



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Amarillo - Versatility
CLASS:	#38 - SHTX NPPL - Non Pro Pleasure
DATE:	07/20/2019

1 Point Penalties:

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

3 Point Penalties:

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

5 Point Penalties:

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

10 Point Penalty:

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

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between 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																																																																																																																																																																																																																																																																															
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		3	4	2	5	1	8	6	7	1	10																																																																																																																																																																																																																																																																																				
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back																																																																																																																																																																																																																																																																																				
1	1	PENALTY																		CONTENT	6	0	+1/2	0	0	0	0	0	+1/2	0					71	2	459	PENALTY																		CONTENT	+1/2	0	-1/2	0	0	0	+1/2	+1/2	-1/2	0					70 1/2	3	344	PENALTY																		CONTENT	0	0	0	0	0	0	0	-1/2	0	0					69 1/2	4	437	PENALTY																		CONTENT	0	-1/2	+1/2	0	-1/2	0	0	-1	0	+1/2					69	5	494	PENALTY								3										CONTENT	-1/2	-1	-1/2	-1	-1/2	-1/2	-1/2	-1	0	0			3		61 1/2	6	322	PENALTY								3	OP walk									CONTENT	+1/2	-1/2	+1/2	0	0	-1/2	+1/2	-1	-1 1/4	0			3		65 OP	7	441	PENALTY				1 over				1 over										CONTENT	0	-1/2	+1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0			2		65 1/2	8	361	PENALTY																		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	+1	+1	+1	0					76
		CONTENT	6	0	+1/2	0	0	0	0	0	+1/2	0					71																																																																																																																																																																																																																																																																														
2	459	PENALTY																		CONTENT	+1/2	0	-1/2	0	0	0	+1/2	+1/2	-1/2	0					70 1/2	3	344	PENALTY																		CONTENT	0	0	0	0	0	0	0	-1/2	0	0					69 1/2	4	437	PENALTY																		CONTENT	0	-1/2	+1/2	0	-1/2	0	0	-1	0	+1/2					69	5	494	PENALTY								3										CONTENT	-1/2	-1	-1/2	-1	-1/2	-1/2	-1/2	-1	0	0			3		61 1/2	6	322	PENALTY								3	OP walk									CONTENT	+1/2	-1/2	+1/2	0	0	-1/2	+1/2	-1	-1 1/4	0			3		65 OP	7	441	PENALTY				1 over				1 over										CONTENT	0	-1/2	+1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0			2		65 1/2	8	361	PENALTY																		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	+1	+1	+1	0					76																																				
		CONTENT	+1/2	0	-1/2	0	0	0	+1/2	+1/2	-1/2	0					70 1/2																																																																																																																																																																																																																																																																														
3	344	PENALTY																		CONTENT	0	0	0	0	0	0	0	-1/2	0	0					69 1/2	4	437	PENALTY																		CONTENT	0	-1/2	+1/2	0	-1/2	0	0	-1	0	+1/2					69	5	494	PENALTY								3										CONTENT	-1/2	-1	-1/2	-1	-1/2	-1/2	-1/2	-1	0	0			3		61 1/2	6	322	PENALTY								3	OP walk									CONTENT	+1/2	-1/2	+1/2	0	0	-1/2	+1/2	-1	-1 1/4	0			3		65 OP	7	441	PENALTY				1 over				1 over										CONTENT	0	-1/2	+1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0			2		65 1/2	8	361	PENALTY																		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	+1	+1	+1	0					76																																																																								
		CONTENT	0	0	0	0	0	0	0	-1/2	0	0					69 1/2																																																																																																																																																																																																																																																																														
4	437	PENALTY																		CONTENT	0	-1/2	+1/2	0	-1/2	0	0	-1	0	+1/2					69	5	494	PENALTY								3										CONTENT	-1/2	-1	-1/2	-1	-1/2	-1/2	-1/2	-1	0	0			3		61 1/2	6	322	PENALTY								3	OP walk									CONTENT	+1/2	-1/2	+1/2	0	0	-1/2	+1/2	-1	-1 1/4	0			3		65 OP	7	441	PENALTY				1 over				1 over										CONTENT	0	-1/2	+1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0			2		65 1/2	8	361	PENALTY																		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	+1	+1	+1	0					76																																																																																																												
		CONTENT	0	-1/2	+1/2	0	-1/2	0	0	-1	0	+1/2					69																																																																																																																																																																																																																																																																														
5	494	PENALTY								3										CONTENT	-1/2	-1	-1/2	-1	-1/2	-1/2	-1/2	-1	0	0			3		61 1/2	6	322	PENALTY								3	OP walk									CONTENT	+1/2	-1/2	+1/2	0	0	-1/2	+1/2	-1	-1 1/4	0			3		65 OP	7	441	PENALTY				1 over				1 over										CONTENT	0	-1/2	+1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0			2		65 1/2	8	361	PENALTY																		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	+1	+1	+1	0					76																																																																																																																																																
		CONTENT	-1/2	-1	-1/2	-1	-1/2	-1/2	-1/2	-1	0	0			3		61 1/2																																																																																																																																																																																																																																																																														
6	322	PENALTY								3	OP walk									CONTENT	+1/2	-1/2	+1/2	0	0	-1/2	+1/2	-1	-1 1/4	0			3		65 OP	7	441	PENALTY				1 over				1 over										CONTENT	0	-1/2	+1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0			2		65 1/2	8	361	PENALTY																		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	+1	+1	+1	0					76																																																																																																																																																																																				
		CONTENT	+1/2	-1/2	+1/2	0	0	-1/2	+1/2	-1	-1 1/4	0			3		65 OP																																																																																																																																																																																																																																																																														
7	441	PENALTY				1 over				1 over										CONTENT	0	-1/2	+1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0			2		65 1/2	8	361	PENALTY																		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	+1	+1	+1	0					76																																																																																																																																																																																																																								
		CONTENT	0	-1/2	+1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0			2		65 1/2																																																																																																																																																																																																																																																																														
8	361	PENALTY																		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	+1	+1	+1	0					76																																																																																																																																																																																																																																																												
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	+1	+1	+1	0					76																																																																																																																																																																																																																																																																														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *LAB...* *AW*



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Amarillo - Versatility
CLASS:	#30 - SHTX NPPL - Non Pro Pleasure
DATE:	07/20/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Trot for two (2) strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins <p>Disqualification (DO):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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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		3	4	2	5	9	8	6	7	1	10				
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
9	316	PENALTY	55	53 ^{5th}							OP 1/2 slow lead			2143	00 x2
		CONTENT	+1/2	-1/2	+1/2	-1/2	-1	0	0	-1	+1/2	-1/2			
10	493	PENALTY													71 1/2
		CONTENT	0	0	+1/2	0	+1/2	0	+1/2	0	0	0			
11	406	PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: RABal - HW



SHOW: Amarillo - Versatility

CLASS: #32 - SLEP

DATE: 07/20/2019

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridged (per maneuver) - Out of frame (per maneuver) - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle - Incorrect or break of gait at walk or trot for two strides or less - Both front or hind feet in a single-stride space at a walk or trot - Skipping over or failing to step into required space - Incorrect number of strides, if specified - One or two steps on mount/dismount on/over ground tie (except shifting to balance) - Split log in lope over <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Three to four steps on mount/dismount on ground tie 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to restrain fear/praise - Knocking over, stepping out of, or falling off of an obstacle - Dropping an object required to be carried - 1st or 2nd cumulative refusal - Letting go of gate - 5 or more steps on mount/dismount or ground tie <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - 3rd refusal - Repeated blatant disobedience - Failure to dally and remain dalled during the drag - Use of two hands (except in snaffle bit or hackamores) - More than one finger between split reins or any fingers between roman reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		7	5	6	1	3	4	2	8							
Obstacle Description		Walk Bridge	Back Chute	SP Left	Lope Logs	rot/Box/Stop	360 in box	Trot/ Drag	Walk/ Gate							
1	1	PENALTY			1								1	70 1/2		
		CONTENT	+1/2	+1/2	0	0	0	-1/2	+1/2	+1/2						
2	459	PENALTY			3								3	68		
		CONTENT	+1/2	+1/2	0	-1	0	0	+1/2	+1/2						
3	344	PENALTY				1							1	70		
		CONTENT	0	0	0	0	-1/2	+1/2	+1/2	+1/2						
4	437	PENALTY			3								3	69		
		CONTENT	0	+1/2	+1/2	-1/2	0	0	+1	+1/2						
5	494	PENALTY			3		1						4	62 1/2		
		CONTENT	0	+1/2	-1	-1	-1/2	-1	-1/2	0						
6	322	PENALTY		11		3		1					6	59		
		CONTENT	-1	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2						
7	441	PENALTY			11								2	66		
		CONTENT	+1/2	-1	-1/2	-1/2	0	-1/2	-1/2	+1/2						
8	361	PENALTY												73 1/2		
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *L. Abal*



SHOW: Amarillo - Versatility

CLASS: #32 - SHTX NPTR - Non Pro Trail

DATE: 07/20/2019

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

- Over-bridged (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 ground tie (except shifting to balance)
- Split log in lope over

3 Point Penalties:

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

5 Point Penalties:

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

10 Point Penalty:

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

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

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

Disqualification (DQ):

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

OBSTACLE SCORES

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		7	5	6	1	3	4	2	8							
Obstacle Description		Walk Bridge	Back Chute	SP Left	Lope Logs	Trot/Box/Stop	360 in box	Trot/ Drag	Walk/ Gate							
9	316		1	55	335	3	OP	OP	OP					30	31	OP x3
		PENALTY														
		CONTENT	-1	-1	-1	-1 1/2	-1 1/2	-1 1/2	-1 1/2	0						
10	493					1		OP		Jog out side standard				1	68	OP
		PENALTY														
		CONTENT	0	0	0	+1/2	0	+1/2	-1/2	-1/2						
11	400															
		PENALTY														
		CONTENT														
12	403														73 1/2	
		PENALTY														
		CONTENT	+1/2	+1/2	0	+1	0	+1/2	+1/2	+1/2						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *L.A. Bal...*



SHOW: Amarillo - Versatility

CLASS: #34 - SHTX NPRN - Non Pro
Reining

DATE: 07/20/2019

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

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

10 Point Penalty:

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

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

MANUEVER SCORES

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

WO	#	Tie-Breaker	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8	9	10					
			S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L								
1	441		PENALTY														
			CONTENT	-1/2	0	+1/2	0	0	+1/2	+1/2							71
2	493		PENALTY														
			CONTENT	-1	-1/2	0	-1/2	0	-1/2	0							67 1/2
3	344		PENALTY														
			CONTENT	-1/2	0	0	0	0	0	0							69 1/2
4	454		PENALTY		2	2											
			CONTENT	-1	-1/2	0	-1/2	0	-1/2	0					4		63 1/2
5	406		PENALTY	SCRATCH													
			CONTENT														
6	1		PENALTY														
			CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2							67 1/2
7	322		PENALTY		2	2	2										
			CONTENT	-1	-1	-1/2	-1	-1	-1	-1					6		57 1/2
8	494		PENALTY			3											
			CONTENT	-1	-1/2	-1/2	-1	-1/2	-1	-1/2					3		62

63 1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Steph

KW



SHOW: Amarillo - Versatility

CLASS: #34 - SHTX NPRN - Non Pro
Reining

DATE: 07/20/2019

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

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

10 Point Penalty:

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		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		6	1	2	7	3	5	4						
		Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L						
9	479	PENALTY		2	2								4	65 1/2		
		CONTENT	0	0	0	-1/2	0	0	0							
10	437	PENALTY														67 1/2
		CONTENT	-1	0	0	-1/2	0	-1	0							
11	459	PENALTY														67 1/2
		CONTENT	-1	0	0	-1/2	-1/2	-1/2	0							
12	361	PENALTY														72
		CONTENT	+1/2	0	0	0	0	+1/2	H							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Stgh



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Amarillo - Versatility

CLASS: #36-SHTXNPWC-NonProWorking

DATE: 07/20/2019

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 instill fear/praise
- R - Failure to catch when roping in open/cowboy classes

10 point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever 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 roman 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	3	5	10	TOTAL				
		6 BOXING	7 RATING	8 FENCE TURNS (Path & Quality)		4 CIRCLING		4 ROPING		2 POSITION & CONTROL	1 DEGREE OF DIFFICULTY								1 EYE APPEAL	
L	R	L	R	TRACK & RATE	STOP & HOLD	POINTS	POINTS	POINTS	POINTS	TOTAL										
1	406																			
2	479																			
3	344																			
4	459																			
5	361																			
6	1																			
7	493																			
8	494																			

JUDGE'S NAME (PRINTED):

Sandy Miller

JUDGE'S SIGNATURE:

Sandy Miller

