



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Lubbock - Versatility
CLASS:	#70 - SHTX VPLS - Novice Pleasure
DATE:	4/6/2019

- 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
 - Bilateral 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

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	7	3	10	6	5	1	8	2	9	4					
		Maneuver Description		EXL	W	T	S&K	EXT		EXW		S&B					
1	4	PENALTY					1									1	68
		CONTENT	+1/2	0	0	+1/2	0	-1	0	-1/2	0	-1/2					
2	8	PENALTY															66.5
		CONTENT	-1/2	-1/2	0	0	-1/2	0	-1/2	-1	-1/2	0					
3	9	PENALTY		3												3	65
		CONTENT	0	-1/2	0	+1/2	0	+1/2	-1/2	0	-1/2	-1/2					
4	10	PENALTY	3	3						1						7	61
		CONTENT	-1 1/2	-1/2	0	+1/2	0	0	+1/2	-1/2	+1/2	0					
5	14	PENALTY								1 1/2	3					6	60
		CONTENT	+1/2	0	-1/2	0	-1/2	0	0	-1/2	-1/2	-1/2					
6	15	PENALTY															72.5
		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	0	0					
7	17	PENALTY															70
		CONTENT	+1/2	0	0	0	0	0	0	0	0	-1/2					
8	20	PENALTY															68
		CONTENT	0	-1/2	0	0	-1/2	0	0	-1/2	0	-1/2					

JUDGE'S NAME (PRINTED): _____

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<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-brided (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-centering 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 other 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 roman 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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Tie-Breaker		7	3	10	6	5	-1	8	2	9	4				
Maneuver Description		L	EXL	W	T	S&R	EXT	T	EXW	L	S&B				
9	23	PENALTY													
		CONTENT	+1	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0			73.5
10	36	PENALTY													
		CONTENT	-1/2	-1/2	0	0	-1/2	0	0	-1/2	0	+1/2			68.5
11	38	PENALTY													
		CONTENT	0	-1/2	0	0	0	-1/2	0	-1/2	-1/2	-1			67
12	55	PENALTY								1	3				
		CONTENT	0	0	+1/2	+1/2	-1/2	0	+1/2	-1	-1/2	0		4	65.5
13	61	PENALTY					1								
		CONTENT	0	+1/2	-1/2	0	0	-1	0	+1/2	0	0		1	68.5
14	66	PENALTY								11					
		CONTENT	+1/2	0	+1/2	+1/2	0	0	0	-1/2	0	-1/2		2	67.5
15	78	PENALTY						1							
		CONTENT	0	0	0	+1/2	0	0	-1	+1/2	0	0		1	69
16	79	PENALTY			1										
		CONTENT	+1/2	0	-1/2	0	-1/2	0	0	0	0	-1/2		1	68

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Tie-Breaker		7	3	10	6	5	1	8	2	9	4				
Maneuver Description		L	EXL	W	T	S&R	EXT	I	EXW	L	S&B				
17	88	PENALTY							1						
		CONTENT	+1	0	0	+1/2	0	0	0	-1/2	+1/2	0		1	70.5
18	97	PENALTY			1			1							
		CONTENT	+1/2	0	0	-1/2	0	+1/2	-1	+1	0	-1/2		2	68
19	121	PENALTY	3					1							
		CONTENT	-1	0	-1/2	0	0	-1/2	0	0	-1/2	0		4	62.5
20	136	PENALTY													
		CONTENT	0	0	0	0	0	0	-1/2	0	+1/2	+1/2			70.5
21	141	PENALTY			11					3					
		CONTENT	0	-1/2	-1/2	0	0	0	-1/2	-1/2	0	0		5	61
22	142	PENALTY	3,3	3,3,5											
		CONTENT	-1/2	-1/2	0	-1/2	0	-1	-1/2	0	0	0		17	48
23	156	PENALTY													
		CONTENT	0	+1/2	0	0	-1/2	0	0	0	0	0			70
24	157	PENALTY					1								
		CONTENT	+1/2	0	0	0	0	-1	+1/2	+1/2	0	-1/2		1	69

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25	158	PENALTY																CONTENT	+1/2	+1/2	-1/2	+1/2	0	0	0	-1	0	+1		1	70	26	162	PENALTY																CONTENT	+1/2	0	0	0	-1/2	0	0	+1/2	+1/2	-1/2			70.5	27	163	PENALTY						1		1								CONTENT	+1/2	0	0	+1/2	0	-1/2	0	-1	0	-1/2		2	67	28	167	PENALTY																CONTENT	0	0	+1/2	0	0	+1/2	0	+1	0	0			72	29	169	PENALTY																CONTENT	+1/2	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2			74.5	30	171	PENALTY																CONTENT	0	-1/2	0	0	+1/2	-1/2	-1/2	0	0	0			69	31	178	PENALTY																CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0			73	32	186	PENALTY						1										CONTENT	0	0	0	0	0	-1/2	0	0	0	0			68.5
		CONTENT	+1/2	+1/2	-1/2	+1/2	0	0	0	-1	0	+1		1	70																																																																																																																																																																																																																																																
26	162	PENALTY																CONTENT	+1/2	0	0	0	-1/2	0	0	+1/2	+1/2	-1/2			70.5	27	163	PENALTY						1		1								CONTENT	+1/2	0	0	+1/2	0	-1/2	0	-1	0	-1/2		2	67	28	167	PENALTY																CONTENT	0	0	+1/2	0	0	+1/2	0	+1	0	0			72	29	169	PENALTY																CONTENT	+1/2	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2			74.5	30	171	PENALTY																CONTENT	0	-1/2	0	0	+1/2	-1/2	-1/2	0	0	0			69	31	178	PENALTY																CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0			73	32	186	PENALTY						1										CONTENT	0	0	0	0	0	-1/2	0	0	0	0			68.5																																
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27	163	PENALTY						1		1								CONTENT	+1/2	0	0	+1/2	0	-1/2	0	-1	0	-1/2		2	67	28	167	PENALTY																CONTENT	0	0	+1/2	0	0	+1/2	0	+1	0	0			72	29	169	PENALTY																CONTENT	+1/2	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2			74.5	30	171	PENALTY																CONTENT	0	-1/2	0	0	+1/2	-1/2	-1/2	0	0	0			69	31	178	PENALTY																CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0			73	32	186	PENALTY						1										CONTENT	0	0	0	0	0	-1/2	0	0	0	0			68.5																																																																
		CONTENT	+1/2	0	0	+1/2	0	-1/2	0	-1	0	-1/2		2	67																																																																																																																																																																																																																																																
28	167	PENALTY																CONTENT	0	0	+1/2	0	0	+1/2	0	+1	0	0			72	29	169	PENALTY																CONTENT	+1/2	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2			74.5	30	171	PENALTY																CONTENT	0	-1/2	0	0	+1/2	-1/2	-1/2	0	0	0			69	31	178	PENALTY																CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0			73	32	186	PENALTY						1										CONTENT	0	0	0	0	0	-1/2	0	0	0	0			68.5																																																																																																
		CONTENT	0	0	+1/2	0	0	+1/2	0	+1	0	0			72																																																																																																																																																																																																																																																
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		CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0			73																																																																																																																																																																																																																																																
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		Maneuver Description	L	EXL	W	L	S&R	EXT	L	EXW	L	S&B					
33	187	PENALTY															71
		CONTENT	0	0	+1	+1/2	0	0	-1/2	0	0	0					
34	198	PENALTY			1												1
		CONTENT	0	0	-1	0	0	0	0	0	0	+1/2					68.5
35	201	PENALTY															70
		CONTENT	-1/2	0	0	-1/2	0	+1/2	-1/2	0	0	+1					
36	206	PENALTY															70.5
		CONTENT	-1/2	0	0	+1/2	-1/2	0	0	+1	0	0					
37	210	PENALTY		3													3
		CONTENT	+1/2	-1/2	0	+1	0	0	0	+1/2	0	0					67.5
38	215	PENALTY															69.5
		CONTENT	-1/2	0	0	0	0	+1/2	0	-1/2	+1/2	-1/2					
39	229	PENALTY						1									1
		CONTENT	-1/2	0	0	0	+1/2	-1/2	-1/2	0	0	0					68
40	244	PENALTY															74.5
		CONTENT	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2					

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DATE:	4/6/2019

VERSATILITY RANCH HORSE - RANCH RIDING

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bidled (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 - Bistant 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 bistant 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 - Fat of horse/ider - 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/ider 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	7	3	10	4	5	1	8	2	9	4				
		Maneuver Description		EXL	W		S&R	EX		EXW	L	S&B				
41	245	PENALTY				1									1	68.5
		CONTENT	0	0	-1/2	-1/2	-1/2	+1/2	0	0	+1/2	0				
42	246	PENALTY	33	3							3				12	57.5
		CONTENT	-1/2	-1/2	0	+1	0	+1/2	+1/2	+1	-1/2	0				
43	247	PENALTY														93.5
		CONTENT	+1/2	-1/2	0	+1	0	+1/2	+1/2	+1/2	+1/2	+1/2				
44	248	PENALTY									3				3	64.5
		CONTENT	0	-1/2	0	0	-1	0	-1/2	0	-1	+1/2				
45	252	PENALTY						1		3					4	60.5
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2	0				
46	254	PENALTY		3					1						4	62
		CONTENT	0	-1	0	-1	-1/2	0	-1	0	0	-1/2				
47	255	PENALTY						1							1	72.5
		CONTENT	+1/2	+1/2	0	+1	0	-1/2	+1/2	+1/2	+1/2	+1/2				
48	250	PENALTY														70
		CONTENT	0	-1/2	0	0	0	0	0	+1/2	0	0				

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock - Versatility

CLASS: #71 - SHTX VTRL - Novice Trail

DATE: 4/6/2019

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															
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		4	1	2	3	5	0	7									
Obstacle Description		RH Gate	LL L Logs	Ex T Serp	Rope Bag	RL L Chute	SP Logs R	W Log & Bridge									
1	4	PENALTY		3			1						4	65.5			
		CONTENT	+1	-1/2	0	+1	-1/2	-1/2	0								
2	8	PENALTY		3			5						8	59.5			
		CONTENT	0	-1/2	-1/2	0	0	+1/2	-1								
3	9	PENALTY		1,3			3	1,1						9	56.5		
		CONTENT	0	-1/2	-1/2	0	-1/2	-1	0								
		70															
4	10	PENALTY		1,3			3,3						10	58.5			
		CONTENT	+1/2	-1/2	0	+1/2	-1/2	0	+1/2								
		70.5															
5	14	PENALTY		1								1	69.5				
		CONTENT	+1/2	-1	0	+1/2	-1/2	+1/2	+1/2								
6	15	PENALTY															
		CONTENT	+1	0	+1/2	+1/2	0	0	+1/2						72.5		
7	17	PENALTY		3								3	65				
		CONTENT	+1/2	-1/2	0	0	-1/2	-1/2	0								
		70.5 66 65.5 65															
8	20	PENALTY		11, DP										2	67.5 STOP		
		CONTENT	0	+1/2	-1/2	0	0	-1/2	+1								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from RSW

ALL

SHOW: Lubbock - Versatility
CLASS: #71 - SHTX VTRL - Novice Trail
DATE: 4/6/2019

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bidied (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 <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 - Three to four steps on mount/dismount on 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 - 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 <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 - 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 <p>Disqualification (DO):</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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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						
Tie-Breaker		4	1	2	3	5	6	7									
Obstacle Description		RH Gate	LL L Logs	Ex T Serp	Rope Bag	RL L Chute	SP Logs R	W Log & Bridge									
9	23	PENALTY															74
		CONTENT	+1	+1	+1	+1/2	0	0	+1/2								
10	36	PENALTY															72
		CONTENT	0	0	0	0	+1/2	+1/2	+1								
11	38	PENALTY		3				1								4	60.5
		CONTENT	+1	-1	0	+1/2	0	-1/2	+1/2								
12	55	PENALTY		3, 3												8	60.5
		CONTENT	-1	-1/2	+1/2	0	0	0	+1/2								
13	61	PENALTY															73
		CONTENT	+1/2	+1/2	+1	+1/2	0	0	+1/2								
14	66	PENALTY		1, 3	1		3	5								13	53.5
		CONTENT	+1/2	-1/2	-1/2	0	+1/2	-1	+1/2								
15	78	PENALTY															70.5
		CONTENT	+1/2	0	0	+1/2	-1	0	+1/2								
			10.5			71	70		70.5								
16	79	PENALTY			3			1								4	60.5
		CONTENT	0	0	-1/2	0	0	-1/2	+1								

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock - Versatility

CLASS: #71 - SHTX VTRL - Novice Trail

DATE: 4/6/2019

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
- Slipping 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	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		4	1	2	3	5	6	7								
Obstacle Description		RH Gate	LL L Logs	Ex T Serp	Rope Bag	RL L Chute	SP Logs R	W Log & Bridge								
17	88	PENALTY		1		3	5							9	60	
		CONTENT	+1/2	+1	-1/2	+1/2	-1	-1/2	0							
18	97	PENALTY					1							1	71	
		CONTENT	+1/2	0	+1/2	+1	0	-1/2	+1/2							
19	121	PENALTY	5	5,3			3,3	1						20	44.5	
		CONTENT	-1/2	-1/2	0	0	-1/2	-1	0							
20	136	PENALTY		1,1										2	64.5	
		CONTENT	+1/2	-1/2	-1	-1/2	-1	0	0							
21	141	PENALTY		1			3	1						5	64	
		CONTENT	+1/2	-1/2	0	+1	-1/2	-1	+1/2							
22	142	PENALTY		3			3	1,5						12	53.5	
		CONTENT	-1/2	-1/2	0	+1/2	-1/2	-1/2	0							
23	156	PENALTY		1		5		1						7	62	
		CONTENT	-1	-1	+1	+1/2	0	-1/2	0							
24	157	PENALTY													72	
		CONTENT	0	+1	-1/2	+1/2	0	+1/2	+1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

SHOW: Lubbock - Versatility

CLASS:#71 - SHTX VTRL - Novice Trail

DATE: 4/6/2019

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 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
- 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 SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		4	1	2	3	5	6	7									
Obstacle Description		RH Gate	LL L Logs	Ex T Serp	Rope Bag	RL L Chute	SP Logs R	W Log & Bridge									
25	158	PENALTY															75
		CONTENT	+1	+1	+1/2	+1/2	+1	+1/2									
26	162	PENALTY		1,3													4
		CONTENT	0	-1/2	-1/2	0	-1/2	0	0								63.5
27	163	PENALTY		1,1													2
		CONTENT	+1	-1	-1/2	+1/2	0	0	0								68
28	167	PENALTY		1					1								2
		CONTENT	+1/2	-1	0	+1/2	-1/2	-1/2	+1/2								67
29	169	PENALTY		1													1
		CONTENT	+1	0	+1	+1	0	+1/2	+1/2								73
30	171	PENALTY		3				3									6
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	+1/2	0								60.5
31	178	PENALTY						3									3
		CONTENT	+1/2	0	0	+1/2	-1/2	0	+1/2								67
32	186	PENALTY		3,3				3									6
		CONTENT	+1/2	-1/2	-1/2	+1/2	0	0	+1/2								62.5 OP

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock - Versatility

CLASS: #71 - SHTX VTRL - Novice Trail

DATE: 4/6/2019

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a leg, 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 leg 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 Vary 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					
Tie-Breaker		4	1	2	3	5	6	7								
Obstacle Description		RH Gate	LL L Logs	Ex T Serp	Rope Bag	RL L Chute	SP Logs R	W Log & Bridge								
33	187	PENALTY					1							1	71.5	
		CONTENT	+1/2	+1	+1/2	-1/2	0	0	+1							
34	198	PENALTY		1,1			3,3							8	60.5	
		CONTENT	+1/2	-1	0	0	-1 1/2	0	+1/2							
35	201	PENALTY		1,3										4	65.5	
		CONTENT	+1/2	-1 1/2	0	0	0	0	+1/2							
36	206	PENALTY		1	1			1						3	65	
		CONTENT	+1	-1/2	-1	+1/2	-1/2	-1	-1/2							
37	210	PENALTY				5		5						10	58.5	
		CONTENT	+1/2	-1/2	+1/2	-1	0	0	-1							
38	215	PENALTY			1,1			1						3	66.5	
		CONTENT	+1/2	0	-1/2	-1/2	0	-1/2	+1/2							
39	229	PENALTY		1										1	68	
		CONTENT	0	-1	+1/2	0	-1/2	+1/2	-1/2							
40	244	PENALTY		1,3	1,1	1								7	62	
		CONTENT	+1	-1/2	-1	-1/2	0	+1/2	+1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from RSW



VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock - Versatility

CLASS:#71 - SHTX VTRL - Novice Trail

DATE: 4/6/2019

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
- Fat 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 Vary Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Vely 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		4	1	2	3	5	6	7									
Obstacle Description		RH Gate	LL L Logs	Ex T Serp	Rope Bag	RL L Chute	SP Logs R	W Log & Ridge									
41	245	PENALTY	3,3				1	1							8	60	
		CONTENT	+1/2	-1/2	-1/2	0	0	0	-1/2								
42	246	PENALTY	5,3,3			3	1,1								16	52	
		CONTENT	+1/2	-1/2	+1/2	+1/2	-1/2	-1	+1/2								
43	247	PENALTY	3	1		5									9	59.5	
		CONTENT	+1	-1/2	-1/2	+1/2	-1/2	0	+1/2								
44	248	PENALTY	5			3									8	56	
		CONTENT	-1/2	-1	-1/2	0	-1/2	-1	-1/2								
45	252	PENALTY			OP											(67.5) OP	
		CONTENT	-1/2	0	-1/2	-1/2	0	0	0								
46	254	PENALTY	1,3			3									7	60	
		CONTENT	+1/2	-1/2	-1/2	0	-1	-1/2	0								
47	255	PENALTY			1,1		OP								2	(68) OP	
		CONTENT	+1/2	+1	-1	+1/2	-1/2	0	+1/2								
48	260	PENALTY		3			3								6	62.5	
		CONTENT	+1/2	-1	0	+1/2	-1/2	-1/2	+1/2								



VERSATILITY RANCH HORSE - TRAIL

SHOW:

CLASS:

DATE:

1 Point Penalties:

- Over-bidded (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

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						
Tie-Breaker		4	1	2	3	5	6	7									
Obstacle Description		RH Gate	LL Log	Ext T	Saw	Rop Box	RL Choke	SP Log	Log	Log	Log						
49	250	PENALTY						1,1						2	68		
		CONTENT	0	0	+1/2	+1/2	-1/2	-1	+1/2								
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - REINING

PATTERN

SHOW: Lubbock - Versatility

CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 04/06/2019

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 inflill 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 (DO):

- Abuse
- Lameress
- 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	5	3	6	4	7	8	2						
		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, Change	Stop & Back						
1	171	PENALTY						2	2, 2				6	60.5		
		CONTENT	-1	-1/2	-1/2	+1/2	-1/2	-1/2	-1/2	-1/2						
2	20	PENALTY														
		CONTENT														
3	157	PENALTY					2	2	2				6	59		
		CONTENT	-1/2	-1	-1/2	-1	-1/2	-1/2	-1/2	-1/2						
4	248	PENALTY						1/2, 1/2	3				6.5	62		
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2	0						
5	156	PENALTY												68		
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-0	+1/2	0						
6	61	PENALTY								2			2	68		
		CONTENT	-1/2	0	0	+1/2	-1/2	0	+1/2	0						
7	246	PENALTY	2		5	GP		2	2				11	52	OP	
		CONTENT	-1	-1	-1/2	-1/2	-1	-1/2	0	-1/2						
8	88	PENALTY					2			2				64.5		
		CONTENT	-1/2	0	0	-1/2	-1/2	0	+1/2	-1/2						

JUDGE'S NAME (PRINTED):

Frank Craikhead

JUDGE'S SIGNATURE:

Frank Craikhead



SHOW: Lubbock - Versatility

CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 04/06/2019

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

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	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/Chg	Stop & Back								
9	254	PENALTY		1/2				2					2.5	62			
		CONTENT	-1/2	-1	-1	-1	-1	0	-1/2	-1/2							
10	108	PENALTY	1/2		1/2		2 OP	2	1/2				12	53.5	OP		
		CONTENT	-1/2	0	-1/2	0	-1 1/2	-1	-1/2	-1/2							
11	169	PENALTY	2						2				4	64.5			
		CONTENT	0	0	0	-1/2	-1/2	0	0	-1/2							
12	36	PENALTY					2	2					4	63			
		CONTENT	0	0	-1/2	-1/2	0	-1/2	-1/2	-1							
13	8	PENALTY												71			
		CONTENT	-1/2	0	0	0	+1/2	+1/2	+1/2	0							
14	141	PENALTY												67.5			
		CONTENT	0	-1/2	-1/2	0	-1/2	-1/2	-1/2	0							
15	23	PENALTY					2						2	67			
		CONTENT	0	-1/2	0	0	-1/2	+1/2	0	-1/2							
16	245	PENALTY			1/2			OP, 3	1				4 1/2	62	OP		
		CONTENT	+1/2	-1	-1/2	-1/2	0	-1 1/2	-1/2	0							

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Frank Craighead HSW
Printed from HSW



SHOW: Lubbock - Versatility

CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 04/06/2019

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

WO	#	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	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	97	PENALTY					1,2	2,2					7	57		
		CONTENT	-1	-1	-1	-1	-1/2	-1/2	-1/2							
18	206	PENALTY												65		
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1 1/2	0	-1/2						
19	252	PENALTY			5		2	2,2					11	48		
		CONTENT	-1	-1 1/2	-1 1/2	-1 1/2	-1	-1 1/2	-1 1/2	-1 1/2						
20	163	PENALTY	2				1/2	1						63.5		
		CONTENT	-1 1/2	-1/2	-1/2	0	-1/2	+1/2	-1/2	0						
21	79	PENALTY				OP		5	1/2				5.5	62	OP	
		CONTENT	0	0	0	+1/2	0	-1/2	-1/2	0						
22	38	PENALTY					2	3					5	61.5		
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2						
23	4	PENALTY					2	2					4	62		
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						
24	229	PENALTY												70.5		
		CONTENT	0	0	0	0	0	0	+1/2	0						

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Frank Craighead



SHOW: Lubbock - Versatility

CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 04/06/2019

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 inflame/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

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	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	Circles Left, Slop & Back	Lead Change						
25	66	PENALTY					1/2						1/2	66.5	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	0	-1/2						
26	17	PENALTY					1/2	3					3.5	64	
		CONTENT	-1	+1/2	0	0	-1/2	-1/2	-1/2	-1/2					
27	158	PENALTY												70.5	
		CONTENT	0	0	-1/2	0	-1/2	+1/2	+1/2	+1/2					
28	187	PENALTY												68.5	
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2	0					
29	15	PENALTY						1/2, 2					10.5	54	
		CONTENT	-1/2	-1	-1/2	-1	-1/2	-1/2	-1	-1/2					
30	247	PENALTY												73	
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0					
31	121	PENALTY		OP			2	1/2		2 3			16	(49)	OP
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2					
32	244	PENALTY												72	
		CONTENT	0	0	+1/2	0	+1/2	0	+1/2	-1/2					

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Frank Craighead Printed from HSW



SHOW: Lubbock - Versatility

CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 04/06/2019

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 (DO):

- 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
		Each horse/rider team is scored between 0-100 points and subcritically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		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	Chng					
33	215	PENALTY	1/2										1/2	71	
		CONTENT	-1/2	-1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2					
34	255	PENALTY												70	
		CONTENT	-1/2	-1/2	0	0	0	+1/2	+1/2	0					
35	201	PENALTY												72	
		CONTENT	0	0	0	0	+1/2	+1/2	+1/2	+1/2					
36	198	PENALTY												70.5	
		CONTENT	-1/2	0	0	0	0	+1/2	+1/2	0					
37	136	PENALTY											1/2	68	
		CONTENT	-1/2	0	0	0	0	0	-1/2	-1/2					
38	162	PENALTY		OP		OP								64	OP
		CONTENT	-1	-1 1/2	-1/2	-1 1/2	-1	0	0	-1/2					
39	14	PENALTY						1/2	3				3.5	65	
		CONTENT	0	0	-1/2	0	0	0	-1/2	-1/2					
40	210	PENALTY						1					1	70	
		CONTENT	0	0	0	0	+1/2	1/2	+1/2	+1/2					

JUDGE'S NAME (PRINTED): Frank Craighend

JUDGE'S SIGNATURE: Frank Craighend Printed from HSW

SHOW: Lubbock - Versatility

CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 04/06/2019

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 inflame 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 (DO):

- 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	
		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																
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead	7 Circles Left, Stop & Back	Lead Change							
41	167	PENALTY													72	
		CONTENT	0	0	+1/2	+1/2	0	0	+1/2	+1/2						
42	55	PENALTY				OP		2,7	2					11	51.5	OP
		CONTENT	-1/2	-1/2	-1	-1 1/2	-1	-1	-1/2	-1/2						
43	9	PENALTY						1,2						3	68	
		CONTENT	0	0	0	+1/2	+1/2	0	0	0						
44	78	PENALTY					OP	OP	OP, IIII					8	53	OP
		CONTENT	-1	-1 1/2	-1/2	-1	-1 1/2	-1 1/2	-1 1/2	-1/2						
45	178	PENALTY													72	
		CONTENT	0	0	+1/2	0	0	+1/2	+1/2	+1/2						
46	250	PENALTY													69.5	
		CONTENT	0	0	0	-1/2	-1/2	+1/2	0	0						
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Frank Craighead *HC*
Printed from HSW



SHOW: Lubbock - Versatility

CLASS: #73-SHTX VWCH - Novice Working Cow

DATE: 04/06/2019

NOVICE/YOUTH COW WORK

1 Point Penalties:

- A- Loss of working advantage
- P- Working out of position
- S- Slipping rein

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
- D- Use of either hand to instill fear/praise
- H- Use of two hands (except in snaffle bit or hackamore) per maneuver
- F- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

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

- A- Turning tail
- B- Repeated blatant disobedience
- C- 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)

DQ:

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H- Leaving arena before run is complete
- I- Fall horse/rider, run ends; credit will be given for work done

W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP		
		BOXING MANEUVERS					PENALTIES						NOTES	
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS					
Tie-Breakers >														
		1	2	3	4	5								
1	187	0	0	0	0	0						3	67	
2	97	0	0	0	0	0						1	69	
3	136	0	0	-1	0	0						1	68	
4	9	-1/2	+1/2	-1	0	0						5	63	
5	171	-1	0	-1	-1/2	0							66.5	
6	215	+1	+1/2	-1	+1/2	0							71	
7	142	+1	+1	-1	+1/2	+1/2							72	
8	157	+1/2	+1/2	-1	0	0						1	69	
9	201	-1	0	0	0	0						7	62	
10	17	-1/2	-1	-1	-1/2	0							67	

JUDGE'S SIGNATURE: _____

M. J. [Signature]



SHOW: Lubbock - Versatility
CLASS: #73 - SHTX VWCH - Novice Working Cow
DATE: 04/06/2019

NOVICE/YOUTH COW WORK

1 Point Penalties:

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W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES						NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
Tie-Breakers >													
		1	2	3	4	5							
11	206	-1/2	0	-1	-1/2	0	A					68	
12	78	-1	-1	-1	0	0	A				1	66	
13	245	-1	0	-1	+1/2	0	A				1	67 1/2	
14	163	0	0	0	0	0	A				1	69	
15	14	+1	0	+1	0	0						72	
16	8	+1	+1/2	+1	+1/2	0						73	
17	61	-1	0	-1	0	0		L			3	65	
18	255	+1	+1/2	+1	+1/2	0						73	
19	229	+1/2	0	0	0	0						70 1/2	
20	198	+1	0	-1	+1	0						71	

JUDGE'S SIGNATURE: _____

May [Signature]



SHOW: Lubbock - Versatility

CLASS: #73 - SHTX VWCH - Novice Working Cow

DATE: 04/06/2019

NOVICE/YOUTH COW WORK

- 1 Point Penalties:**
- A- Loss of working advantage
 - P- Working out of position
 - S- Slipping rein
- 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
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W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
Tie-Breakers >															
21	247	1	2	3	4	5								72½	
22	246	-1	-1	-1	0	0	A					1	66		
23	210	-1	0	-½	0	0							68½		
24	79	+1	+1	+1	+½	+½							74		
25	38	-½	0	-1	0	0	A						67½		
26	108	0	0	0	0	0	A					1	69		
27	248	0	+½	+½	0	0	A					1	70		
28	112	-½	-½	-1	0	0							68		
29	169	-1	0	-1	0	0		L					65		
30	167	0	0	-1	-1	0							68		

JUDGE'S SIGNATURE: _____

M. J. [Signature]



SHOW: Lubbock - Versatility

CLASS: #73 - SHTX VWCH - Novice Working Cow

DATE: 04/06/2019

NOVICE/YOUTH COW WORK

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		BOXING MANEUVERS					PENALTIES						NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
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-Breakers >													
		1	2	3	4	5							
31	121	-1	-1	-1	-1	0		L			3	63	
32	244	+1	+1/2	+1/2	0	0						72	
33	156	-1	0	-1	0	0	A	L			8	60	
34	10	-1	-1	-1	-1	0						65	
35	162	-1/2	0	-1/2	0	0						69	
36	88	-1	0	-1	0	0	A				2	66	
37	55	-1	-1/2	-1	-1/2	0	A				2	64	
38	250	-1	+1/2	-1	0	0						68 1/2	
39	178	-1	0	0	0	0	A				2	67	
40	20	-1	-1	-1	0	0						66	

JUDGE'S SIGNATURE: _____

W. D. [Signature]



SHOW: Lubbock - Versatility

CLASS: #73 - SHTX VWCH - Novice Working Cow

DATE: 04/06/2019

NOVICE/YOUTH COW WORK

1 Point Penalties:

- A- Loss of working advantage
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W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
Tie-Breakers >															
41	4	-1	-1	-1	0	0								67	
42	15	0	0	0	0	0								70	
43	66	+1/2	+1/2	+1/2	0	0		L				3		68 1/2	
44	23	-1	0	-1	0	0								67	
45	252	-1	-1	-1	0	0	A					1		64	
46	254	-1	0	-1	0	0	A	L				4		64	
47	141	-1	0	-1	0	0	A	A				2		65	
48	158	+1	+1	-1	0	0								71	
49	36	-1	0	-1/2	0	0								68 1/2	

JUDGE'S SIGNATURE: _____

M. J. [Signature]

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