	+1/2					1	71	
			71			71 1/2	70 1/2	70	70 1/2								
16	868	PENALTY			1												
		CONTENT	0	0	0	+1/2	-1/2	+1/2	+1/2	+1/2					1	70 1/2	
			69	69 1/2	69	69 1/2	70										

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*

SHOW: Bryan Kick Off Classic-Versatility

CLASS:#13 - SHTX OTRL - Open Trail

DATE: 03/03/2019

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

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

3 Point Penalties:

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

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Lazing 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, -2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																	
Obstacle Description		Gate	Walk Bridge	Lope Logs	Chute & Back	Walk SP R	Swing Rope	Trot Carpenter	Drag (Walk)								
17	432	PENALTY		3	3											6	64 1/2
		CONTENT	+1/2	+1/2	-1	-1	+1/2	+1/2	0	+1/2							
				67	63	63 1/2	64										
18	966	PENALTY															72
		CONTENT	+1/2	0	+1/2	0	0	0	+1/2	+1/2							
			70 1/2		71				71 1/2								
19	960	PENALTY					1									1	67
		CONTENT	+1/2	0	0	0	-1/2	-1/2	-1/2	-1							
			70 1/2				69	68 1/2	68								
20	842	PENALTY			3,1											4	67 1/2
		CONTENT	+1/2	+1/2	-1/2	-1/2	+1/2	0	+1/2	+1/2							
			70 1/2	71		66	66 1/2	67									
21	456	PENALTY			1,1,3		1									6	63 1/2
		CONTENT	+1/2	-1/2	-1	-1/2	-1/2	+1/2	+1/2	+1/2							
			70	64	63 1/2	62	62 1/2	63									
22	973	PENALTY					1									1	72
		CONTENT	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2							
			71			71 1/2	70 1/2	71	71 1/2								
23	790	PENALTY			1		1									2	72
		CONTENT	+1/2	0	0	+1/2	0	+1	+1	+1							
			70 1/2		64 1/2	70	69	70	71								
24	946	PENALTY			1	3	1									5	65 1/4
		CONTENT	+1/2	0	-1/2	-1/2	0	+1/2	0	+1/2							
			70 1/2			65 1/2	64 1/2	65									

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *MAR*



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Bryan Kick Off Classic-Versatility
CLASS:	#10 - SHTX OPLS - Open Pleasure
DATE:	03/03/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Trot for two (2) strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between roma reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		10	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	457	PENALTY													
		CONTENT	∅	∅	+1/2	+1/2	∅	+1/2	+1/2	∅	+1/2	+1/2			73
			71		72										
2	887	PENALTY					1			1					2
		CONTENT	-1/2	-1/2	-1/2	∅	-1/2	-1	-1/2	∅	-1/2	∅			64
			69		68		64		64						
3	978	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1	+1/2	+1/2	+1/2	+1	+1/2	+1/2			76 1/2
			72		73		74								
4	432	PENALTY						3							3
		CONTENT	+1/2	∅	∅	∅	∅	∅	-1	∅	∅	∅			66 1/2
							66 1/2								
5	971	PENALTY	SCR												
		CONTENT													
6	968	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			75 1/2
			73		74										
7	868	PENALTY													
		CONTENT	∅	∅	+1/2	+1/2	∅	+1/2	∅	∅	∅	∅			71 1/2
			71												
8	994	PENALTY													
		CONTENT	∅	+1/2	+1/2	+1/2	+1/2	∅	+1/2	+1/2	+1/2	∅			73 1/2
			71		72		73								

JUDGE'S NAME (PRINTED):

Marilyn Peters

JUDGE'S SIGNATURE:

MHP



SHOW:	Bryan Kick Off Classic-Versatility
CLASS:	#10 - SHTX OPLS - Open Pleasure
DATE:	03/03/2019

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

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

3 Point Penalties:

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

5 Point Penalties:

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

10 Point Penalty:

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

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

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

Disqualification (DQ):

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

W/O	#	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, -2 Poor, 0 Correct, +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					
9	784	0	+1/2	+1	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2					74 1/2
					72			73			74					
10	884	0	0	+1/2	+1/2	+1/2	0	-1/2	0	0	+1/2					71 1/2
					71			71								
11	433	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					75 1/2
					72			73			74					
12	960	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0					74
					72			73								
13	973	+1/2	+1/2	+1/2	0	+1/2	0	0	0	+1/2	+1/2					73
					72											
14	794	+1/2	+1/2	+1	+1	+1/2	+1/2	+1	+1/2	+1	+1/2					77
					72		73		74		75					
15	963	0	0	0	-1/2	0	0	+1/2	0	+1/2	0					70 1/2
								70								
16	961	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2					75 1/2
					72			73		74 1/2						

JUDGE'S NAME (PRINTED):

Marilyn Peters

JUDGE'S SIGNATURE:

MP



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Bryan Kick Off Classic-Versatility
CLASS: #10 - SHTX OPLS - Open Pleasure
DATE: 03/03/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Trot for two (2) strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN																																																																																																																																																																																																																																																																
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17	946	PENALTY																	CONTENT	-1/2	-1/2	∅	∅	∅	∅	∅	∅	∅					69	18	456	PENALTY				1													CONTENT	∅	∅	+1/2	-1/2	∅	∅	∅	∅	+1/2	∅				69 1/2	19	885	PENALTY																	CONTENT	∅	+1/2	+1/2	+1/2	∅	∅	-1/2	∅	∅	+1/2				71 1/2	20	842	PENALTY																	CONTENT	∅	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	∅			73 1/2	21	974	PENALTY																	CONTENT	∅	(OP) -1	∅	∅	∅	∅	∅	∅	∅	(OP) -1	∅			(78) OP X	22	790	PENALTY																	CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2				76	23	966	PENALTY																	CONTENT	∅	∅	+1/2	+1/2	0	+1/2	+1/2	∅	+1/2	+1/2				73	24	982	PENALTY																	CONTENT	∅	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				75
		CONTENT	-1/2	-1/2	∅	∅	∅	∅	∅	∅	∅					69																																																																																																																																																																																																																																																															
18	456	PENALTY				1													CONTENT	∅	∅	+1/2	-1/2	∅	∅	∅	∅	+1/2	∅				69 1/2	19	885	PENALTY																	CONTENT	∅	+1/2	+1/2	+1/2	∅	∅	-1/2	∅	∅	+1/2				71 1/2	20	842	PENALTY																	CONTENT	∅	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	∅			73 1/2	21	974	PENALTY																	CONTENT	∅	(OP) -1	∅	∅	∅	∅	∅	∅	∅	(OP) -1	∅			(78) OP X	22	790	PENALTY																	CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2				76	23	966	PENALTY																	CONTENT	∅	∅	+1/2	+1/2	0	+1/2	+1/2	∅	+1/2	+1/2				73	24	982	PENALTY																	CONTENT	∅	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				75																																		
		CONTENT	∅	∅	+1/2	-1/2	∅	∅	∅	∅	+1/2	∅				69 1/2																																																																																																																																																																																																																																																															
19	885	PENALTY																	CONTENT	∅	+1/2	+1/2	+1/2	∅	∅	-1/2	∅	∅	+1/2				71 1/2	20	842	PENALTY																	CONTENT	∅	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	∅			73 1/2	21	974	PENALTY																	CONTENT	∅	(OP) -1	∅	∅	∅	∅	∅	∅	∅	(OP) -1	∅			(78) OP X	22	790	PENALTY																	CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2				76	23	966	PENALTY																	CONTENT	∅	∅	+1/2	+1/2	0	+1/2	+1/2	∅	+1/2	+1/2				73	24	982	PENALTY																	CONTENT	∅	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				75																																																																				
		CONTENT	∅	+1/2	+1/2	+1/2	∅	∅	-1/2	∅	∅	+1/2				71 1/2																																																																																																																																																																																																																																																															
20	842	PENALTY																	CONTENT	∅	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	∅			73 1/2	21	974	PENALTY																	CONTENT	∅	(OP) -1	∅	∅	∅	∅	∅	∅	∅	(OP) -1	∅			(78) OP X	22	790	PENALTY																	CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2				76	23	966	PENALTY																	CONTENT	∅	∅	+1/2	+1/2	0	+1/2	+1/2	∅	+1/2	+1/2				73	24	982	PENALTY																	CONTENT	∅	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				75																																																																																																						
		CONTENT	∅	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	∅			73 1/2																																																																																																																																																																																																																																																															
21	974	PENALTY																	CONTENT	∅	(OP) -1	∅	∅	∅	∅	∅	∅	∅	(OP) -1	∅			(78) OP X	22	790	PENALTY																	CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2				76	23	966	PENALTY																	CONTENT	∅	∅	+1/2	+1/2	0	+1/2	+1/2	∅	+1/2	+1/2				73	24	982	PENALTY																	CONTENT	∅	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				75																																																																																																																																								
		CONTENT	∅	(OP) -1	∅	∅	∅	∅	∅	∅	∅	(OP) -1	∅			(78) OP X																																																																																																																																																																																																																																																															
22	790	PENALTY																	CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2				76	23	966	PENALTY																	CONTENT	∅	∅	+1/2	+1/2	0	+1/2	+1/2	∅	+1/2	+1/2				73	24	982	PENALTY																	CONTENT	∅	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				75																																																																																																																																																																										
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2				76																																																																																																																																																																																																																																																															
23	966	PENALTY																	CONTENT	∅	∅	+1/2	+1/2	0	+1/2	+1/2	∅	+1/2	+1/2				73	24	982	PENALTY																	CONTENT	∅	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				75																																																																																																																																																																																																												
		CONTENT	∅	∅	+1/2	+1/2	0	+1/2	+1/2	∅	+1/2	+1/2				73																																																																																																																																																																																																																																																															
24	982	PENALTY																	CONTENT	∅	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				75																																																																																																																																																																																																																																														
		CONTENT	∅	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				75																																																																																																																																																																																																																																																															

JUDGE'S NAME (PRINTED): Marilyn Peters

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:
CLASS:
DATE:

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Trot for two (2) strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
Tie-Breaker														
Maneuver Description														
25	769	PENALTY												
		CONTENT	-1/2	-1/2	-1/2	0	0	0	0	0	0	0	0	18 1/2
			1/2		1/2									
		PENALTY												
		CONTENT												
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