



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	World Show #2
CLASS:	#10 - SHTX OPLS - Open Pleasure
DATE:	10/26/2019

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
- Blatant disobedience
- Use of either hand to inflill fear/raise

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 roman reins

Disqualification (DQ):

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

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		<small>Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent</small>													
Tie-Breaker		10	6	1	2	5	7	4	3	8	9				
Maneuver Description		EXT W	L	EXT	S&R	L	EXT L	W		S&B					
1	683	PENALTY													
		CONTENT	+1/2	-1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2		73	
2	690	PENALTY	1												
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	0	2	71	
3	701	PENALTY	Scored out												
		CONTENT	Scored out												
4	651	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	0		74	
5	665	PENALTY		1		11									
		CONTENT	0	-1/2	-1/2	-1	+1/2	0	+1/2	0	0	0	3	66	
6	698	PENALTY		1	3										
		CONTENT	+1/2	-1/2	0	+1/2	0	+1/2	0	+1/2	+1/2	0	4	68	
7	687	PENALTY													
		CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2	0	+1/2	0		72.5	
8	686	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1	+1/2	+1/2		74.5	

JUDGE'S NAME (PRINTED):
Dolly R Chayer

JUDGE'S SIGNATURE: *Dolly Chayer*
Printed from HSW



VERSATILITY RANCH HORSE - RANCH RIDING

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1 Point Penalties:

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- 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-centering 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 round 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

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	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
Tie-Breaker		10	6	1	2	5	7	4	3	8	9				
Maneuver Description		EXT W	L	EXT	S&K	L	EXT L	W	T	S&B					
		PENALTY													
9	751	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0				73
10	711			3											
		PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1 1/2	+1/2			3	735
11	664								1						
		PENALTY													
		CONTENT	+1/2	+1/2	0	+1/2	0	0	+1/2	0	+1/2	+1/2		1	72
12	678								3						
		PENALTY													
		CONTENT	0	0	0	+1/2	+1/2	-1/2	+1/2	-1/2	+1/2	+1/2		3	685
13	661								3						
		PENALTY													
		CONTENT	+1/2	-1/2	0	+1/2	0	+1/2	0	+1/2	+1/2	0		3	69
14	597														
		PENALTY		1											
		CONTENT	0	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0		1	71.5
15	762														
		PENALTY								1					
		CONTENT	+1/2	+1/2	+1/2	+1	0	+1/2	+1/2	0	+1/2	+1/2		1	735
16	699														
		PENALTY													
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0			74

JUDGE'S NAME (PRINTED):
 Dolly R Chayer

JUDGE'S SIGNATURE: *Dolly R Chayer*
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3 Point Penalties:

- Wrong lead or out of lead
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- 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/pain

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, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		EXT W	L	EXT L	S & R	L	EXT L	W	L	S & B					
Maneuver Description															
17	703	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	0			75
18	843	PENALTY													
		CONTENT	0	+1/2	-1/2	+1	+1/2	+1/2	+1/2	0	0	+1/2			73
19	859	PENALTY													
		CONTENT	0	+1	+1/2	+1	+1	+1/2	+1/2	0	+1/2	+1/2			75.5
20	662	PENALTY									1				
		CONTENT	0	0	-1/2	0	+1/2	+1/2	+1/2	0	0	0		1	70
21	717	PENALTY		1				3		3					
		CONTENT	0	0	-1/2	-1/2	0	-1	0	-1	0	0		7	60
22	700	PENALTY		5											
		CONTENT	+1/2	-1	0	0	0	+1/2	0	0	+1/2	0		5	62.5
23	607	PENALTY													
		CONTENT	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1	+1/2	-1/2			73.5
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):
Dolly R Chayer

JUDGE'S SIGNATURE:
Dolly R Chayer



SHOW: World Show #2

CLASS: #13 - SHTX OTRL - Open Trail

DATE: 10/26/2019

VERSATILITY RANCH HORSE - TRAIL

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
- Slipping 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 normal 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		7	1	2	3	8	6	4	5								
Obstacle Description		Gate	Back	Walk	Trot logs	Drag	180 L	SP	Rope	Dismount							
1	699	PENALTY			1					5							
		CONTENT	+1/2	+1/2	+1/2	-1/2	0	+1	0	+1/2	-1/2				6	66	
					10					11							
2	687	PENALTY															
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	+1/2						75 1/2
					12					24							
3	662	PENALTY						1			3						
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	0						69
					22			21 1/2		22							
4	717	PENALTY									3						
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1	+1/2						3
					22			23		24							
5	843	PENALTY															
		CONTENT	+1/2	+1/2	+1/2	0	+1	-1	+1/2	+1	+1/2						
					22 1/2			21 1/2		23							
6	683	PENALTY									1						
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1	+1/2						
					21			22		24							
7	664	PENALTY									3						
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1	+1/2						
					22			23		24							
8	651	PENALTY															
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1						
					22			23		24							

JUDGE'S NAME (PRINTED):

Morgan Lybbert

JUDGE'S SIGNATURE:

Morgan Lybbert



SHOW: World Show #2

CLASS: #13 - SHTX OTRL - Open Trail

DATE: 10/26/2019

VERSATILITY RANCH HORSE - TRAIL

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
- Stepping 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 leg in lope over

1 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/pain
- 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 gait
- 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		7	1	2	3	8	6	4	5							
Obstacle Description		Gate	Back	Walk	Trot logs	Drag	180 L	SP	Rope	Dismount						
9	844	PENALTY					3									
		CONTENT	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	+1/2			3	71	
							71		68 1/2		69 1/2					
10	762	PENALTY														
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1				75	
							72				74					
11	678	PENALTY				11		31			1					
		CONTENT	+1/2	+1/2	+1/2	-1/2	+1/2	-1/2	0	+1	+1/2			7	65 1/2	
							71		69		65		66			
12	597	PENALTY														
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1	+1				75	
							72				74					
13	711	PENALTY														
		CONTENT	+1/2	0	+1/2	+1/2	+1	+1	+1/2	+1	+1 1/2				76 1/2	
							72 1/2									
14	700	PENALTY			1								15			
		CONTENT	+1/2	+1/2	0	0	-1	+1/2	+1/2	+1	-1/2			7	64 1/2	
							70		69			71				
15	690	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1				75 1/2	
							72				73		74 1/2			
16	859	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	+1	+1				76 1/2	
							72				73					

JUDGE'S NAME (PRINTED):

Morgan Lybbert

JUDGE'S SIGNATURE:



SHOW: World Show #2

CLASS: #13 - SHTX OTRL - Open Trail

DATE: 10/26/2019

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle - Incorrect or break of gait at walk or trot for two strides or less - Both front or hind feet in a single-stride space at a walk or trot - Slipping 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 <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 - Eminent 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 gait - 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 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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OBSTACLE SCORES

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		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		7	1	2	3	8	6	4	5							
Obstacle Description		Gate	Back	Walk	Trot logs	Drag	180 L	SP	Rope	Dismount						
17	703	PENALTY				1										
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1	+1				2	73
					70 1/2	71			73							
18	698	PENALTY					3									
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1	+1				3	71 1/2
					72		69									
19	686	PENALTY								1						
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0				1	73 1/2
					72		73			74 1/2						
20	751	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0	+1/2	+1					75
					72 1/2	72				74						
21	665	PENALTY					3									
		CONTENT	0	+1/2	+1/2	0	+1/2	-1/2	+1/2	+1/2	+1/2				3	69 1/2
					71		68									
22	701	PENALTY	scribble													
		CONTENT	scribble													
23	607	PENALTY			1			3			1					
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	-1	+1/2	0	+1/2				5	67
					70		71		67		67 1/2					
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

Morgan Lybbert

JUDGE'S SIGNATURE



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-briefed (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

WO	#	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	7	8	1	3	2	4	5	6							
		Maneuver Description	2 Circles L	2 Circles R	Run Down/Stop	1/2 Spins L	Run Down/Stop	1/2 Spins R	Run Down/Stop	Back							
9	607	PENALTY	2	5,2										9	60		
		CONTENT	0	-1	0	0	0	0	0	0							
10	711	PENALTY														76	
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	+1	+1	+1							
11	703	PENALTY														70.5	
		CONTENT	0	0	0	0	0	1/2	0	0							
12	699	PENALTY														70.5	
		CONTENT	+1/2	0	-1	+1/2	+1/2	0	0	0							
13	664	PENALTY														70.5	
		CONTENT	0	0	0	0	0	0	0	+1/2	0						
14	597	PENALTY				OP		OP								65.5 ²⁷	
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0					OP	
15	843	PENALTY														70.5	
		CONTENT	0	0	0	0	0	0	0	+1/2	0						
16	944	PENALTY														72	
		CONTENT	0	0	+1/2	+1/2	+1/2	0	+1/2	0							



VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback of 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 round 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						
Tie-Breaker		7	8	1	3	2	4	5	6								
Manuever Description		2 Circles L	2 Circles R	Run Down/Stop	1/2 Spins L	Run Down/Stop	1/2 Spins R	Run Down/Stop	Back								
17	651	PENALTY															70
		CONTENT	0	0	0	0	0	0	0	0	0						
18	717	PENALTY															69.5
		CONTENT	0	0	+1/2	0	0	-1/2	-1/2	0							
19	859	PENALTY															70.5
		CONTENT	0	0	0	+1/2	0	0	0	0							
20	686	PENALTY															70
		CONTENT	0	0	0	0	0	0	0	0							
21	682	PENALTY															71
		CONTENT	0	0	0	+1/2	0	+1/2	0	0							
22	687	PENALTY															70.5
		CONTENT	0	0	0	0	0	0	+1/2	0							
23	700	PENALTY		5													65.5
		CONTENT	0	-1	+1/2	+1/2	0	0	+1/2	0					5		
24	665	PENALTY															70
		CONTENT	0	0	0	0	0	0	0	0							

JUDGE'S NAME (PRINTED):

Steven Cooper

JUDGE'S SIGNATURE:

St. Coy

SHOW: World Show #2

CLASS: #19 - SHTX OWCH - Open Working
COW

DATE: 10/26/2019

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 inhibit fairplay
- 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 every maneuver)

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

- A - Turning tail
- E - Repeated blatant disobedience
- J - Shooting after entering the arena prior to calling for cow
- K - Shooting 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 roman reins

Disqualification (DQ):


- A - Abuse
- B - Lateness
- 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

W/O	#	RUN CONTENT											PENALTIES					SCORE	OP								
		BOXING	RATING	FENCE TURNING (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL										
				L	R	L	R	TRACK & RATE	STOP & HOLD																		
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Contact, +1/2 Good, +1 Very Good, +1 1/2 Excellent																											
		Tie-Breaker	3	4	1	2	3	6	6	5	7	8	9														
1	751	PENALTY																									
		CONTENT	0	+1/2	+1/2	0	+1/2	0			+1/2	0	0													71	
2	710	PENALTY																									
		CONTENT	0	-1/2	-1/2	0	0	0			-1/2	0	-1/2														67
3	686	PENALTY																									
		CONTENT	0	0	0	+1/2				0	0	0	0														68 1/2
4	843	PENALTY			A	C	A																				
		CONTENT	0	-1	-1/2	-1/2	-1	-1																			59
5	678	PENALTY	A		A		A																				
		CONTENT	-1/2	-1	-1/2	-1/2	-1	-1/2																			61
6	664	PENALTY																									
		CONTENT	+1/2	+1	+1/2	+1/2	+1/2	+1/2			+1	0	+1														75 1/2
7	607	PENALTY																									
		CONTENT	+1/2	0	0	+1/2	-1/2	0			+1/2	+1/2	0														71 1/2
8	717	PENALTY																									
		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2			+1/2	0	0														72 1/2

JUDGE'S NAME (PRINTED):

Bobby Hunt

JUDGE'S SIGNATURE:





VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: World Show #2
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 10/26/2019

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-bridged (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 inhibit feet/trais
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 every maneuver)

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

A - Turning tail
E - Repeated blatant disobedience
J - Schooling after entering the arena prior to calling for cow
K - Schooling horse between cows, if new cow is awarded
N - Failure to attempt any part of the class
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

W/O #	#	RUN CONTENT										PENALTIES					SCORE	OP
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2: Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL		
		BOXING	RATING	FENCE TURNING (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY							
L	R	L	R	TRACK & RATE	STOP & HOLD													
Tie-Breaker																		
9	859	PENALTY																
		CONTENT	+1/2	+1/2	+1/2	0			+1/2	-1/2	0	0	0		R	3	68 1/2	
10	683	PENALTY																
		CONTENT	0	-1/2	+1/2	0	0	-1/2			-1/2	-1/2	-1/2				68	
11	701	PENALTY	A		A													
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	-1/2			-1	0	-1/2			2	64	
12	711	PENALTY																
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			+1/2	0	+1/2				74	
13	687	PENALTY																
		CONTENT	0	+1/2	+1/2	+1/2	-1/2	0			0	0	0				71	
14	690	PENALTY																
		CONTENT	+1/2	+1/2	+1	0	+1/2	+1/2			+1/2	0	0				73 1/2	
15	732	PENALTY																
		CONTENT	0	-1/2	0	+1/2					-1/2	-1/2	-1/2	0	-1/2	R	3	65
16	700	PENALTY				A												
		CONTENT	0	0	+1/2	0	0	-1/2			-1/2	0	+1/2				1	68

JUDGE'S NAME (PRINTED): Bobby Hunt

JUDGE'S SIGNATURE: *[Signature]*
Printed from HSW

