

<b>SHOW:</b>	Lubbock-Versatility
<b>CLASS:</b>	#30 - SHTX NPPL - Non Pro Pleasure
<b>DATE:</b>	04/07/2018

**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 normal reins per maneuver
  - 1st or 2nd cumulative refusal

- 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
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire

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 Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back				
Maneuver Description															
1	305	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	1/2	+1/2	+1/2	+1/2	1/2	+1	+1			76
2	406	PENALTY					1								
		CONTENT	-1/2	-1/2	0	0	0	-1	+1/2	+1/2	0	0			1 68
3	480	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1/2	0	+1/2	+1/2	-1	0	0			74 1/2
4	291	PENALTY													
		CONTENT	0	0	+1	+1/2	+1/2	0	0	0	0	-1/2			72 1/2
5	460	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1/2	0	0	+1/2	+1/2	+1/2	+1			75
6	414	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1	+1	+1			77
7	282	PENALTY					1								
		CONTENT	+1/2	+1/2	+1	+1/2	0	-1/2	+1/2	0	-1/2	0			1 71
8	329	PENALTY													
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	0	0	0	0	+1/2			72 1/2

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

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

**VERSATILITY RANCH HORSE - RANCH RIDING**

<b>SHOW:</b>	Lubbock-Versatility
<b>CLASS:</b>	#30 - SHTX NPPL - Non Pro Pleasure
<b>DATE:</b>	04/07/2018

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Gapping mouth</li> <li>- Break of gait at walk or trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- 1st or 2nd cumulative refusal</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> </ul>
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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 Walk	Trot	Ext Trot	Lope	Stop 100	Walk	Lope	Ext Lope	Trot	Stop & Back				
Maneuver Description															
9	416	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				75
10	359	PENALTY													
		CONTENT	0	0	+1/2	0	+1/2	+1/2	0	+1/2	0	+1/2			72 1/2
11	273	PENALTY													
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2			75
12	382	PENALTY													
		CONTENT	0	+1/2	+1/2	+1/2	0	-1/2	+1/2	0	+1/2	0		1	71
13	377	PENALTY													
		CONTENT	+1/2	0	+1/2	0	+1/2	0	0	0	-1/2	+1/2	3	3	68 1/2
14	303	PENALTY													
		CONTENT	0	+1/2	+1	+1/2	+1/2	0	+1/2	+1/2	+1/2	0			74
15	328	PENALTY													
		CONTENT	-1/2	-1/2	+1/2	0	0	-1/2	-1	-1/2	0	0		2	65 1/2
16	327	PENALTY													
		CONTENT	+1/2	-1/2	0	+1/2	+1/2	+1/2	0	-1	-1/2	0	3	3	66

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

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



SHOW:	Lubbock-Versatility
CLASS:	#30 - SHTX NPPL - Non Pro Pleasure
DATE:	04/07/2018

**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

**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

**Disqualification (DQ):**

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

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 Walk	Trot	Ext Trot	Lope	Stop 100	Walk	Lope	Ext Lope	Trot	Stop & Back				
Maneuver Description															
17	272	PENALTY													
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2				73 1/2
18	484	PENALTY													
		CONTENT	+1/2	0	0	0	+1/2	-1/2	0	+1/2	0	0			71
20	457	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2			75
21	306	PENALTY													
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	0	0	0	+1/2			72 1/2
22	302	PENALTY							3						
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1	+1/2	+1/2	+1/2		3	70 1/2
23	415	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2			75
24	292	PENALTY				3									
		CONTENT	0	0	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	0		3	68 1/2
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Lubbock-Versatility

CLASS: #32 - SHTX NPTR - Non Pro Trail

DATE: 04/07/2018

**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 step on mount/dismount or ground tie (except shifting to balance)
- Split pole 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
- Two-three steps on mount/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
- Four 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
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag

**Disqualification (DQ):**

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

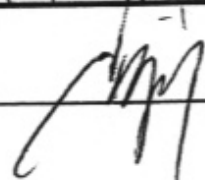
**OBSTACLE SCORES**

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>																	
<b>Obstacle Description</b>		RH Push Gate	Trot box Walk bridge	Trot, SP R	Lope RL Logs, chute	Back L	Trot Serp, walk over	860 R, walk out	Drag at Trot								
1	305	PENALTY	1			1									2	70 1/2	
		CONTENT	+1/2	-1/2	+1/2	-1/2	+1/2	+1/2	+1	+1/2							
2	406	PENALTY														70	
		CONTENT	0	0	+1/2	0	-1/2	0	0	0							
3	480	PENALTY														73	
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2							
4	291	PENALTY								1						1	74 1/2
		CONTENT	0	+1/2	+1	+1	+1	+1/2	+1/2	+1							
5	460	PENALTY								1						1	75 1/2
		CONTENT	+1/2	+1/2	+1	+1	+1/2	+1	+1	+1							
6	414	PENALTY								OP							76 1/2 OP
		CONTENT	+1/2	+1/2	+1	+1/2	+1	+1	+1	+1							
7	282	PENALTY								11						2	71
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2							
8	329	PENALTY								11						3	66 1/2
		CONTENT	+1/2	0	0	-1/2	+1/2	0	-1/2	-1							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



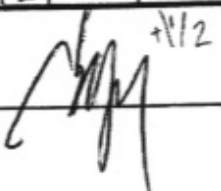
**VERSATILITY RANCH HORSE - TRAIL**

<b>SHOW:</b> Lubbock-Versatility
<b>CLASS:</b> #32 - SHTX NPTR - Non Pro Trail
<b>DATE:</b> 04/07/2018

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or failing to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One step on mount/dismount or ground tie (except shifting to balance)</li> <li>- Split pole in lope over</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Two-three steps on mount/dismount or ground tie</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- Four or more steps on mount/dismount or ground tie</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to daily and remain dailied during the drag</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> </ul>
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W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
Tie-Breaker		1	2	3	4	5	6	7	8	9	10							
Obstacle Description		RH Push Gate	Trot box Walk bridge	Trot, SP R	Lope RL Logs, chute	Back L	Trot Serp, walk over	90 R, walk out	Drag at Trot									
9	416	PENALTY			1			11							3	70 1/2		
		CONTENT	0	+1/2	0	+1	+1/2	+1/2	+1/2	+1/2				+3 1/2				
10	359	PENALTY		1		3		1							5	67		
		CONTENT	+1/2	-1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2				+2				
11	273	PENALTY		1											1	71 1/2		
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2				+2 1/2				
12	382	PENALTY		1		3		1							5	66		
		CONTENT	+1/2	-1/2	+1/2	-1/2	+1	-1/2	0	+1/2				+1				
13	377	PENALTY						11							2	71 1/2		
		CONTENT	+1/2	0	+1/2	+1/2	+1	+1/2	0	+1/2				+3 1/2				
14	303	PENALTY		1		3	1	11							7	65		
		CONTENT	+1/2	-1/2	+1	0	+1/2	+1	-1	+1/2				+2				
15	328	PENALTY		11		33	1111	1							13	56		
		CONTENT	+1/2	-1/2	0	-1/2	-1	0	0	+1/2				-1				
16	327	PENALTY						1							1	70 1/2		
		CONTENT	+1/2	+1/2	+1/2	0	0	-1/2	0	+1/2								

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

JUDGE'S SIGNATURE:  +1/2

**VERSATILITY RANCH HORSE - TRAIL**

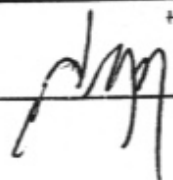
**SHOW:** Lubbock-Versatility  
**CLASS:**#32 - SHTX NPTR - Non Pro Trail  
**DATE:** 04/07/2018

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| <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or falling to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One step on mount/dismount or ground tie (except shifting to balance)</li> <li>- Split pole in lope over</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Two-three steps on mount/dismount or ground tie</li> </ul> | <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- Four or more steps on mount/dismount or ground tie</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> | <p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dalled during the drag</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> </ul> |
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		1	2	3	4	5	6	7	8	9	10						
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<b>Tie-Breaker</b>																	
<b>Obstacle Description</b>		RH Push Gate	Trot box Walk bridge	Trot, SP R	Lope RL Logs, chute	Back L	Trot Serp, walk over	360 R, walk out	Drag at Trot								
17	272	PENALTY	11												2	71 1/2	
		CONTENT	+1/2 -1/2 +1/2 0 +1 +1/2 +1/2 +1											+3 1/2			
18	484	PENALTY		1				1							3	70	
		CONTENT	+1/2 0 +1/2 +1/2 +1/2 0 +1/2 +1/2											+3			
19	364	PENALTY						11							2	73 1/2	
		CONTENT	+1/2 0 +1 +1 +1/2 +1 +1 +1/2											+5 1/2			
20	457	PENALTY														75 1/2	
		CONTENT	+1/2 0 +1/2 +1/2 +1 +1 +1 +1														
21	306	PENALTY		1	1	3	1	11							8	61	
		CONTENT	+1/2 -1/2 -1/2 -1 -1/2 +1/2 0 +1/2											-1			
22	302	PENALTY			1			11							3	71	
		CONTENT	0 +1/2 0 +1 +1 +1 -1/2 +1											+4			
23	415	PENALTY					111	1							4	70 1/2	
		CONTENT	+1/2 +1/2 +1 +1 -1/2 +1 +1/2 +1/2											+4 1/2			
24	292	PENALTY		1						1					2	72 1/2	
		CONTENT	+1/2 -1/2 +1/2 +1/2 +1/2 +1 +1 +1											+4 1/2			

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**VERSATILITY RANCH HORSE - REINING**

**PATTERN 9**

**SHOW:** Lubbock-Versatility

**CLASS:** [REDACTED]

**DATE:** 04/07/2018

**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
- 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
- Attempt to alter tension or length of reins from the bridle to the rein hand

**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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**Disqualification (DQ):**

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

**MANUEVER SCORES**

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

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8				
Tie-Breaker		7	8	3	1	4	2	5					
Maneuver Description		lcl	rlc	stop	3 1/2 L	stop	3 1/2 R	SB					
1	328	PENALTY		1/2			1/2				1	70 1/2	
		CONTENT	0	0	+1/2	0	+1/2	+1/2	0				
2	359	PENALTY			1							1	68 1/2
		CONTENT	0	0	-1/2	0	0	0	0				
3	416	PENALTY						1/2				1/2	70
		CONTENT	+1/2	0	-1/2	0	0	+1/2	0				
4	484	PENALTY											71
		CONTENT	0	0	+1/2	+1/2	-1/2	0	+1/2				
5	460	PENALTY	1/2									1/2	70 1/2
		CONTENT	0	0	0	+1/2	0	0	+1/2				
6	414	PENALTY											68 1/2
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2				
7	272	PENALTY				1/2	1					1 1/2	69 1/2
		CONTENT	0	0	0	+1/2	0	0	+1/2				
8	457	PENALTY											71
		CONTENT	0	0	0	+1/2	0	+1/2	0				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*

**VERSATILITY RANCH HORSE - REINING**

**PATTERN 9**

**SHOW:** Lubbock-Versatility

**CLASS:** #34 - SHTX NPRN - Non Pro Reining

**DATE:** 04/07/2018

**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
- 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
- Attempt to alter tension or length of reins from the bridle to the rein hand

**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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**Disqualification (DQ):**

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

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				
Maneuver Description		LCC	RCC	STOP	3/4 L	STOP	3/4 R	SR					
9	377	PENALTY						1/2		1/2	71 1/2		
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2				
10	329	PENALTY				1/2				1/2	72 1/2		
		CONTENT	+1/2	+1/2	0	0	+1/2	+1/2	+1				
11	327	PENALTY		2						2	65 1/2		
		CONTENT	0	-1/2	-1	-1/2	-1/2	0	0				
12	306	PENALTY				5 OP		5 OP	5,2	17	50	OP	
		CONTENT	0	0	-1/2	-1 1/2	0	-1 1/2	+1/2				
13	491	PENALTY	DP	OP				1/2		1/2	65 1/2	OP	
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1/2	+1/2				
14	303	PENALTY				1/2				1/2	69 1/2		
		CONTENT	0	0	0	0	0	0	0				
15	406	PENALTY									70 1/2		
		CONTENT	0	0	0	+1/2	-1/2	+1/2	0				
16	472	PENALTY				1/2				1/2	69 1/2		
		CONTENT	0	0	0	0	0	0	0				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE

*[Handwritten Signature]*



**VERSATILITY RANCH HORSE - REINING**

**PATTERN 9**

**SHOW:** Lubbock-Versatility

**CLASS:** #34 - SHTX NPRN - Non Pro Reining

**DATE:** 04/07/2018

**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
- 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
- Attempt to alter tension or length of reins from the bridle to the rein hand

**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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**Disqualification (DQ):**

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

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				
Maneuver Description		LC	RC	STOP	3/2L	STOP	3/2R	SB					
17	480	PENALTY										69	
		CONTENT	0	0	+1/2	-1/2	0	0	-1				
18	305	PENALTY										70 1/2	
		CONTENT	+1/2	0	-1/2	0	0	+1/2	0				
19	302	PENALTY					1/2				1/2	70 1/2	
		CONTENT	0	-1/2	0	+1/2	0	+1/2	+1/2				
20	292	PENALTY										71 1/2	
		CONTENT	0	0	+1/2	0	0	+1/2	+1/2				
21	382	PENALTY	1/2	1/2				1			2	65 1/2	
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2				
22	273	PENALTY										73 1/2	
		CONTENT	0	+1/2	0	+1	+1/2	+1	+1/2				
23	291	PENALTY		3	1/2	OP		OP			6	61	OP
		CONTENT	0	-1	0	-1/2	+1/2	-1/2	+1/2				
24	282	PENALTY										73 1/2	
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE

*Melina Drake*

**VERSATILITY RANCH HORSE - REINING**

SHOW: Lubbock-Versatility

CLASS: #34 - SHTX NPRN - Non Pro Reining

DATE: 04/07/2018

**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
- 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
- Attempt to alter tension or length of reins from the bridle to the rein hand

**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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

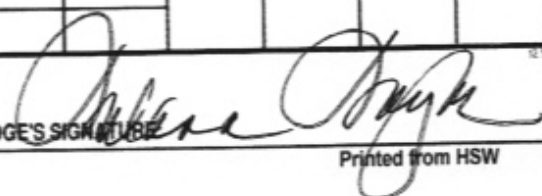
**Disqualification (DQ):**

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

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					
Maneuver Description		LCC	RCc	Stop	3/2 L	Stop	3/2 R	SB						
25	471	PENALTY	SCRATCH								SCRATCH			
		CONTENT												
26	415	PENALTY												
		CONTENT	0	-1/2	0	0	0	0	0	0			69 1/2	
27	364	PENALTY	1/2		2		2							
		CONTENT	0	0	0	0	-1/2	+1/2	+1/2			4 1/2	600	
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE



**VERSATILITY RANCH HORSE - RANCH COW WORK**

SHOW: Lubbock-Versatility

CLASS: #36 - SHOTX NPWC - Non Pro Working Cow

DATE: 04/07/2018

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**3 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

- A - Turning tail
- E - Repeated blatant disobedience
- 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
- R - Complete loss of rope

**Disqualification (DQ):**

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

W/O	#	RUN CONTENT										PENALTIES					SCORE	OP		
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS			TOTAL	
				1 <sup>st</sup>	2 <sup>nd</sup>	1 <sup>st</sup>	2 <sup>nd</sup>	TRACK & RATE	STOP & HOLD											
Tie-Breaker		9	8	7	6	5	4	3	2	1										
1	292		T																1	7 1/2
		CONTENT	0	-1/2	+1	0	+1/2	+1/2		+1/2	0	+1/2								
2	329												A	H					5	6 1/2
		CONTENT	0	+1/2	-1	-1			+1/2	+1/2	0	0	0							
3	359				A								A						3	6 1/2
		CONTENT	0	0	+1/2	-1	-1/2	-1/2			-1/2	0	-1/2							
4	273						A												1	7 1
		CONTENT	0	+1/2	+1/2	+1/2	+1	-1/2			0	0	0							
5	472		EE	L	A														6	6 1
		CONTENT	0	-1/2	-1	-1			+1/2	0	-1/2	0	-1/2							
6	414						A												1	6 7
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2			0	0	0							
7	415		E	A															5	6 2 1/2
		CONTENT	0	0	0	-1	0	0			-1/2	0	-1							
8	328		E	E															2	6 5 1/2
		CONTENT	0	0	+1/2	-1	-1/2	-1/2			-1/2	0	-1/2							

JUDGE'S NAME (PRINTED):

*John*

JUDGE'S SIGNATURE:

*[Signature]*

**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:** Lubbock-Versatility  
**CLASS:** #36 - SHTX NPWC - Non Pro Working Cow  
**DATE:** 04/07/2018

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**3 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

- A - Turning tail
- E - Repeated blatant disobedience
- 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
- R - Complete loss of rope

**Disqualification (DQ):**

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

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 -1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										2 POINTS	3 POINTS	10 POINTS	TOTAL												
	BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY					EYE APPEAL											
				1 <sup>A</sup>	2 <sup>A</sup>	1 <sup>A</sup>	2 <sup>A</sup>	TRACK & RATE	STOP & HOLD																	
		<b>Tie-Breaker</b>	9	8	7	6	5	4	3	2	1															
9	364	PENALTY			A									A						3	65					
		CONTENT	-1/2	0	0	-1	0	0						-1/2	0	0										
10	291	PENALTY																			5	65				
		CONTENT	+1/2	+1/2	0	+1/2			0	-1/2	0	0	0													
11	302	PENALTY																				0	75 1/2			
		CONTENT	0	+1/2	+1	+1			+1/2	+1	+1/2	+1/2	+1/2													
12	460	PENALTY			E																		4	64		
		CONTENT	0	+1/2	-1	-1/2	0	0						-1/2	0	-1/2										
13	484	PENALTY																						2	69	
		CONTENT	0	+1/2	+1	0	-1/2	0						0	0	0										
14	406	PENALTY			LLA	A																		4	63 1/2	
		CONTENT	0	-1/2	-1	-1	+1/2	-1/2						0	0	0										
15	272	PENALTY			T																				1	66
		CONTENT	0	-1/2	-1/2	-1	0	-1/2						0	0	-1/2										
16	471	PENALTY			A	A	A	A																	4	62 1/2
		CONTENT	0	-1/2	-1	-1/2	-1/2	-1/2						-1/2	0	0										

JUDGE'S NAME (PRINTED):

*Jerry*

JUDGE'S SIGNATURE:

*[Signature]*

**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:** Lubbock-Versatility  
**CLASS:** #36 - SHTX NPWC - Non Pro Working Cow  
**DATE:** 04/07/2018

**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 # roping in amateur and youth classes

**3 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

- A - Turning tail
- E - Repeated blatant disobedience
- 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
- R - Complete loss of rope

**Disqualification (DQ):**

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

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	10 POINTS	TOTAL									
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY					EYE APPEAL								
				1st	2nd	TRACK & RATE	STOP & HOLD																	
		Tie-Breaker	9	8	7	6	5	4	3	2	1													
17	377	PENALTY																			0	69 1/2		
		CONTENT	0	0	0	+1/2	-1/2	0			0	0	-1/2											
18	282	PENALTY	A		A																	4	64.5	
		CONTENT	0	-1/2	-1/2	-1/2	0	0			0	0	0											
19	303	PENALTY																					0	75
		CONTENT	+1/2	+1/2	+1	+1/2	+1	+1/2			+1/2	0	+1/2											
20	491	PENALTY			A		A																2	66 1/2
		CONTENT	0	0	-1/2	0	-1/2	0			-1/2	0	0											
21	416	PENALTY																					0	71
		CONTENT	0	+1/2	+1/2	-1/2	+1/2	0			0	0	0											
22	457	PENALTY																					0	71
		CONTENT	0	+1/2	+1/2	0	+1/2	-1/2			0	0	0											
23	306	PENALTY			A																		4	66
		CONTENT	0	0	-1/2	+1/2					0	0	0	0	0									
24	480	PENALTY																					2	68 1/2
		CONTENT	0	+1/2	+1/2	-1	0	+1/2			0	0	0											

JUDGE'S NAME (PRINTED):

*J. L. ...*

JUDGE'S SIGNATURE:

*[Signature]*

**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:** Lubbock-Versatility  
**CLASS:** #36 - SHOOT NPWC - Non Pro Working Cow  
**DATE:** 04/07/2018

- 1 Point Penalties:**  
 A - Loss of working advantage  
 C - Using the corner or the end of the arena to turn the cow when going down the fence  
 E - Changing sides of arena to turn cow  
 L - For each length horse runs past cow  
 P - Working out of position  
 R - Two-loop catch in amateur and youth classes  
 S - Slipping rein  
 T - Failure to drive cow past middle marker on first turn  
 V - Over-bridled (per maneuver)  
 W - Out of frame (per maneuver)
- 2 Point Penalties:**  
 A - Going around the corner of the arena before turning cow  
 B - In an open field turn animal gets within 3 feet of the end fence before being turned  
 R - Failure to catch if roping in amateur and youth classes

- 3 Point Penalties:**  
 E - Exhausting or overworking the cow before circling or roping  
 H - Hanging up on the fence (refusing to turn)  
 K - Knocking down the cow without having a working advantage  
 R - Two-loop catch when roping in open/cowboy classes
- 5 Point Penalties:**  
 A - Failure to turn the cow both directions on the fence  
 B - Spurring or hitting in front of cinch at any time  
 C - Blatant disobedience  
 E - Use of either hand to instill fear/praise  
 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  
 R - Failure to catch when roping in open/cowboy classes
- 10 Point Penalty:**  
 U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

- Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- A - Turning tail  
 E - Repeated blatant disobedience  
 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  
 R - Complete loss of rope
- Disqualification (DQ):**  
 A - Abuse  
 B - Lameness  
 D - Disrespect or misconduct  
 G - Illegal equipment  
 F - Fail of horse/rider  
 N - Improper western attire

W/O #	PENALTY	RUN CONTENT										PENALTIES					SCORE	OP						
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	10 POINTS	TOTAL								
				1 <sup>st</sup>	2 <sup>nd</sup>	1 <sup>st</sup>	2 <sup>nd</sup>	TRACK & RATE	STOP & HOLD															
		Tie-Breaker	A	X	7	6	5	4	3	2	1													
25	305	CONTENT	0	+1/2	+1/2	+1	+1/2	+1/2			+1/2	+1/2	+1/2									0	74 1/2	
26	327	PENALTY	PC																					
		CONTENT	-1	-1	-1	-1			-1 1/2	-1 1/2	-1	-1/2	-1										11	49 1/2
27	382	PENALTY	AP		AL																			
		CONTENT	-1/2	0	-1	+1/2	0	0			-1/2	0	0										4	64 1/2
		PENALTY																						
		CONTENT																						
		PENALTY																						
		CONTENT																						
		PENALTY																						
		CONTENT																						

JUDGE'S NAME (PRINTED): John

JUDGE'S SIGNATURE: [Signature]