



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Belton - Versatility
CLASS:	30 - SHTX NPPL - Non Pro Pleasure
DATE:	06/01/2010

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Trot for two (2) strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill leaspriase 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between normal reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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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	4	PENALTY													
		CONTENT	0	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1	+1			74 1/2
2	25	PENALTY													
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	+1			73 1/2
3	188	PENALTY										1		1	
		CONTENT	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1	-1	+1/2			73
4	196	PENALTY													
		CONTENT	0	0	+1/2	0	-1/2	0	+1/2	+1/2	0	+1/2			71 1/2
5	1	PENALTY			1										
		CONTENT	0	+1	-1	0	0	+1/2	0	-1	0	0		1	68 1/2
6	109	PENALTY													
		CONTENT	0	+1/2	+1/2	0	0	+1/2	+1/2	0	0	+1/2			72 1/2
7	76	PENALTY													
		CONTENT	0	+1/2	+1	+1/2	0	0	+1/2	+1	+1	+1			75 1/2
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Doug Stute

HSW



SHOW: Belton - Versatility

CLASS: ~~SMY NRTR - Non Pro 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/r 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	
		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	4	1	7	2	3	3	6	8						
		Obstacle Description	Trot logs	Drag	Ex T, W Mail	SP	Back Chute	Lope Logs RL	Bridge	Gate						
1	109	PENALTY	1/2			1/2								1	72 1/2	
		CONTENT	0	+1/2	0	0	+1	+1	+1/2	+1/2						
			70 1/2		71 1/2		72 1/2		73 1/2							
2	1	PENALTY													76	
		CONTENT	+1/2	+1	+1	+1/2	+1	+1	+1/2	+1/2						
			71 1/2		72 1/2		73		75		76					
3	76	PENALTY		1			1-1	1-3						7	64 1/2	
		CONTENT	+1	-1/2	+1	+1	-1/2	-1	0	+1/2						
			71		70 1/2		72 1/2		72		71		71 1/2			
4	188	PENALTY	1 1/2											1 1/2	72 1/2	
		CONTENT	-1/2	+1/2	+1	+1/2	+1/2	+1	+1/2	+1/2						
			70		71		72		73		73 1/2		74			
5	25	PENALTY	1				1 1/2							2 1/2	68 1/2	
		CONTENT	-1/2	+1/2	0	+1/2	-1/2	0	+1/2	+1/2						
			70		70 1/2		70		70 1/2		71					
6	4	PENALTY		5		1	1/2							6 1/2	61 1/2	
		CONTENT	+1/2	-1 1/2	0	-1	-1/2	0	0	+1/2						
			70 1/2		69		68		67 1/2		68					
7	196	PENALTY	1			1		1						3	70	
		CONTENT	+1 1/2	+1	+1	-1/2	+1/2	0	+1/2	0						
			70 1/2		71 1/2		72		72 1/2		73					
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

Sharon Wellmann

JUDGE'S SIGNATURE:

Sharon Wellmann



SHOW: Belton - Versatility
CLASS: 34 - SHTX NPRN - Non Pro 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-bridged (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 (DO):

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

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		Tie-Breaker	1	6	7	2	4	3	5							
		Maneuver Description	S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L							
1	109	PENALTY		1			1							2	66 1/2	
		CONTENT	-1/2	0	0	0	0	-1/2	-1/2							
2	119	PENALTY					1/2		1/2					1	70 1/2	
		CONTENT	0	0	0	+1/2	0	+1/2	+1/2							
3	76	PENALTY												0	70	
		CONTENT	0	0	0	-1	+1/2	0	+1/2							
4	71	PENALTY		2	2			2	1/2					6 1/2	58 1/2	
		CONTENT	-1/2	-1	-1	-1	-1/2	-1	0							
5	1	PENALTY												0	68 1/2	
		CONTENT	0	0	0	-1/2	0	-1/2	-1/2							
6	25	PENALTY							OP						(66 1/2) OP	
		CONTENT	-1/2	0	0	-1	-1/2	-1	-1/2							
7	196	PENALTY						2						2	68 1/2	
		CONTENT	-1/2	0	0	0	+1/2	0	+1/2							
8	4	PENALTY			5			1/2						5 1/2	63 1/2	
		CONTENT	0	0	0	-1	0	0	0							

63 1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

KC



SHOW: Belton - Versatility

CLASS: #34 - SHTX NPRN - Non Pro
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-briddled (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

WO	#	MANUEVER DESCRIPTION	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	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
9	188	PENALTY																
		CONTENT	○	○	○	○	○	○	○	+1/2						0	70 1/2	
		PENALTY																
		CONTENT																
		PENALTY																
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		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Belton - Versatility
CLASS: 188 - SHTX NPWC - Non Pro Working Cow
DATE: 08/17/2019

- 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 every maneuver)

- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
A - Turning tail
E - Repeated blatant disobedience
J - Schooling after entering the arena prior to calling for cow
K - Schooling horse between cows, if new cow is awarded
N - Failure to attempt any part of the class
R - Complete loss of rope in Open/Cowboy class
H - Use of two hands (except in snaffle bit or hackamore)
M - More than one finger between split reins or any fingers between normal reins
- 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
J - Bringing the cow straight over backwards landing on its back or head

W/O	#	RUN CONTENT										PENALTIES					SCORE	OP
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL		
		BOXING	RATING	FENCE TURNING (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY							
				L	R	L	R	TRACK & RATE	STOP & HOLD									
Tie-Breaker																		
1	76	PENALTY																
		CONTENT	1/2	0	1/2	1/2	1/2	1/2	1/2							70 1/2		
2	188	PENALTY																
		CONTENT	0	0	1/2	1/2	1/2	0			1/2	1/2	1/2			73		
3	177	PENALTY																
		CONTENT	0	0	1/2	1/2	1/2	0			1/2	1/2	0			70 1/2		
4	196	PENALTY																
		CONTENT	0	0	1/2	-1/2	0	-1/2			0	0	0			69 1/2		
5	4	PENALTY																
		CONTENT	0	0	0	0	1/2	0			1/2	0	0			71		
6	194	PENALTY																
		CONTENT																
7	25	PENALTY																
		CONTENT	-1/2	-1	0	0	1/2	1/2			-1/2					69 1/2		
8	133	PENALTY					PP											
		CONTENT	0	0	-1/2	0	1/2	-1/2			0	0	0		2	67 1/2		

JUDGE'S NAME (PRINTED): Frank R Craighead JUDGE'S SIGNATURE: Frank Craighead
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VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Belton - Versatility
CLASS: #36 - SHTX NPWC - Non Pro Working Cow
DATE: 06/01/2019

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

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

- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
A - Turning tail
E - Repeated blatant disobedience
J - Scheduling after entering the arena prior to calling for cow
K - Scheduling 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		ROPEING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS			TOTAL																																																																																																										
				L	R	L	R	TRACK & RATE	STOP & HOLD																																																																																																																				
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Contact, +1/2 Good, +1 Very Good, +1 1/2 Excellent																																																																																																																											
		Tie-Breaker																																																																																																																											
9	1	PENALTY																					CONTENT	φ	φ	1/2 φ	φ	-1/2	+1/2			+1/2	φ	φ							71	10	109	PENALTY				C																	CONTENT	φ	φ	1/2 φ	-1/2	-1/2	-1/2			φ	φ	φ							67			PENALTY																					CONTENT																		
		CONTENT	φ	φ	1/2 φ	φ	-1/2	+1/2			+1/2	φ	φ							71																																																																																																									
10	109	PENALTY				C																	CONTENT	φ	φ	1/2 φ	-1/2	-1/2	-1/2			φ	φ	φ							67			PENALTY																					CONTENT																																																												
		CONTENT	φ	φ	1/2 φ	-1/2	-1/2	-1/2			φ	φ	φ							67																																																																																																									
		PENALTY																					CONTENT																																																																																																						
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JUDGE'S NAME (PRINTED): Frank Craighead JUDGE'S SIGNATURE: Frank Craighead
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