



**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Belton - Versatility  
**CLASS:** #40 - SHTX JPLS - Junior Pleasure  
**DATE:** 06/01/2019

- 1 Point Penalties:**
- Over-bridled (per maneuver)
  - Out of frame (per maneuver)
  - Too slow (per maneuver)
  - Break of gait at walk
  - Trot for two (2) strides or less
- 3 Point Penalties:**
- Wrong lead or out of lead
  - Draped reins
  - Break of gait at lope
  - Break of gait at walk or trot for more than two (2) strides
  - Out of lead or cross-cantering more than two strides when changing leads
  - Trotting more than three strides when making a simple lead change
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise

- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- Off-Pattern (OP): Cannot place above others who complete pattern correctly:**
- Breaking pattern
  - Leaving arena before pattern is complete
  - Repeated blatant disobedience
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

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		10	6	1	8	3	9	7	2	4	5					
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
1	160						1						1	68 1/2		
		PENALTY														
		CONTENT	0	+1/2	0	0	+1	-1	+1/2	+1/2	-1	-1				
2	40													74 1/2		
		PENALTY														
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2				
3	164													70		
		PENALTY														
		CONTENT	0	-1/2	0	0	0	0	+1/2	0	0	0				
4	68													73		
		PENALTY														
		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0				
5	154													66		
		PENALTY														
		CONTENT	0	0	-1/2	-1/2	-1	0	-1/2	-1/2	-1	0				
6	176													76		
		PENALTY														
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1				
7	123													69		
		PENALTY														
		CONTENT	0	0	-1/2	0	-1/2	0	0	-1/2	+1/2	0				
8	129													70 1/2		
		PENALTY														
		CONTENT	0	0	0	0	-1/2	0	0	+1/2	0	+1/2				

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

JUDGE'S SIGNATURE: *Doug Steuts*



# VERSATILITY RANCH HORSE - RANCH RIDING

<b>SHOW:</b>	Belton - Versatility
<b>CLASS:</b>	#40 - SHTX JPLS - Junior Pleasure
<b>DATE:</b>	06/01/2019

- 1 Point Penalties:**
- Over-bridled (per maneuver)
  - Out of frame (per maneuver)
  - Too slow (per maneuver)
  - Break of gait at walk
  - Trot for two (2) strides or less
- 3 Point Penalties:**
- Wrong lead or out of lead
  - Draped reins
  - Break of gait at lope
  - Break of gait at walk or trot for more than two (2) strides
  - Out of lead or cross-cantering more than two strides when changing leads
  - Trotting more than three strides when making a simple lead change
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise

- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- Off-Pattern (OP): Cannot place above others who complete pattern correctly:**
- Breaking pattern
  - Leaving arena before pattern is complete
  - Repeated blatant disobedience
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena below 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			10	6	1	8	3	9	7	2	4	5				
Maneuver Description			Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
9		120														65
10		183														71 1/2
11		29														73 1/2
12		142											OP			69 1/2
13		204														72
14		170														65 1/2
15		177													1	70
16		124														68 1/2

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

JUDGE'S SIGNATURE: *Greg Steele*



## VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility

CLASS:#41 - SHTX JTRL - Junior Trail

DATE: 06/01/2019

### 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
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two slips on mount/dismount on or ground tie (except shifting to balance)
- Split log in lope over

### 3 Point Penalties:

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

### 5 Point Penalties:

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

### 10 Point Penalty:

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

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

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

### Disqualification (DQ):

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/ider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent.													
		1	2	3	4	5	6	7	8	9	10				
		Tie-Breaker													
		4	1	7	2	3	5	6	8						
		Obstacle Description													
		Trot logs	Drag	Ex T, W Mail	SP	Back Chute	Lope Logs RL	Bridge	Gate						
1	29	PENALTY													
		CONTENT	+1/2	+1/2	0	0	+1	+1/2	0	+1/2				73	
			71			72		72 1/2		73					
2	124	PENALTY		3			1/2	1	1						
		CONTENT	0	-1	-1/2	0	-1	-1	-1	-1/2				10	55
			68		68 1/2		67		68 1/2		65				
3	129	PENALTY	1 1/2	5	1 1/2	1 1/2			1 1/2						
		CONTENT	0	-1/2	-1	-1/2	0	-1/2	-1	0				16 1/2	49
			68 1/2		67 1/2		67		68 1/2		66				
4	154	PENALTY	1 1/2				1	3							
		CONTENT	-1/2	0	-1/2	+1/2	0	-1 1/2	-1	-1/2				7	59 1/2
			69		69 1/2		66		65 1/2		65 1/2				
5	123	PENALTY						1	3						
		CONTENT	0	+1/2	0	+1/2	+1 1/2	-1/2	-1	-1/2				4	65 1/2
			71		71		76		69 1/2		69 1/2				
6	93	PENALTY			1		1 1/2	3-1							
		CONTENT	+1/2	-1/2	-1	+1/2	-1/2	-1	0	0				7	61
			70		69		69 1/2		64		68				
7	204	PENALTY	1 1/2					1	1						
		CONTENT	-1/2	0	+1	0	+1/2	-1	-1	-1/2				4	64 1/2
			69 1/2		70 1/2		67 1/2		65 1/2		68				
8	164	PENALTY				1 1/2	1/2	1							
		CONTENT	+1/2	+1/2	-1/2	-1/2	0	0	0	0				3 1/2	66 1/2
			71		70 1/2		70		70		70				

JUDGE'S NAME (PRINTED): SHARON WELLS

JUDGE'S SIGNATURE: Sharon Wells



**SHOW:** Belton - Versatility

**CLASS:** #41 - SHTX JTRL - Junior Trail

**DATE:** 06/01/2019

**VERSATILITY RANCH HORSE - TRAIL**

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

**3 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Obstacle Description		Trot logs	Drag	Ex T, W Mail	SP	Back Chute	Lope Logs RL	Bridge	Gate							
9	176	PENALTY 1/2				1 1/3										
		CONTENT +1/2	-1	0	-1/2	-1										
			69 1/2		69	48										
10	40	PENALTY 1				1	3									
		CONTENT 0	+1	+1	+1/2	0	-1	-1/2	0					5	66	
			72	72 1/2			71 1/2	71								
11	160	PENALTY 1			1 1/1			5 3	5							
		CONTENT +1/2	0	+1/2	-1	0	+1/2	-1 1/2	-1					18	50	OP
					70			67								
12	142	PENALTY				3.1		1								
		CONTENT +1	+1/2	+1	+1/2	-1	0	-1/2	0					5	66 1/2	
			72 1/2	73	77			71 1/2								
13	183	PENALTY			1	1	1 1/1	3	1							
		CONTENT +1	+1	-1/2	-1/2	-1/2	-1	-1	+1/2					8	61	
			72	71 1/2	71	70 1/2	69 1/2	68 1/2	69							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): SHARON WELLMANN

JUDGE'S SIGNATURE: Sharon Wellmann



SHOW: Belton - Versatility

CLASS: #42 - SHTX JRNN - Junior Reining

DATE: 06/01/2019

## VERSATILITY RANCH HORSE - REINING

### 1/2 Point Penalties:

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

### 1 Point Penalties:

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

### 2 Point Penalties:

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

### 5 Point Penalties:

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

### 10 Point Penalty:

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

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

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

### Disqualification (DQ):

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

### 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	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>		1	6	7	2	4	3	5									
<b>Manuever Description</b>		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
1	183	PENALTY			2										2	65 1/2	
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2								
2	129	PENALTY			2										2	64	
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2								
3	154	PENALTY			1										1	65	
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2								
4	124	PENALTY													0	67	
		CONTENT	0	-1/2	-1/2	-1/2	0	-1	-1/2								
5	170	PENALTY			2	1									3	66	
		CONTENT	0	0	0	0	-1/2	-1/2	0								
6	68	PENALTY													0	67	
		CONTENT	-1/2	0	0	-1	-1/2	-1/2	-1/2								
7	29	PENALTY		2											2	65 1/2	
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2								
8	177	PENALTY			1/2										1/2	68	
		CONTENT	-1/2	0	0	0	-1/2	-1/2	0								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*[Handwritten Signature]*  
mat



SHOW: Belton - Versatility

CLASS: #42 - SHTX JRNN - Junior Reining

DATE: 06/01/2019

**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

**30 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
Tie-Breaker		1	2	3	4	5	6	7	8	9	10						
Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
9	40	PENALTY		1/2				1/2								1	65
		CONTENT	-1/2	0	0	-1	-1	-1/2	-1								
10	164	PENALTY		2		2, 2	1/2		1/2							7	59
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2								
11	120	PENALTY		1		1										2	67
		CONTENT	0	0	0	-1/2	0	-1/2	0								
12	176	PENALTY			1											1	66 1/2
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2								
13	142	PENALTY						OP		OP						0	66 OP K2
		CONTENT	0	0	-1/2	-1/2	-1	-1	-1								
14	160	PENALTY					1/2	2								2 1/2	68
		CONTENT	0	0	0	0	0	0	+1/2								
15	204	PENALTY			1											1	67 1/2
		CONTENT	-1/2	0	0	0	-1/2	0	-1/2								
16	123	PENALTY			2		1/2									2 1/2	65 1/2
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	0								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

mat



## VERSATILITY RANCH HORSE - REINING

SHOW:
CLASS:
DATE:

**1/2 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DO):**

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

**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	9	10					
Tie-Breaker																
Maneuver Description		S+B	R-Circles	L-Circles	S	R-Spurs	S	L-Spurs								
-1	203			1										1	68	

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

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



**SHOW:** Belton - Versatility

**CLASS:** #43 SHIX JWCH - Junior Working Cow

**DATE:** 06/01/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

**3 Point Penalties:**

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

**5 Point Penalties:**

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

**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
- 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
- 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 (except two rein)

**Disqualification (DQ):**

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/handler
- N - Improper western attire
- H - Leaving arena before run is complete

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP	
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL			
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.							
Tie-Breaker		1	5	9	2	6	10	3	7	11	4	8	12							
1	29	PENALTY	A																	
		CONTENT	-1/2	0	0	+1/2	+1/2	0	0	0	0	-1/2	-1/2	-1/2				4	62 1/2	N/op
2	177	PENALTY																		
		CONTENT	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2	-1/2	0	0					72	
3	204	PENALTY																		
		CONTENT	+1/2	0	0	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	0					73	
4	123	PENALTY							A											
		CONTENT	0	0	0	-1/2	0	0	0	-1/2	0	-1/2	0	0				1	67 1/2	
5	176	PENALTY							A											
		CONTENT	+1/2	0	+1/2	+1/2	0	0	-1/2	0	0	-1	0	0				4	66	
6	160	PENALTY																		
		CONTENT	0	0	0	+1/2	+1/2	0	0	0	0	+1/2	+1/2	0					72	
7	154	PENALTY																		
		CONTENT	0	0	0	+1/2	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2					73	
8	183	PENALTY																		
		CONTENT	0	-1/2	0	-1/2	0	0	0	0	0	0	0	0				1	68	

JUDGE'S NAME (PRINTED): Frank Craigh ead

JUDGE'S SIGNATURE: Frank Craigh ead





**SHOW:** Belton - Versatility

**CLASS:** #43 - SHTX JWCH - Junior Working Cow

**DATE:** 06/01/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridged (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

**3 Point Penalties:**

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

**5 Point Penalties:**

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

**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
- 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
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins (except two rein)

**Disqualification (DQ):**

- A - Abuse
- B - Lateness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP								
		BOXING			DRIVE			BOXING			DRIVE			2 POINTS	5 POINTS	10 POINTS	TOTAL										
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.														
		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																									
9	124	PENALTY																									
		CONTENT	0	0	-1/2	+1/2	0	0	0	0	0	0	0	-1/2	-1/2	-1/2					1	67 1/2					
10	164	PENALTY				PP				A																	
		CONTENT	-1	-1	0	-1	-1/2	0	-1	-1	0	-1/2	-1/2	-1/2	L				6	5A	N/OP						
11	129	PENALTY	A																								
		CONTENT	-1	-1	-1	-1	0	0	0	0	0	-1/2	-1/2	-1/2	L				4	57 1/2	A D P N/OP						
12	40	PENALTY	A																								
		CONTENT	-1/2	-1/2	0	+1/2	0	0	0	0	0	-1/2	-1/2	0	0					1	67 1/2						
		PENALTY																									
		CONTENT																									
		PENALTY																									
		CONTENT																									

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Frank Craighead



**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Belton - Versatility  
**CLASS:** #805 BHTX YPLS - Youth Pleasure  
**DATE:** 08/04/2019

- 1 Point Penalties:**
- Over-bridled (per maneuver)
  - Out of frame (per maneuver)
  - Too slow (per maneuver)
  - Break of gait at walk
  - Trot for two (2) strides or less
- 3 Point Penalties:**
- Wrong lead or out of lead
  - Draped reins
  - Break of gait at lope
  - Break of gait at walk or trot for more than two (2) strides
  - Out of lead or cross-centering more than two strides when changing leads
  - Trotting more than three strides when making a simple lead change
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- Off-Pattern (OP): Cannot place above others who complete pattern correctly:**
- Breaking pattern
  - Leaving arena before pattern is complete
  - Repeated blatant disobedience
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between round reins
- Disqualification (DQ):**
- Abuse
  - Lateness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		Tie-Breaker	10	6	1	8	3	9	7	2	4	5				
		Maneuver Description	Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
1	27	PENALTY		30P	30P										6	59
		CONTENT	0	-1	-1	-1	-1/2	0	0	-1/2	-1/2	-1/2				
2	3	PENALTY						1							1	74
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	-1	+1	+1	+1	+1/2				
3	2	PENALTY						OP								72
		CONTENT	0	+1/2	+1/2	0	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2				
4	73	PENALTY														73
		CONTENT	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0	+1/2				
5	92	PENALTY														73
		CONTENT	0	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2				
6	93	PENALTY														70 1/2
		CONTENT	-1/2	0	0	0	0	0	0	+1/2	+1/2	0				
7	136	PENALTY		3	3					3					9	57
		CONTENT	0	-1	-1	0	+1/2	-1/2	-1/2	-1	0	-1/2				
8	50	PENALTY														6 1/2
		CONTENT	0	0	-1/2	-1/2	+1/2	-1/2	-1/2	-1/2	-1/2	0				

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

JUDGE'S SIGNATURE: *Dick Steele*



## VERSATILITY RANCH HORSE - RANCH RIDING

<b>SHOW:</b>	Belton - Versatility
<b>CLASS:</b>	#80 - SHTX YPLS - Youth Pleasure
<b>DATE:</b>	06/01/2019

<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>- Break of gait at walk</li> <li>- 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> <li>- Out of lead or cross-cantering more than two strides when changing leads</li> <li>- Trotting more than three strides when making a simple lead change</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/prise</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> <li>- Use of two hands (except in snaffle bit or backmore)</li> <li>- More than one finger between split reins or any fingers between round reins</li> </ul> <p><b>Disqualification (DO):</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> <li>- Leaving arena before pattern is complete</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		10	6	1	8	3	9	7	2	4	5				
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
9	102			1									1	68 1/2	
		PENALTY						30P	30P	OP			9		(54) *3
		CONTENT	0	+1/2	-1/2	0	0	0	0	0	-1/2				
10	135		3												
		PENALTY													
		CONTENT	0	-1	-1	-1/2	-1/2	-1/2	-1	-1	-1	-1/2			
11	133													72 1/2	
		PENALTY													
		CONTENT	0	+1/2	0	0	0	0	+1/2	+1/2	+1/2	+1/2			
12	80													71	
		PENALTY													
		CONTENT	0	0	+1/2	0	+1/2	0	0	+1/2	0	-1/2			
13	116			1										68	
		PENALTY													
		CONTENT	0	+1/2	-1	-1/2	-1	+1/2	0	0	0	+1/2			
14	192													77	
		PENALTY													
		CONTENT	0	+1/2	+1	+1/2	+1	+1/2	+1/2	+1	+1	+1			
15	94		OP	1										64 1/2	
		PENALTY													
		CONTENT	0	-1/2	-1	0	-1	-1/2	0	-1/2	0	0			
16	137													65	
		PENALTY													
		CONTENT	0	0	-1/2	-1/2	-1	-1/2	-1/2	-1	-1	0			

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Sig Steele*



## VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Belton - Versatility  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 06/01/2019

**1 Point Penalties:**

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

**3 Point Penalties:**

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

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to 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

MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
		Tie-Breaker	10	0	1	8	3	9	7	2	4	5					
		Maneuver Description	Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
17	81	PENALTY															67
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2	0	0	0					
18	5	PENALTY						1									63
		CONTENT	0	0	-1/2	-1/2	-1/2	-1	-1/2	-1	-1	-1					
19	101	PENALTY															72 1/2
		CONTENT	0	+1/2	0	0	+1/2	0	+1/2	+1/2	0	+1/2					
20	172	PENALTY															71 1/2
		CONTENT	0	+1	+1/2	0	+1/2	0	0	0	+1/2	-1					
21	10	PENALTY															74 1/2
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	0	+1	+1					
22	19	PENALTY		3													69
		CONTENT	0	-1	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2					
23	138	PENALTY			1												64
		CONTENT	0	0	-1	-1	-1	-1/2	-1/2	-1/2	0	-1/2					
24	134	PENALTY			1												67
		CONTENT	0	0	-1	0	+1/2	+1/2	-1/2	-1/2	0	-1					

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

JUDGE'S SIGNATURE: *Bill Stule*



**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Belton - Versatility

**CLASS:** #80 - SHTX YPLS - Youth Pleasure

**DATE:** 06/01/2019

**1 Point Penalties:**

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

**3 Point Penalties:**

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

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to inflill fear/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 finger/s between round reins

**Disqualification (DQ):**

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

MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
		Tie-Breaker	10	6	1	8	3	9	7	2	4	5					
		Maneuver Description	Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
25	72	PENALTY															
		CONTENT	0	+1/2	+1	+1	+1/2	+1/2	+1/2	+1	+1	0					76
26	49	PENALTY															
		CONTENT	0	0	0	-1/2	-1/2	-1	0	0	-1/2	+1/2					68
27	14	PENALTY															
		CONTENT	0	0	-1	-1/2	-1	-1/2	0	-1	(OP) (-1/2)	-1/2					(64)
28	161	PENALTY															
		CONTENT	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0					73
29	129	PENALTY		3	1				3								
		CONTENT	0	-1	-1	-1/2	0	0	-1	-1	0	+1/2			7		59
30	15	PENALTY															
		CONTENT	0	0	+1/2	0	+1/2	0	0	+1/2	0	0					71 1/2
31	88	PENALTY															
		CONTENT	0	+1/2	+1/2	0	0	0	0	0	-1	0					70
32	44	PENALTY															
		CONTENT	0	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0	0					73 1/2

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

JUDGE'S SIGNATURE: *Bill Steele*



## VERSATILITY RANCH HORSE - RANCH RIDING

<b>SHOW:</b>	Belton - Versatility
<b>CLASS:</b>	#80 - SHTX YPLS - Youth Pleasure
<b>DATE:</b>	06/01/2019

**1 Point Penalties:**

- Over-bitted (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 round reins

**Disqualification (DQ):**

- Abuse
- Lamineness
- Disrespect or misconduct
- Illegal equipment
- Fat 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, -02 Poor, 0 Correct, +02 Good, +1 Very Good, +1 1/2 Excellent																
Tie-Breaker			10	6	1	8	3	9	7	2	4	5				
Maneuver Description			Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
33	130	PENALTY		OP					OP	OP						62
		CONTENT	0	-1	-1	-1	0	-1	-1	-1	-1	-1				
34	30	PENALTY														72
		CONTENT	0	+1/2	+1/2	+1/2	-1	-1	+1/2	+1/2	+1	+1/2				
35	9	PENALTY														74 1/2
		CONTENT	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1	+1/2				
36	37	PENALTY														73 1/2
		CONTENT	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0	0	0				
37	97	PENALTY														76
		CONTENT	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1	+1				
38	104	PENALTY						1							1	65
		CONTENT	0	-1/2	-1/2	0	0	-1	-1/2	-1	-1/2	0				
39	87	PENALTY														75
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2				
40	145	PENALTY										1			1	73
		CONTENT	0	+1/2	+1	+1/2	+1/2	+1/2	+1	+1/2	-1/2	0				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Bill [Signature]*



## VERSATILITY RANCH HORSE - RANCH RIDING

<b>SHOW:</b>	Belton - Versatility
<b>CLASS:</b>	#80 - SHTX YPLS - Youth Pleasure
<b>DATE:</b>	06/01/2019

- 1 Point Penalties:**
- Over-bitted (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
  - Fat of horse/rider
  - Improper western attire
  - Leaving arena below pattern is complete

MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
W/O	#	Each horse/rider team is judged between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -0.5 Poor, 0 Correct, +0.5 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		10	6	1	8	3	4	7	2	4	5				
Maneuver Description		Walk	Lope	Exit Trot	Trot	Stop & Reverse	Trot	Lope	Exit Lope	Exit Walk	Stop & Back				
41	163														73 1/2
		PENALTY													
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0			
42	139														68 1/2
		PENALTY													
		CONTENT	0	0	0	-1/2	0	0	-1/2	-1/2	0	0			
43	143														68 X
		PENALTY							(OP)	(OP)					
		CONTENT	0	0	0	0	0	0	-1	-1	0	0			
44	8														67 X
		PENALTY				(OP)									
		CONTENT	0	0	-1/2	-1	0	0	0	-1/2	0	-1	2 hands		
45	230														78
		PENALTY													
		CONTENT	0	+1	+1	+1/2	+1	+1/2	+1	+1	+1	+1			
46	117														66 1/2
		PENALTY													
		CONTENT	0	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2	+1/2	0			
		PENALTY													
		CONTENT													

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

JUDGE'S SIGNATURE: *Siegfried*



**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Belton - Versatility

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 06/04/2019

**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
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

**3 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

**pattern correctly**

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between 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	#	OBSTACLE 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		3	5	7	1	2	4	6	8							
Obstacle Description		Trot logs	Walk Logs	Ex T, W Mail	SP	Back Chute	lope Logs RL	Bridge	Gate							
1	116	PENALTY -1 1/2						3						4 1/2	66	
		CONTENT 69 1/2	70 1/2	69.5	69.5	70 1/2	71	70.5	70							
2	3	PENALTY 1 1/2	1/2			1								3 1/2	64	
		CONTENT -1	0	0	-1/2	-1	0	0	0							
			69	69	69	69 1/2	67 1/2	67.5	67.5							
3	104	PENALTY 3	-1/2			1	3							7 1/2	58	OP
		CONTENT -1	0	+1/2	+1/2	-1	-1 1/2	-1/2	+1/2							
			69													
4	172	PENALTY	1/2				1 1/2							2 1/2	70.5	
		CONTENT +1	+1/2	+1/2	0	+1/2	+1/2	-1/2	+1/2							
			71	71.5	72		72.5	72.5	73							
5	10	PENALTY				1/2	1							1.5	72 1/2	
		CONTENT +1	+1	+1	+1	+1/2	0	-1/2	+1/2	+1/2						
			71	72	73	73.5	73	72.5	73	73.5						
6	94	PENALTY 1 1/2				1	1							4	66.5	
		CONTENT -1/2	+1/2	0	+1/2	0	0	+1/2	-1/2							
			70		70.5		70.5	71	70.5							
7	14	PENALTY 1	5 1/2	1	1 1/2	1 1/2	1 1/2		1					16 1/2	48	OP
		CONTENT -1/2	-1	-1/2	0	+1/2	-1	-1/2	-1/2							
			68													
8	19	PENALTY	1 1/2			1/2	1							2 1/2	72.5	
		CONTENT +1	0	+1	+1	-1/2	+1	+1/2	+1							
			72	73			73.5	74	75							

JUDGE'S NAME (PRINTED): Sharon Wellmann

JUDGE'S SIGNATURE: Sharon Wellmann





**SHOW:** Belton - Versatility

**CLASS:** #83 - SHTX YTRL - Youth Trail

**DATE:** 06/01/2019

## VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on or ground tie (except shifting to balance)
- Split leg in lope over

**3 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

W/O	#	OBSTACLE 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															
		Obstacle Description															
		PENALTY															
		CONTENT															
9	92		1/2	0	0	1/2	0	0	1/2	0	0	1/2	0		3 1/2	68	OP
10	80		1/2	0	0	0	1	5	3	0	-1	-1 1/2	0	1/2	9 1/2	58 1/2	
11	139		1/2	0	1/2	-1/2	0	0	-1	-1/2	-1/2	0	0	2	66 1/2		
12	50		1/2	0	1/2	1	1	1 1/2	0	1/2	-1/2	0	0	4	64 1/2		
13	93		1/2	0	1/2	0	1/3	1	3	0	-1	-1	1/2	0	10	59 1/2	
14	27		1/2	1/2	-1 1/2	-1 1/2	1/2	1 1/2	1 1/2	1/2	1/2	1/2	0	7	61	OP X 3	
15	81		1/2	1/2	0	-1	-1	-1	-1	-1/2	-1/2	0	0	10 1/2	56 1/2		
16	145		1/2	1/2	0	0	-1/2	-1	-1/2	1/2	0	0	0	6	63 1/2		

JUDGE'S NAME (PRINTED): Sharon Wellmann

JUDGE'S SIGNATURE: Sharon Wellmann



**SHOW:** Belton - Versatility

**CLASS:** #83 - SHTX YTRL - Youth Trail

**DATE:** 06/01/2019

**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
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on or ground tie (except shifting to balance)
- Split log in lope over

**3 Point Penalties:**

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

**5 Point Penalties:**

- Spurring in front of cinch
- Bizarre 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 girth
- 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 distant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between normal reins

**Disqualification (DQ):**

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

**OBSTACLE SCORES:**

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>		3	5	7	1	2	4	6	8								
<b>Obstacle Description</b>		Trot logs	Walk Logs	Ex T, W Mail	SP	Back Chute/lope	Logs RL	Bridge	Gate								
17	73	PENALTY 1/2													1/2	73 1/2	
		CONTENT 0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2								
			70 1/2			72 1/2	73	72 1/2	74								
18	97	PENALTY				1									1	73 1/2	
		CONTENT +1/2	0	+1	+1/2	0	+1	+1/2	+1								
				71 1/2	72		73		74								
19	163	PENALTY 1/2				1/2									1	71 1/2	
		CONTENT 0	+1/2	0	+1	0	+1/2	0	+1/2								
						71 1/2	71		71 1/2	72							
20	134	PENALTY 1/2			5-1-1	1-1									9 1/2	57 1/2	
		CONTENT 0	+1/2	0	+1/2	-1	-1/2	0	-1/2								
			73 1/2			68	67.5		67								
21	88	PENALTY	1					3							4	70	
		CONTENT +1/2	+1/2	+1	+1	+1	-1	+1 1/2	+1/2								
			71	72	73	74	73	73 1/2	74								
22	192	PENALTY 1 1/2	1/2												2	71	
		CONTENT -1/2	0	+1	+1	1 1/2	1 1/2	+1/2	0								
			72 1/2	71 1/2	72	73 1/2	73										
23	129	PENALTY 1-1/2	1-1/2					1	5						11	57	OP x 2
		CONTENT -1/2	0	-1/2	0	+1/2	-1/2	-1	0								
			69 1/2	69	68	67 1/2		66 1/2									
24	133	PENALTY						3							3	70 1/2	
		CONTENT +1/2	+1	+1	+1/2	+1/2	-1	1 1/2	+1/2								
			72 1/2	73	73 1/2	72 1/2	73	72 1/2									

JUDGE'S NAME (PRINTED) Sharon Wellmann

JUDGE'S SIGNATURE: Sharon Wellmann



## VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility

CLASS:#83 - SHTX YTRL - Youth Trail

DATE: 06/01/2019

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

**3 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

**patterns correctly**

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

**Disqualification (DQ):**

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		3	5	7	1	2	4	6	8								
Obstacle Description		Trot logs	Walk Logs	Ex T, W Mail	SP	Back Chute	lope Logs RL	Bridge	Gate								
25	137	PENALTY 5		1	1	1	3	5	1					17	46		
		CONTENT -1	0	-1	-1	-1/2	-1	-1	-1 1/2								
				68	67	66 1/2	65 1/2	64 1/2	63								
26	103	PENALTY	SCRAPE														
		CONTENT															
27	135	PENALTY					5 1/4	1						9	56 1/2		
		CONTENT +1/2	+1/2	-1/2	-1/2	-1 1/2	-1	-1/2	-1 1/2								
				70			67	65 1/2									
28	101	PENALTY 1 1/2		1	1/2									3	68 1/2		
		CONTENT -1/2	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2								
				69	69 1/2	70	70 1/2	71	71 1/2								
29	9	PENALTY		1/2	1.3	3								7 1/2	63		
		CONTENT +1/2	+1	0	-1	-1	+1/2	+1/2									
				71 1/2	70 1/2	69 1/2	70	69 1/2									
30	143	PENALTY			1	1.3	1							6	63 1/2		
		CONTENT 0	+1/2	+1/2	0	-1	-1/2	0	0								
				71		70	69 1/2										
31	102	PENALTY				1/2	1.1							3 1/2	67		
		CONTENT 0	+1/2	-1/2	0	-1	-1	1 1/2	0								
				70		69	70	70 1/2									
32	2	PENALTY			1.1		1.1							5	65 1/2		
		CONTENT 0	+1/2	0	-1/2	+1/2	-1/2	0	+1/2								
				70		70	70 1/2										

JUDGE'S NAME (PRINTED): Sharon Wellman

JUDGE'S SIGNATURE: Sharon Wellman



## VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 06/01/2019

**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 failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on or ground tie (except shifting to balance)
- Split log in lope over

**3 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

**pattern correctly**

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

**Disqualification (DQ):**

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		3	5	7	1	2	4	6	8							
Obstacle Description		Trot logs	Walk Logs	Ex T, W Mail	SP	Back Chute	Lope Logs RL	Bridge	Gate							
33	136	PENALTY 1 1/2	1/2		1	1								7	59	
		CONTENT -1	0	0	-1	-1/2	0	-1	-1/2							
			69		68	67 1/2		66 1/2	66							
34	5	PENALTY	5		1 1/2	1 1/2	3 1/2							19	46	OP <sup>2</sup>
		CONTENT 0	-1	-1/2	-1/2	-1	-1	-1/2	-1/2							
			68 1/2	65	67		65 1/2	65								
35	230	PENALTY	1/2	3		1								4 1/2	67 1/2	
		CONTENT +1/2	+1/2	-1	+1/2	-1/2	+1	+1/2	+1/2							
			71	70	70 1/2		71	71 1/2	72							
36	72	PENALTY 1/2	1 1/2		1 1/2	3								8 1/2	60	
		CONTENT 0	-1	+1/2	-1/2	0	-1	0	+1/2							
			69	69 1/2	70		69	69 1/2								
37	44	PENALTY					3 1/2							4	69 1/2	
		CONTENT +1	+1/2	+1/2	+1/2	+1	-1	+1/2	+1/2							
			71 1/2	72	72 1/2	73 1/2		73	73 1/2							
38	138	PENALTY 1/2	1 1/2				3 1/2		1					8	58	
		CONTENT -1/2	-1/2	-1/2	-1/2	0	-1	-1	0							
			67		68		67	66								
39	15	PENALTY	1/2				3							3 1/2	70	
		CONTENT +1/2	+1/2	+1	+1/2	+1	-1	+1/2	+1/2							
			72 1/2		72 1/2	73	73 1/2									
40	8	PENALTY 1	1/2				3		1						58 1/2	OP <sup>x</sup>
		CONTENT -1/2	-1/2	0	-1/2	0	-1 1/2	-1/2	-1							
			69	69 1/2			65 1/2	64 1/2								

JUDGE'S NAME (PRINTED): SARON Weumann

JUDGE'S SIGNATURE: Sharon Weumann



## VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 06/01/2019

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Slipping over or falling to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

**3 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

WO	#	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		3	5	7	1	2	4	6	8							
Obstacle Description		Trot logs	Walk Logs	Ex T, W Mail	SP	Back Chute	Lope Logs RL	Bridge	Gate							
41	87	PENALTY	1/4										2	70 1/2		
		CONTENT	-1	+1/2	+1/2	+1/2	+1/2	+1	0	+1/2						
			70			72			72 1/2							
42	37	PENALTY	1/2	1/2		1	1/2						3 1/2	68 1/2		
		CONTENT	0	0	+1/2	0	0	1 1/2	+1/2	+1/2						
			70 1/2			72			71 1/2 72							
43	30	PENALTY	1-1					3	3				8	61	CP	W/ no lead
		CONTENT	-1/2	+1/2	+1/2	+1/2	+1/2	-1 1/2	-1	0						
			70 1/2			72			71 1/2 69							
44	130	PENALTY	3-1	3-1	3								51	51	OP	2-Handed Full Shoes
		CONTENT	-1 1/2	-1	0	-1	-1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2					
			66 1/2			66 1/2			66 1/2 66							
45	161	PENALTY	1/2	1/2		5-1-1-3	1-1-5-5	1					24	43		
		CONTENT	0	0	+1/2	-1/2	-1 1/2	-1/2	0	0						
			69			69 1/2			66 1/2 66							
46	49	PENALTY					1-1-1-3						5 1/2	60		
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	-1	+1/2	+1/2						
			71			72			71 1/2 70 1/2 70 1/2 69 1/2							
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Sharon Wellmann

JUDGE'S SIGNATURE: Sharon Wellmann



SHOW: Belton - Versatility

CLASS: #86 - SIXTY YRNN - Youth Reining

DATE: 06/01/2019

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
		Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
		Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L							
1	129	PENALTY		1,2	1,2	OP		2						8	58	OP	
		CONTENT	-1/2	-1/2	0	-1	-1/2	-1	-1/2								
2	80	PENALTY					1/2							1/2	67		
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2								
3	230	PENALTY												0	69		
		CONTENT	-1/2	0	+1/2	0	-1/2	-1/2	0								
4	5	PENALTY		7,2	2	2	2, OP							15	48 1/2	OP	
		CONTENT	-1	-1/2	-1/2	-1	-1/2	-1	-1								
5	161	PENALTY		1,2			1/2							3 1/2	65		
		CONTENT	0	0	0	-1/2	0	-1/2	-1/2								
6	3	PENALTY		1	1,5					OP, 2				9	59	OP	
		CONTENT	-1/2	-1/2	-1	0	+1/2	0	-1/2								
7	9	PENALTY					OP, 2			OP				2	69	OP	
		CONTENT	+1/2	0	+1/2	0	-1	+1/2	+1/2								
8	73	PENALTY			OP									0	67 1/2	OP	
		CONTENT	-1/2	-1/2	-1	-1/2	0	0	0								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**SHOW:** Belton - Versatility

**CLASS:** #86 - SHTX YRNN - Youth Reining

**DATE:** 06/01/2019

**VERSATILITY RANCH HORSE - REINING**

<p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <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>- 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</li> <li>- Over or under spinning 1/8 to 1/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spins or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Bizarre disobedience</li> <li>- Use of either hand to incite fear/praise</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>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between romal reins (except two rein)</li> <li>- Trotting in excess of 1/2 circle or 1/2 length of the arena</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> <li>- Leaving arena before pattern is complete</li> </ul>
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W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
Tie-Breaker		1	2	3	4	5	6	7	8	9	10							
Maneuver Description		S & B	Right Circles	Left Circles	S	3/1/2 R	S	3/1/2 L										
9	101	PENALTY											0	68				
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	0									
10	104	PENALTY											0	70				
		CONTENT	0	-1/2	0	+1/2	0	0	0									
11	14	PENALTY		2, 2	2			2					8	57 1/2				
		CONTENT	-1	-1/2	0	-1	-1/2	-1	-1/2									
12	19	PENALTY											0	71				
		CONTENT	0	0	0	+1/2	0	0	+1/2									
13	88	PENALTY							OP				0	70 1/2	OP			
		CONTENT	0	0	+1/2	-1/2	+1/2	0	0									
14	135	PENALTY		1/2, 3/2	1	1	OP, 5	2	OP				14 1/2	47	OP			
		CONTENT	-1	-1	-1	-1/2	-1/2	-1	-1/2									
15	37	PENALTY							1/2				1/2	68 1/2				
		CONTENT	0	0	0	0	0	-1/2	-1/2									
16	72	PENALTY							1/2				1/2	70				
		CONTENT	0	0	+1/2	0	0	0	0									

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

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



**SHOW:** Belton - Versatility

**CLASS:** #86 - SHTX YRNN - Youth Reining

**DATE:** 06/01/2019

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

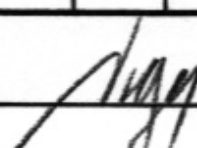
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in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

**Disqualification (DQ):**

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
Tie-Breaker		1	2	3	4	5	6	7	8	9	10						
Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
17	163	PENALTY				1/2							1/2	69 1/2			
		CONTENT	○	○	○	○	○	○	○	○	○						
18	116	PENALTY		2	2		2, 2, 2	2	2 1/2					4 1/2	49 1/2		
		CONTENT	○	○	-1 1/2	-1	-1 1/2	-1/2	-1 1/2								
19	138	PENALTY						2						2	65		
		CONTENT	-1/2	-1/2	○	-1/2	-1/2	-1/2	-1/2								
20	145	PENALTY							1/2					1/2	70 1/2		
		CONTENT	○	○	○	+1/2	○	+1/2	○								
21	10	PENALTY				5								5	66 1/2		
		CONTENT	○	○	○	○	+1/2	+1/2	+1/2								
22	139	PENALTY		OP	2	2			1/2					4 1/2	(57) OP		
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2								
23	102	PENALTY													69		
		CONTENT	-1/2	○	○	○	○	○	-1/2	○							
24	117	PENALTY		2	2	2			2						10	50 1/2	
		CONTENT	-1 1/2	-1	-1	-1 1/2	-1 1/2	-1 1/2	-1 1/2								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 





**SHOW:** Belton - Versatility

**CLASS:** #86 - SHTX YRNN - Youth Reining

**DATE:** 06/01/2019

**VERSATILITY RANCH HORSE - REINING**

<p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <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>- 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</li> <li>- Over or under spinning 1/8 to 1/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spins or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena</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> </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>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between roma reins (except two rein)</li> <li>- Trotting in excess of 1/2 circle or 1/2 length of the arena</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> <li>- Leaving arena before pattern is complete</li> </ul>
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W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN				
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																	
Tie-Breaker		1	2	3	4	5	6	7	8	9	10								
Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L											
25	87	PENALTY						1/2							1/2	69 1/2			
		CONTENT	0	0	0	0	0	0											
26	134	PENALTY													0	68			
		CONTENT	-1/2	-1/2	0	-1/2	0	-1/2	0										
27	172	PENALTY													0	68 1/2			
		CONTENT	-1/2	0	0	-1/2	0	-1/2	0										
28	97	PENALTY													0	68 1/2			
		CONTENT	-1/2	0	0	-1/2	-1/2	0	0										
29	49	PENALTY		8	5										13	53			
		CONTENT	-1/2	-1	-1	-1/2	0	-1/2	-1/2										
30	136	PENALTY		1/2											3	64			
		CONTENT	-1	-1/2	0	-1/2	-1/2	-1/2	0										
31	81	PENALTY			OP		1/2												
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	0						(66) OP				
32	94	PENALTY		OP	8, 27			2											
		CONTENT	-1/2	-1	0	-1/2	-1	-1	-1						14 (51) OP				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**SHOW:** Belton - Versatility

**CLASS:** #86 - SHTX YRNN - Youth Reining

**DATE:** 06/01/2019

## VERSATILITY RANCH HORSE - REINING

**1/2 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
Tie-Breaker		1	2	3	4	5	6	7	8	9	10						
Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
33	50	PENALTY				OP		OP						0	67	OP	x=
		CONTENT	0	0	0	-1/2	-1	-1/2	-1								
34	92	PENALTY					2	OP						2	65	OP	x
		CONTENT	-1/2	0	0	-1	0	-1/2	-1								
35	27	PENALTY	OP		2, 2	1/2	OP							4 1/2	59	OP	x=
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2								
36	103	PENALTY															
		CONTENT															
37	137	PENALTY		2	2		1/2							4 1/2	58		
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1								
38	130	PENALTY	3, 2, 2	OP	2			2,						11	48 1/2	OP	x=
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2								
39	192	PENALTY		2	2									4	63 1/2		
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2								
40	2	PENALTY							1/2					1/2	67 1/2		
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	0								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**SHOW:** Belton - Versatility

**CLASS:** #86 - SHTX YRNN - Youth Reining

**DATE:** 06/01/2019

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

W/O	#	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										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
			1	2	3	4	5	6	7	8	9	10						
		<b>Tie-Breaker</b>																
		<b>Maneuver Description</b>	S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
41	15	PENALTY															0	
		CONTENT	○	○	○	+1/2	+1/2	+1/2	○									
42	143	PENALTY		1/2	3				1/2									
		CONTENT	-1/2	○	-1/2	-1/2	-1	-1/2	-1/2							4		
43	30	PENALTY			5													
		CONTENT	-1	○	-1	-1	+1/2	○	○									
44	133	PENALTY																
		CONTENT	○	○	○	○	-1/2	-1/2	○									
45	44	PENALTY						5										
		CONTENT	-1/2	○	○	-1/2	+1/2	○	○									
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**VERSATILITY RANCH HORSE - RANCH COW WORK**

SHOW: Belton - Versatility  
 CLASS: #90 - AQHA 483000 - Youth WRH  
 Working Ranch Horse  
 DATE: 06/07/2019

- 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-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  
 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 romal reins
- Disqualification (DQ):**  
 A - Abuse  
 B - Lameness  
 D - Disrespect or misconduct  
 G - Illegal equipment  
 F - Fall of horse/rider  
 N - Improper western attire  
 H - Leaving arena before run is complete  
 J - Bringing the cow straight over backwards landing on its back or head

W/O	#	RUN CONTENT										PENALTIES					SCORE	OP	
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS			TOTAL
				L	R	L	R	TRACK & RATE	STOP & HOLD										
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																			
		<b>Tie-Breaker</b>		2	3	6	7	6	7	1	5	4							
1	104	PENALTY															72 1/2		
		CONTENT	+1/2	-1/2	+1/2	+1/2	+1/2	∅		+1/2	+1/2	∅							
2	163	PENALTY															72		
		CONTENT	+1/2	∅	∅	+1/2	+1/2	∅		+1/2	∅	∅							
3	230	PENALTY															73		
		CONTENT	+1/2	∅	+1/2	+1/2	+1/2	∅		+1/2	∅	+1/2							
4	30	PENALTY															69 1/2		
		CONTENT	+1/2	∅	∅	∅	-1/2	∅		-1/2	∅	∅							
5	172	PENALTY			LP		C						B	H	A		53 1/2		
		CONTENT	-1	∅	-1/2	∅	-1/2	-1/2		∅	∅	∅							
6	192	PENALTY							R								71 1/2		
		CONTENT	∅	∅	+1	+1/2			∅	∅	+1/2	∅	+1/2						
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Frank Craighead  
 Printed from HSW



**SHOW:** Belton - Versatility

**CLASS:** #89 - SHHX YWCH - Youth Working Cow

**DATE:** 06/01/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

**3 Point Penalties:**

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

**5 Point Penalties:**

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

**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
- 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
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins (except two rein)

**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

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP				
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL						
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.										
<b>Tie-Breaker</b>		1	5	9	2	4	10	3	7	11	4	8	12										
1	2	PENALTY				H/OA			H/OA			H/OA							56	H/OA			
		CONTENT	Ø	-1/2	Ø	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2									
2	129	PENALTY				PP			M/OA			M/OA							2	55	N/OA		
		CONTENT	-1	Ø	-1	-1	-1	Ø	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2									
3	10	PENALTY																			7 1/2		
		CONTENT	1/2	1/2	Ø	1/2	1/2	Ø	+1	1/2	Ø	+1	Ø	Ø									
4	101	PENALTY																			67 1/2		
		CONTENT	Ø	Ø	-1/2	-1/2	Ø	Ø	Ø	-1/2	Ø	-1/2	-1/2	Ø									
5	92	PENALTY							A			H/OA									4	60	N/OA
		CONTENT	Ø	Ø	-1/2	-1	Ø	Ø	-1/2	Ø	+1/2	-1/2	-1/2	-1/2									
6	87	PENALTY																			71 1/2		
		CONTENT	Ø	Ø	Ø	-1/2	Ø	Ø	+1/2	+1/2	Ø	Ø	+1/2	+1/2									
7	102	PENALTY																			3	63 1/2	N/OA
		CONTENT	1/2	1/2	Ø	-1/2	Ø	Ø	Ø	Ø	+1/2	-1/2	-1/2	-1/2									
8	37	PENALTY																			70 1/2		
		CONTENT	1/2	1/2	Ø	-1/2	Ø	Ø	1/2	1/2	Ø	-1	Ø	Ø									

JUDGE'S NAME (PRINTED): Frank R Craighead

JUDGE'S SIGNATURE: Frank Craighead



**SHOW:** Belton - Versatility

**CLASS:** #89 - SHTX YWCH - Youth Working Cow

**DATE:** 06/01/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

**3 Point Penalties:**

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

**5 Point Penalties:**

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

**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
- 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
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins (except two rein)

**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

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP				
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL						
		POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.										
<b>Tie-Breaker</b>																							
9	81				t/2	∅	∅	-1/2	∅	∅	n/a							3	62 1/2	n/a			
10	104				∅	-1/2	∅	t/2	t/2	∅	∅	∅	∅	t/2	∅	∅				71			
11	163				t/2	t/2	∅	t/2	∅	t/2	∅	∅	∅	-1/2	-1/2	-1/2				67 1/2	n/a		
12	97				∅	∅	∅	∅	r/2	∅	A			n/a							4	64 1/2	n/a
13	145				∅	∅	∅	-1	∅	∅	∅	∅	∅	-1	∅	∅				68			
14	9				∅	∅	∅	-1	∅	∅	∅	∅	∅	t/2	∅	t/2				70			
15	44				-1/2	-1/2	∅	∅	∅	∅	∅	∅	∅	-1	∅	∅				68			
16	30				t/2	t/2	∅	t/2	t/2	∅	t/2	t/2	∅	t/2	∅	∅				73 1/2			

JUDGE'S NAME (PRINTED):

Frank Craighead

JUDGE'S SIGNATURE:

Frank Craighead



**SHOW:** Belton - Versatility

**CLASS:** #89 - SHTX YWCH - Youth Working Cow

**DATE:** 06/01/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

**3 Point Penalties:**

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

**5 Point Penalties:**

- B - Spurring in front of circh
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise

**10 Point Penalty:**

- J - 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
- 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
- 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 (except two rein)

**Disqualification (DO):**

- 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

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP	
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL			
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.							
Tie-Breaker																				
17	15	PENALTY																		
		CONTENT	0	0	0	+1/2	-1/2	0	+1/2	+1/2	0	+1/2	+1/2	0						70
18	72	PENALTY																		
		CONTENT	-1/2	0	0	-1/2	0	0												DO
19	19	PENALTY																		
		CONTENT	+1/2	0	0	-1/2	0	0	0	0	0	-1/2	0	0						69 1/2
20	49	PENALTY																		
		CONTENT	0	0	0	0	-1/2	0	0	0	0	0	0	0						69 1/2
21	88	PENALTY																		
		CONTENT	+1/2	0	0	-1/2	0	0	0	0	0	-1	0	+1/2						69 1/2
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED):

*Frank Craighead*

JUDGE'S SIGNATURE:

*Frank Craighead*



**SHOW:** Belton - Versatility

**CLASS:** #93 - SHTX NYWCH - Novice Youth  
Working Cow

**DATE:** 06/01/2019

## NOVICE/YOUTH COW WORK

**1 Point Penalties:**

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

**3 Point Penalties:**

- K- Knocking down the cow without having a working advantage
- L- Losing a cow while boxing

**5 Point Penalties:**

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

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

- A- Turning tail
- B- Repeated blatant disobedience
- C- Schooling after entering the arena prior to calling for cow
- K- Schooling horse between cows, if new cow is awarded
- N- Failure to attempt any part of the class
- H- Use of two hands (except in snaffle bit or hackamore)
- M- More than one finger between split reins or any fingers between romal reins (except two rein)

**DO:**

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

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
Tie-Breakers >															
		1	3	2	5	4									
1	133	∅	+1/2	∅	∅	+1/2	PP						2	69	
2	130	-1	∅	∅	∅	-1/2	APPP L						7	61 1/2	
3	5	∅	-1	-1	∅	-1								67	
4	136	∅	∅	∅	+1/2	+1/2								71	
5	14	∅	∅	∅	∅	∅								70	
6	135	∅	-1	∅	∅	-1	P						1	67	
7	73	-1/2	-1/2	-1/2	∅	-1/2								68	
8	134	∅	∅	∅	+1/2	∅								70 1/2	
9	137	-1	∅	∅	-1	-1								67	
10	27	-1/2	∅	∅	∅	∅	PPP						3	66 1/2	

JUDGE'S SIGNATURE:

*Frank C. [Signature]*





<b>SHOW:</b>	Belton - Versatility
<b>CLASS:</b>	#93 - SHTX NYWCH - Novice Youth Working Cow
<b>DATE:</b>	06/01/2019

## NOVICE/YOUTH COW WORK

**1 Point Penalties:**

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

**3 Point Penalties:**

- K- Knocking down the cow without having a working advantage
- L- Losing a cow while boxing

**5 Point Penalties:**

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

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

- A- Turning tail
- B- Repeated blatant disobedience
- C- Schooling after entering the arena prior to calling for cow
- K- Schooling horse between cows, if new cow is awarded
- N- Failure to attempt any part of the class
- H- Use of two hands (except in snaffle bit or hackamore)
- M- More than one finger between split reins or any fingers between romal reins (except two rein)

**DQ:**

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

W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES						NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
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													
<b>Tie-Breakers &gt;</b>													
11	3	-1	∅	-1	∅	-1	A	L			4	63	
12	116												
13	143	A/OP -1	∅	-1	∅	∅	P				1	67	A/OP
14	102	∅	∅	∅	∅	∅						70	
15	72	∅	+1/2	∅	∅	∅						70 1/2	
16	139	-1/2	∅	∅	∅	∅		L			3	66 1/2	
17	138	+1/2	∅	∅	+1/2	∅						71	
18	161	+1/2	-1/2	∅	∅	∅						70	
19	2	+1/2	∅	∅	+1/2	+1/2						71 1/2	
20	50	-1/2	∅	-1/2	∅		P				1	68	

JUDGE'S SIGNATURE:

*Frank Knight*



<b>SHOW:</b>	Belton - Versatility
<b>CLASS:</b>	#93 - SHTX NYWCH - Novice Youth Working Cow
<b>DATE:</b>	06/01/2019

**NOVICE/YOUTH COW WORK**

- 1 Point Penalties:**
- A- Loss of working advantage
  - P- Working out of position
  - S- Slipping rein
- 3 Point Penalties:**
- K- Knocking down the cow without having a working advantage
  - L- Losing a cow while boxing
- 5 Point Penalties:**
- B- Spurring in front of chch
  - C- Blatant disobedience
  - D- Use of either hand to instill fear/praise
  - H- Use of two hands (except in snaffle bit or hackamore) per maneuver
  - F- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- A- Turning tail
  - B- Repeated blatant disobedience
  - C- Schooling after entering the arena prior to calling for cow
  - K- Schooling horse between cows, if new cow is awarded
  - N- Failure to attempt any part of the class
  - H- Use of two hands (except in snaffle bit or hackamore)
  - M- More than one finger between split reins or any fingers between romal reins (except two rein)
- DO:**
- A- Abuse
  - B- Lameness
  - D- Disrespect or misconduct
  - G- Illegal equipment
  - M- Improper western attire
  - H- Leaving arena before run is complete
  - I- Fall horse/ rider, run ends; credit will be given for work done

W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES						NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
<p>Each horse/ rider team is scored between 0-100 points and automatically begins the run with a score of 70 (points)</p> <p>-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent</p>													
Tie-Breakers >													
21	80	1/2	-1/2	-1/2	-1/2	-1/2						67 1/2	
22	129	-1/2	-1/2	-1/2	0	-1/2						68	
23	94	0	-1	0	0	-1	PP				2	66	
24	44	0	-1/2	0	+1/2	0						70	
25	81	+1/2	0	+1/2	+1/2	+1/2						72	

JUDGE'S SIGNATURE: F. J. [Signature]

AD