

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bridled per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

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

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 1st or 2nd cumulative refusal

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP	
		Each horse/rider team is scored between 1-100 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		9	10	1	2	3	4	5	6	7	8				
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
1	252	PENALTY											0	71	
		CONTENT	0 +1/2	0 +1/2	0	0	0	0	0	0	0				
71															
2	268	PENALTY											0	7 1/2	
		CONTENT	+1/2	0 +1/2	0	0	0	0	+1/2	0	0				
3	280	PENALTY											0	7 1/2	
		CONTENT	+1/2 +1/2	0	-1/2	0	0	+1/2	+1/2	0	0				
71															
4	281	PENALTY											1	6 9/2	
		CONTENT	0	+1/2	+1/2	+1/2	-1/2	0	0	0	-1/2	0			
71															
5	295	PENALTY											0	72	
		CONTENT	0	+1/2	+1/2	0	0	0	0	+1/2	+1/2	0			
72															
6	306	PENALTY											0	70	
		CONTENT	0	0	+1/2	0	-1/2	0	0	+1/2	-1/2	0			
7	350	PENALTY											0	73 1/2	
		CONTENT	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2			
8	387	PENALTY											0	70 1/2	
		CONTENT	0	+1/2	0	0	0	0	0	-1/2	0	+1/2			

JUDGE'S NAME (PRINTED): Pam Rose

JUDGE'S SIGNATURE: R. Th... KW

VERSATILITY RANCH HORSE - RANCH RIDING

- 1 Point Penalties:**
- Over-bridled per maneuver
 - Out of frame per maneuver
 - Too slow per maneuver
 - Gapping mouth
 - Break of gait at Walk or trot for two (2) strides or less
- 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
- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
 - Use of two hands (except in snaffle bit or hackamore) per maneuver
 - More than one finger between split reins or any fingers between romal reins per maneuver
 - 1st or 2nd cumulative refusal

- Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Breaking pattern
 - Leaving arena before pattern is complete
 - Repeated blatant disobedience
- DQ:**
- Lameness
 - Abuse
 - Illegal equipment
 - Disrespect or misconduct
 - Improper western attire
 - Fall of horse/rider

W/O	#	MANEUVER SCORES											PENALTY TOTAL	SCORE	OP	
		Each horse/rider team is scored between 1-100 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		9	10	1	2	3	4	5	6	7	8					
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back					
9	411	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/4	0	0	+1/2	0	+1/2	0			0	73
						72					73					
10	420	PENALTY														
		CONTENT	0	+1/2	0	+1/2	0	-1/2	0	-1/2	-1/2	+1/2			0	70
11	429	PENALTY														
		CONTENT	+1/2	0	+1/2	0	0	0	-1/2	0	0	0			0	70 1/2
						71										
12	431	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	0	0	+1/2	0	+1/4			0	71 1/2
13	432	PENALTY														
		CONTENT	0	-1/2	0	0	-1	0	0	+1/2	0	-1/2			0	68 1/2
14	438	PENALTY														
		CONTENT	+1/2	0	+1/2	0	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2			0	73
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Pam Ra

JUDGE'S SIGNATURE: [Signature]

VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock SHTX-VRH

CLASS: #13 - SHTX OTRL - Open Trail

DATE: 03/31/2017

- 1 Point Penalties:**
- 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 fee 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 step on dismount or ground tie except shifting to balance
 - Split pole at lope
- 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
 - 2-3 steps on dismount or ground tie

- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
 - Use of two hands (except in snaffle bit or hackamore) per maneuver
 - More than one finger between split reins or any fingers between romal reins per maneuver
 - Knocking over, stepping out of, or falling off of an obstacle
 - Dropping an object required to be carried
 - 1st or 2nd cumulative refusal
 - Letting go of gate
 - 4 or more steps on dismount or ground tie

- Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Breaking pattern
 - Leaving arena before pattern is complete
 - 3rd refusal
 - No attempt to perform obstacle
 - Repeated blatant disobedience
- DO:**
- Lameness
 - Abuse
 - Illegal equipment
 - Disrespect or misconduct
 - Improper western attire
 - Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		Each horse/rider team is scored from 1-100 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		Walk Poles/Bridge	Back Chute SP 11	Lope RL Poles	Trot Logs to Drag	Figure 8	Trot to LH Pull Gate								
1	432	PENALTY		1	3,3							7	65	1	
		CONTENT	+1	+1/2	OP	0	0	1/2							
		64 1/2													
2	280	PENALTY			3							3	64 1/2		
		CONTENT	-1/2	0	0	-1/2	-1	-1/2							
		63													
3	295	PENALTY			3,3							6	65 1/2		
		CONTENT	-1/2	+1/2	OP	+1/2	+1/2	+1/2							
		70													
4	268	PENALTY	1	5	1							7	60 1/2		
		CONTENT	-1	+1/2	+1/2	0	0	-1/2							
		61													
5	306	PENALTY		1	3,3							4	64 1/2	1	
		CONTENT	+1/2	0	OP	0	-1	-1/2							
		65 1/2													
6	252	PENALTY			3,1							4	65		
		CONTENT	+1/2	0	-1	-1/2	0	0							
		64													
7	411	PENALTY	1,1		3,0P							5	64 1/2		
		CONTENT	0	+1/2	OP	0	+1/2	0							
		63													
8	387	PENALTY		1	3,3							7	63		
		CONTENT	0	0	-1	0	+1/2	+1/2							

JUDGE'S NAME (PRINTED): Pam Rose

JUDGE'S SIGNATURE: [Signature] KW

VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock SHTX-VRH

CLASS:#13 - SHTX OTRL - Open Trail

DATE: 03/31/2017

1 Point Penalties:

- 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 step on dismount or ground tie except shifting to balance
- Split pole at lope

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
- 2-3 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 4 or more steps on dismount or ground tie

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

- pattern correctly**
- Breaking pattern
 - Leaving arena before pattern is complete
 - 3rd refusal
 - No attempt to perform obstacle
 - Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

OBSTACLE SCORES

Each horse/rider team is scored between 1-100 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										PENALTY TOTAL	SCORE	OP			
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																	
Obstacle Description		Walk Poles/Bridge	Back Chute SP Lt	Lope RL Poles	Trot Logs to Drag	Figure 8	Trot to LH Pull Gate										
9	431	PENALTY	1	1	3/3	1/1									10	58	
		CONTENT	0	0	-1/2	-1/2	-1	0									
			64	6 1/2	59	58											
10	438	PENALTY	1/1	1/1											4	65	
		CONTENT	-1/2	-1/2	+1/2	-1/2	0	0									
			6 1/2	6	6 1/2	6											
11	281	PENALTY	1	1											0	68 1/2	
		CONTENT	-1/2	-1/2	+1/2	0	+1/2	+1/2									
			6 1/2	67				68									
12	420	PENALTY			1										1	74	
		CONTENT	+1/2	+1/2	+1	+1	+1	+1									
			71		72	73											
13	429	PENALTY	1/1	5	3/3										16	54	
		CONTENT	0	0	0	0	0	0									
14	350	PENALTY													0	74 1/2	
		CONTENT	H	x1/2	x1	+1	+1/2	+1/2									
			71 1/2	72 1/2	74 1/2	74											
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

Paul Rose

JUDGE'S SIGNATURE:

Paul Rose

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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

5 Point Penalties:

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 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												
		6	7	2	4	3	5	1						
		Maneuver Description												
		2 circ left	2 circ right	stop	left spins	stop	right spins	stop & back						
1	252	PENALTY											72.5	
		CONTENT	+1/2	0	0	+1/2	+1/2	+1/2	+1/2					
2	306	PENALTY											67.5	
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2					
3	438	PENALTY											69.5	
		CONTENT	0	0	-1/2	+1/2	-1/2	0	0					
4	420	PENALTY		-1/2									1/2	67
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	-1/2	0					
5	350	PENALTY											69.5	
		CONTENT	0	0	-1/2	+1/2	-1/2	+1/2	-1/2					
6	411	PENALTY											69.5	
		CONTENT	0	+1/2	-1/2	0	-1/2	0	0					
7	387	PENALTY	1/1										2	70
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1/2					
8	268	PENALTY	-1/2	1/1		-1/2							3	65
		CONTENT	0	-1/2	-1/2	0	-1/2	0	-1/2					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Sally Reese

SHOW: Lubbock SHTX-VRH
CLASS:#16 - SHTX ORNN - Open Reining
DATE: 03/31/2017

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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

5 Point Penalties:

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 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												
		2 circ left	2 circ right	stop	left spins	stop	right spins	stop & back						
9	281	PENALTY			-1/2							1/2	70.5	
		CONTENT	0	0	-1/2	+1/2	0	+1/2	+1/2					
10	429	PENALTY	-1/2									1/2	67.5	
		CONTENT	-1/2	0	-1/2	0	0	0	-1					
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Bobby Lewis

SHOW: Lubbock SHTX-VRH
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 03/31/2017

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
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

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
- C - Failure to catch

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

5 Point Penalties:

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

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

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illegal catch at end of run
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

DQ:

- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse/rider

W/O	#	RUN CONTENT											PENALTIES				SCORE	OP			
		Each horse/rider team is scored between 1-100 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	TOTAL					
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL									
				L	R	L	R	TRACK & RATE	STOP & HOLD												
		Tie-Breaker																			
1	411	PENALTY																69 1/2			
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1	-1				-1/2	0	0							
2	438	PENALTY				A												1	67		
		CONTENT	0	-1/2	-1/2	-1/2				0	0	-1/2	0	0							
3	387	PENALTY																	76		
		CONTENT	+1/2	+1/2	+1	+1/2				+1	+1	+1/2	0	+1							
4	268	PENALTY				LLA									A			0	58 1/2 A		
		CONTENT	-1/2	-1	-1	-1	0	0				-1/2	0	-1/2							
5	358	PENALTY	A															H	HH	14	47
		CONTENT	-1/2	-1/2	-1/2	-1/2				0	-1/2	-1/2	0	-1							
6	420	PENALTY				A														1	64 1/2
		CONTENT	0	-1/2	-1	-1/2				-1/2	-1/2	-1	0	-1/2							
2	438	PENALTY																			
		CONTENT																			
3	387	PENALTY																			
		CONTENT																			

JUDGE'S NAME (PRINTED):

Sam Rose

JUDGE'S SIGNATURE:

Sam Rose

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW:	Lubbock SHTX-VRH
CLASS:	#19 - SHTX OWCH - Open Working Cow
DATE:	03/31/2017

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
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

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
- C - Failure to catch

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

5 Point Penalties:

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

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

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illegal catch at end of run
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

DO:

- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fail of horse/rider

W/O	#	RUN CONTENT Each horse/rider team is scored between 1-100 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				SCORE	OP												
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	TOTAL														
				L	R	L	R	TRACK & RATE	STOP & HOLD																					
Tie-Breaker																														
7	306	PENALTY	A			A																								
		CONTENT	0	0	0	0				+1/2	+1/2	0	0	0													2	69		
8	252	PENALTY																												
		CONTENT	0	-1/2	+1/2	0				+1/2	+1	0	0	+1/2																72
		PENALTY																												
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JUDGE'S NAME (PRINTED): SAM ROSE

JUDGE'S SIGNATURE: