



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Belton - Versatility
CLASS:	#79 - SHTX VPLS - Novice Pleasure
DATE:	06/01/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Trot for two (2) strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between round reins <p>Disqualification (DO):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O		#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
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		96	0	+1/2	+1/2	0	+1/2	0	0	+1/2	+1	+1/2					73 1/2
2		199	0	OP	-1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0				71
3		32	-1/2	0	-1	-1	-1/2	-1/2	-1/2	-1	OP	-1/2	0	2			61 1/2
4		45	OP	-1/2	0	-1/2	-1/2	0	-1	0	0	OP	-1/2	-1/2	1		63 1/2
5		150	0	-1/2	-1	0	0	0	-1/2	-1/2	0	-1/2					67
6		33	0	-1	-1	-1	0	0	-1/2	-1	-1/2	0		2			63
7		22	0	3	-1	-1/2	-1/2	0	0	-1	3	3	0	9			57
8		47	0	-1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0					72 1/2

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Duff Skute*



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Belton - Versatility
CLASS:	#70 - SHTX VPLS - Novice Pleasure
DATE:	06/01/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Trot for two (2) strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/pressure 	<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 formal 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 judged 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	190	PENALTY													
		CONTENT	-1/2	0	+1/2	+1/2	0	0	0	0	+1/2				71
10	48	PENALTY													
		CONTENT	0	-1/2	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	+1/2			72 1/2
11	7	PENALTY													
		CONTENT	0	+1	+1	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2			76 1/2
12	95	PENALTY			1										
		CONTENT	0	0	-1	0	-1/2	0	0	0	-1/2	-1		1	66
13	54	PENALTY													
		CONTENT	-1/2	-1/2	-1	0	-1/2	0	-1/2	-1	0	0			66
14	140	PENALTY													
		CONTENT	Scratched												
15	83	PENALTY													
		CONTENT	0	+1/2	-1	0	0	+1/2	0	+1/2	0	+1/2			71
16	55	PENALTY			1	1									
		CONTENT	0	0	-1	-1	-1/2	0	0	0	0	+1/2		2	66

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *[Signature]*



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Belton - Versatility
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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 irritate feet/prate

10 Point Penalty:

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

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins

Disqualification (DQ):

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

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each Novice/Rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1/2 Extremely Poor, -1 Very Poor, -2/2 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					
17	75	PENALTY														
		CONTENT	0	0	-1	0	+1/2	-1	-1	0	+1/2	+1/2		5	63 1/2	
18	178	PENALTY														
		CONTENT	0	0	-1/2	0	+1/2	+1/2	0	0	+1/2	0			71	
19	79	PENALTY														
		CONTENT	-1/2	0	0	0	0	+1/2	0	0	0	0			70	
20	21	PENALTY														
		CONTENT	0	0	+1/2	+1/2	+1/2	0	0	+1/2	0	+1/2			72 1/2	
21	122	PENALTY														
		CONTENT	Scratch													
22	84	PENALTY						3								
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	-1	+1/2	+1/2	+1/2		3	69 1/2	
23	153	PENALTY														
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1/2	-1/2	+1/2	0			72	
24	41	PENALTY														
		CONTENT	0	+1/2	+1	+1	+1	0	+1/2	+1	+1	-1/2			75 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Dy [Signature]

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DATE:	06/01/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Trot for two (2) strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of other hand to instill fear/praise 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between joint reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lateness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O		#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
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			Tie-Breaker															
			Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back						
25		107														73		
			PENALTY															
			CONTENT		0	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0				
26		121		3											3	64 1/2		
			PENALTY															
			CONTENT		0	-1	-1	0	0	-1/2	-1/2	-1/2	-1	-1				
27		106			1	1									2	66		
			PENALTY															
			CONTENT		0	0	-1	-1	-1/2	-1/2	0	0	+1/2	+1/2				
28		91														69 1/2		
			PENALTY															
			CONTENT		-1	-1/2	0	0	0	0	0	0	+1/2	+1/2				
29		57			Scratched													
			PENALTY															
			CONTENT		0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1	0			73 1/2	
31		86		3												65 1/2		
			PENALTY															
			CONTENT		0	-1	0	0	0	-1/2	-1/2	0	+1/2	0				
32		28														72 1/2		
			PENALTY															
			CONTENT		0	+1/2	0	0	0	0	+1/2	+1/2	+1/2	+1/2				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Greg Kule

Next



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<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bidded (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 inflit fear/praise 	<p>30 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 round 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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33	62	PENALTY																	CONTENT	-1/2	0	-1/2	0	0	0	0	-1/2	-1/2	-1				67	34	157	PENALTY																	CONTENT	0	0	0	-1/2	0	0	0	-1/2	0	-1/2				68 1/2	35	35	PENALTY																	CONTENT	0	+1/2	0	0	0	0	+1/2	+1	0	-1/2				71 1/2	36	36	PENALTY																	CONTENT	0	+1/2	OP	-1/2	0	0	0	+1/2	0	+1/2				70	37	68	PENALTY																	CONTENT	0	0	-1	0	-1/2	0	0	0	+1/2	+1/2				69 1/2	38	111	PENALTY																	CONTENT	0	0	-1	-1	0	0	0	0	0	+1/2				66 1/2	39	34	PENALTY																	CONTENT	-1/2	-1/2	0	0	0	0	+1/2	-1/2	+1/2	0				69 1/2	40	166	PENALTY																	CONTENT	0	-1/2	-1/2	0	0	-1/2	0	0	+1/2	0				69
		CONTENT	-1/2	0	-1/2	0	0	0	0	-1/2	-1/2	-1				67																																																																																																																																																																																																																																																															
34	157	PENALTY																	CONTENT	0	0	0	-1/2	0	0	0	-1/2	0	-1/2				68 1/2	35	35	PENALTY																	CONTENT	0	+1/2	0	0	0	0	+1/2	+1	0	-1/2				71 1/2	36	36	PENALTY																	CONTENT	0	+1/2	OP	-1/2	0	0	0	+1/2	0	+1/2				70	37	68	PENALTY																	CONTENT	0	0	-1	0	-1/2	0	0	0	+1/2	+1/2				69 1/2	38	111	PENALTY																	CONTENT	0	0	-1	-1	0	0	0	0	0	+1/2				66 1/2	39	34	PENALTY																	CONTENT	-1/2	-1/2	0	0	0	0	+1/2	-1/2	+1/2	0				69 1/2	40	166	PENALTY																	CONTENT	0	-1/2	-1/2	0	0	-1/2	0	0	+1/2	0				69																																		
		CONTENT	0	0	0	-1/2	0	0	0	-1/2	0	-1/2				68 1/2																																																																																																																																																																																																																																																															
35	35	PENALTY																	CONTENT	0	+1/2	0	0	0	0	+1/2	+1	0	-1/2				71 1/2	36	36	PENALTY																	CONTENT	0	+1/2	OP	-1/2	0	0	0	+1/2	0	+1/2				70	37	68	PENALTY																	CONTENT	0	0	-1	0	-1/2	0	0	0	+1/2	+1/2				69 1/2	38	111	PENALTY																	CONTENT	0	0	-1	-1	0	0	0	0	0	+1/2				66 1/2	39	34	PENALTY																	CONTENT	-1/2	-1/2	0	0	0	0	+1/2	-1/2	+1/2	0				69 1/2	40	166	PENALTY																	CONTENT	0	-1/2	-1/2	0	0	-1/2	0	0	+1/2	0				69																																																																				
		CONTENT	0	+1/2	0	0	0	0	+1/2	+1	0	-1/2				71 1/2																																																																																																																																																																																																																																																															
36	36	PENALTY																	CONTENT	0	+1/2	OP	-1/2	0	0	0	+1/2	0	+1/2				70	37	68	PENALTY																	CONTENT	0	0	-1	0	-1/2	0	0	0	+1/2	+1/2				69 1/2	38	111	PENALTY																	CONTENT	0	0	-1	-1	0	0	0	0	0	+1/2				66 1/2	39	34	PENALTY																	CONTENT	-1/2	-1/2	0	0	0	0	+1/2	-1/2	+1/2	0				69 1/2	40	166	PENALTY																	CONTENT	0	-1/2	-1/2	0	0	-1/2	0	0	+1/2	0				69																																																																																																						
		CONTENT	0	+1/2	OP	-1/2	0	0	0	+1/2	0	+1/2				70																																																																																																																																																																																																																																																															
37	68	PENALTY																	CONTENT	0	0	-1	0	-1/2	0	0	0	+1/2	+1/2				69 1/2	38	111	PENALTY																	CONTENT	0	0	-1	-1	0	0	0	0	0	+1/2				66 1/2	39	34	PENALTY																	CONTENT	-1/2	-1/2	0	0	0	0	+1/2	-1/2	+1/2	0				69 1/2	40	166	PENALTY																	CONTENT	0	-1/2	-1/2	0	0	-1/2	0	0	+1/2	0				69																																																																																																																																								
		CONTENT	0	0	-1	0	-1/2	0	0	0	+1/2	+1/2				69 1/2																																																																																																																																																																																																																																																															
38	111	PENALTY																	CONTENT	0	0	-1	-1	0	0	0	0	0	+1/2				66 1/2	39	34	PENALTY																	CONTENT	-1/2	-1/2	0	0	0	0	+1/2	-1/2	+1/2	0				69 1/2	40	166	PENALTY																	CONTENT	0	-1/2	-1/2	0	0	-1/2	0	0	+1/2	0				69																																																																																																																																																																										
		CONTENT	0	0	-1	-1	0	0	0	0	0	+1/2				66 1/2																																																																																																																																																																																																																																																															
39	34	PENALTY																	CONTENT	-1/2	-1/2	0	0	0	0	+1/2	-1/2	+1/2	0				69 1/2	40	166	PENALTY																	CONTENT	0	-1/2	-1/2	0	0	-1/2	0	0	+1/2	0				69																																																																																																																																																																																																												
		CONTENT	-1/2	-1/2	0	0	0	0	+1/2	-1/2	+1/2	0				69 1/2																																																																																																																																																																																																																																																															
40	166	PENALTY																	CONTENT	0	-1/2	-1/2	0	0	-1/2	0	0	+1/2	0				69																																																																																																																																																																																																																																														
		CONTENT	0	-1/2	-1/2	0	0	-1/2	0	0	+1/2	0				69																																																																																																																																																																																																																																																															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Greg Thiele

6/1/19



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SHOW: Belton - Versatility
CLASS: #70 - SHTX VPLS - Novice 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 round 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
		<small>Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent</small>													
Tie-Breaker		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				
41	131	PENALTY													
		CONTENT	0	0	-1/2	0	+1/2	0	0	-1/2	+1/2	-1/2			69 1/2
42	182	PENALTY													
		CONTENT	0	-1/2	-1/2	-1/2	0	-1/2	0	0	-1/2	-1/2			67
43	74	PENALTY				1						1		2	64 1/2
		CONTENT	0	0	-1/2	-1	+1/2	0	-1/2	-1/2	-1	-1/2			
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Greg Stute



VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility
CLASS: #71 - SHTX VTRL - Novice 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 2 single-stride space at a walk or trot
 - Stepping 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	
		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														
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Obstacle Description		Trot logs	Walk logs	Ex T, W Mail	SP	Back Chute	lope Logs	RL	Bridge	Gate						
1	111	3	5	7	1	2	4	6	8							
		PENALTY	1/2		1	1										
		CONTENT	+1/2	+1/2	0	0	0	+1/2	0	0					2 1/2	69
2	166		5	3	5	H	1	-								
		PENALTY														
		CONTENT	+1/2	-1	-1/2	-1	-1	0	-1/2	-1/2					17	49
3	54					1.3	(3)	(1)								
		PENALTY														
		CONTENT	+1/2	0	0	+1/2	-1	-1	0	0					8	61
4	28															
		PENALTY	1/2	1		1/2	1.3									
		CONTENT	0	0	0	-1	+1/2	0	+1/2	+1/2					7	63 1/2
5	34															
		PENALTY	1.1.1	1/2		1		1.1.1.3								
		CONTENT	-1	+1/2	0	0	+1/2	-1	+1/2	0					10 1/2	59
6	140															
		PENALTY														
		CONTENT														
7	35															
		PENALTY					1/2	1/2	H							
		CONTENT	0	0	+1/2	+1/2	0	-1/2	0	+1/2					3	68
8	21															
		PENALTY		1/2	1		5	1.1	1							
		CONTENT	+1	-1/2	-1/2	0	-1	-1	-1/2	-1/2					10	57

JUDGE'S NAME (PRINTED): Sharon Wezlin THH

JUDGE'S SIGNATURE: Sharon Wezlin



VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility

CLASS:#71 - SHTX VTRL - Novice 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 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 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			
		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	Walk logs	Ex T, W Mail	SP	Back Chute	lope Logs RL	Bridge	Gate									
9	131	3	5	7	1	2	4	6	8									
		PENALTY				1		3										
		CONTENT		+1 +1		+1 +1		-1 +1/2		+1								
		73 75 74 74 1/2 75 1/2											4	71 1/2				
10	95					14	3											
		PENALTY																
		CONTENT		+1/2 +1/2		+1 +1		-1/2 -1		+1/2 0								
		72 73 72 1/2 74 1/2 72											5	67				
11	47		1	1	1		5											
		PENALTY																
		CONTENT		-1 -1/2		-1/2 -1/2		0 -1/2		-1 -1								
		69 68 1/2 67 1/2 65 64											8	56	OP didn't Lope Log			
12	83		1 1/2	1 1/2		1 1/2	5											
		PENALTY		1 1/2 1 1/2				1 1/2 5										
		CONTENT		-1/2 0		+1/2 0		0 -1/2		+1/2 +1/2								
		65 1/2 70 68 1/2 69 69 1/2											9 1/2	60				
13	36		1/2	1/2		3	1											
		PENALTY		1/2 1/2				3 1										
		CONTENT		+1/2 0		0 +1/2		-1/2 0		0 +1/2								
		70 1/2 71 70 1/2 71											5	66				
14	96		1 1/2			1												
		PENALTY		1 1/2				1										
		CONTENT		-1/2 0		+1/2 +1/2		-1 0		0 +1/2								
		70 69 71 70 1/2 71											2 1/2	67 1/2				
15	121		1 1/2		1	5	5											
		PENALTY		1 1/2		1 5		5										
		CONTENT		0 0		-1 -1		-1/2 -1/2		-1 -1								
		69 68 65 64											20 1/2	43 1/2	OP wrong back -didn't 1st gate			
16	7					11												
		PENALTY				11												
		CONTENT		+1/2 +1/2		+1 +1/2		-1 +1		+1 +1		+1/2						
		72 72 1/2 71 1/2 72 1/2 73 1/2 74											2	72				

JUDGE'S NAME (PRINTED) Sharon Wellman

JUDGE'S SIGNATURE: Sharon Wellman



VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility

CLASS:#71 - SHTX VTRL - Novice Trail

DATE: 06/01/2019

1 Point Penalties:

- Over-brided (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/for 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 roma 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								
17	91	PENALTY															
		CONTENT	+1/2	0	-1/2	+1/2	+1	-1	+1/2	+1/2					4	67 1/2	
						72 1/2	71 1/2	72	72 1/2								
18	182	PENALTY				5	1	3									
		CONTENT	0	+1/2	+1	+1/2	-1	-1/2	-1/2	0					9	61	
						72	71	70 1/2	70								
19	84	PENALTY	3 CRATCH														
		CONTENT															
20	153	PENALTY	1				1 1/2	3	3								
		CONTENT	0	+1/2	+1/2	+1/2	-1/2	-1	-1	0					8 1/2	60 1/2	
						70 1/2	71	71 1/2	71	70	69						
21	199	PENALTY		1/2	1		1/2	1 1/2									
		CONTENT	+1/2	-1/2	0	+1/2	+1/2	-1	+1/2	+1/2					7	64	
				70			71	72		73							
22	32	PENALTY				3	1 1/2	3 1/2									
		CONTENT	+1/2	+1/2	+1/2	-1	-1/2	-1	0	+1/2					9	60 1/2	
				71	71 1/2	70 1/2	70	69		69 1/2							
23	106	PENALTY						3									
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1	-1	+1/2	+1					3	70 1/2	
				71	71 1/2	72		71	71 1/2	72 1/2							
24	190	PENALTY	1/2	1/2				1 1/2	1 1/2								
		CONTENT	+1/2	0	+1/2	+1/2	+1	-1	+1/2	+1					4	69	
				71 1/2	72 1/2	71 1/2	72	73									

JUDGE'S NAME (PRINTED): SHARON WELLMANN JUDGE'S SIGNATURE: Sharon Wellman



VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility

CLASS:#71 - SHTX VTRL - Novice 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 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 (DO):

- 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	Walk logs	Ex T, W Mail	SP	Back Chute	lope Logs RL	Bridge	Gate								
25	55	PENALTY					3.1										
		CONTENT	+1/2	+1/2	0	0	+1	-1	0	0					4	67	
			71		72		71										
26	82	PENALTY			1		3										
		CONTENT	+1/2	+1/2	0	+1/2	+1	-1/2	0	+1/2					4	67 1/2	
			71		71 1/2		72 1/2		71								
27	150	PENALTY	1.1				5										
		CONTENT	-1/2	0	0	+1/2	+1/2	-1	+1/2	0					9	63	
			69 1/2		70		70 1/2		69 1/2		70						
28	79	PENALTY	1				3	3									
		CONTENT	+1/2	+1/2	+1/2	0	-1	-1	-1/2	+1/2					7	62 1/2	
			71 1/2		70 1/2		69 1/2		69		69 1/2						
29	178	PENALTY		1/2		1/2	1	1									
		CONTENT	0	+1/2	+1	+1/2	0	0	-1/2	0					3	68 1/2	
			71 1/2		72		71 1/2		71 1/2								
30	86	PENALTY				1.1	1										
		CONTENT	+1/2	+1/2	+1/2	+1	-1	0	0	-1/2					3	68	
			71		71 1/2		72 1/2		71 1/2		71						
31	57	PENALTY															
		CONTENT															
32	22	PENALTY					1.1	1.3									
		CONTENT	0	0	0	-1/2	-1	-1	-1/2	0					7	60	
			69 1/2		68 1/2		67 1/2		67								

JUDGE'S NAME (PRINTED): SARON WELLMANN

JUDGE'S SIGNATURE: Saron Wellman



VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility
CLASS: #71 - SHTX VTRL - Novice 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 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 gale
 - 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 (DO):**
- Abuse
 - Lameness
 - Disrespect or misconduct
 - Illegal equipment
 - Fall of horse/tider
 - 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								
33	68	PENALTY	1		1	1	1-1-3							9	57 1/2		
		CONTENT	-1	0	0	-1/2	-1	-1	+1/2	-1/2							
34	53	PENALTY	1/2		1	1/2	0							3 1/2	67		
		CONTENT	-1/2	+1/2	-1/2	0	-1	+1	+1/2	+1/2							
35	45	PENALTY	1/2			1-1				1-1				6	63		
		CONTENT	-1/2	0	0	-1/2	0	0	-1/2	+1/2							
36	62	PENALTY															75
		CONTENT	0	+1/2	+1/2	+1	+1	+1	+1/2	+1/2							
37	74	PENALTY	1	1/2			1/2		3					5 1/2	63		
		CONTENT	-1/2	0	+1	0	-1/2	0	-1/2	0							
38	48	PENALTY	1											1	72		
		CONTENT	-1/2	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2							
39	157	PENALTY	1/2				3-3-1-1							9 1/2	58 1/2		
		CONTENT	+1/2	0	0	+1/2	-1	-1/2	-1/2	-1							
40	33	PENALTY		1/2		1		1-1-3						6 1/2	61		
		CONTENT	0	0	0	-1/2	0	-1	-1/2	-1/2							

JUDGE'S NAME (PRINTED): SHARON Wellmann

JUDGE'S SIGNATURE: Sharon Wellmann



VERSATILITY RANCH HORSE - TRAIL

SHOW: Belton - Versatility

CLASS: #71 - SHTX VTRL - Novice 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
- Stepping 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 gale
- 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/sider
- 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	Walk logs	Ex T, W Mail	SP	Back	Chute	lope	Logs	RL	Bridge	Gate				
41	75			1										1	68 1/2	
PENALTY																
CONTENT		0	0	-1/2	+1/2	+1	0	-1/2	-1							
		69 1/2 70 71 70 1/2 69 1/2														
42	107				1/2	3	3							6 1/2	64 1/2	OP wrong log
PENALTY																
CONTENT		+1/2	0	+1	+1/2	-1	-1	+1/2	+1/2							
		70 1/2 71 1/2 72 71 70 1/2 71														
43	41				1/2	3								3 1/2	69	
PENALTY																
CONTENT		+1	+1	0	0	+1/2	-1	+1/2	+1/2							
		72 71 1/2 72 72 1/2														
PENALTY																
CONTENT																
PENALTY																
CONTENT																
PENALTY																
CONTENT																

JUDGE'S NAME (PRINTED) Sharon Wellmann

JUDGE'S SIGNATURE: Sharon Wellmann

SHOW: Belton - Versatility

CLASS: #72 - SHTX VRNN - Novice 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

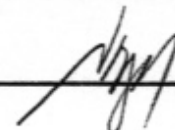
Disqualification (DQ):

- 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	140	PENALTY													
		CONTENT													
34	111	PENALTY		2											
		CONTENT	-1/2	-1/2	0	0	0	0	-1/2					2	66 1/2
35	34	PENALTY			5, 2	2	1/2								
		CONTENT	-1/2	0	-1/2	-1	-1/2	-1/2	-1/2					9 1/2	57
36	131	PENALTY			1, 2		1/2		1/2						
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2					4	63 1/2
37	41	PENALTY		1/2			1/2		1/2						
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2					1 1/2	66
38	96	PENALTY													
		CONTENT	0	0	0	-1/2	0	-1/2	0					0	69
39	74	PENALTY							1/2						
		CONTENT	-1/2	0	0	0	0	0	0					0	69
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





SHOW: Belton - Versatility

CLASS: #72 - SHTX VRNN - Novice 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 (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		1	7	6	2	4	3	5									
Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
1	36	PENALTY	OP		-1/2												
		CONTENT	-1/2	-1	-1/2	-1	-1	-1	-1								63 1/2
2	106	PENALTY					1/2										
		CONTENT	-1/2	0	0	-1/2	-1/2	0	-1/2								1/2
3	28	PENALTY							1/2								
		CONTENT	-1/2	-1/2	0	-1/2	0	-1/2	0								1/2
4	33	PENALTY		2	2				OP, 1								
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2								5
5	32	PENALTY	2						OP, 1								
		CONTENT	-1/2	0	0	-1/2	0	-1/2	-1/2								3
6	157	PENALTY		2	1/2	2											
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2								7
7	83	PENALTY		1/2						1/2							
		CONTENT	-1/2	0	0	0	0	0	0								1
8	57	PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten Signature]



SHOW: Belton - Versatility

CLASS: #72 - SHTX VRNN - Novice 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 roma 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

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	79	PENALTY	2,1	1,2	1,2,2			OP, 1/2							1 1/2	54 1/2	OP	
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2									
10	47	PENALTY		1				1/2							1 1/2	67		
		CONTENT	-1/2	0	0	-1/2	0	-1/2	0									
11	91	PENALTY		2			1/2								2 1/2	63		
		CONTENT	-1/2	-1	-1	-1/2	-1/2	-1/2	-1/2									
12	178	PENALTY			1,2			2							5	63 1/2		
		CONTENT	0	-1/2	-1/2	-1/2	+1/2	0	-1/2									
13	21	PENALTY			1,2	2									5	63		
		CONTENT	-1/2	0	-1/2	0	-1/2	-1/2	0									
14	182	PENALTY														67		
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2									
15	53	PENALTY			2										2	65 1/2		
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2									
16	54	PENALTY		2,6	2,1	1		2	1/2							13 1/2	52	
		CONTENT	-1/2	-1	0	-1/2	-1	-1/2	-1									

69 1/2 60 1/2 52 1/2 57 56 53 1/2 52

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Belton - Versatility

CLASS: #72 - SHTX VRNN - Novice 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 roma 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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
<small>Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent</small>																
Tie-Breaker																
Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L								
17	190	PENALTY												0	67 1/2	
		CONTENT	0	-1/2	0	-1/2	-1/2	-1/2	-1/2							
18	35	PENALTY			1,2		1/2	1/2						4	64	
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	0							
19	86	PENALTY		2, 2	4				1/2					9	59	
		CONTENT	0	-1/2	0	-1/2	-1/2	0	0							
20	107	PENALTY				2			1/2					2 1/2	66 1/2	
		CONTENT	-1/2	0	0	0	0	-1/2	0							
21	68	PENALTY				1			1/2					1 1/2	64 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2							
22	62	PENALTY			2	2	OP		1/2					4 1/2	62	OP
		CONTENT	-1/2	0	0	-1	-1/2	-1	-1/2							
23	199	PENALTY					1/2		1/2					1	68 1/2	
		CONTENT	0	0	0	0	0	-1/2	0							
24	153	PENALTY			1		OP		OP					1	66	OP
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Belton - Versatility

CLASS: #72 - SHTX VRNN - Novice 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
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- 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
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- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
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Off-Pattern (OP): Cannot place above others who complete pattern correctly

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- More than one finger between split reins or any fingers between roma 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						
Tie-Breaker		1	7	6	2	4	3	5									
Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L									
25	7	PENALTY			1	1/2									1 1/2	67 1/2	
		CONTENT	0	0	-1/2	0	-1/2	0	0								
26	55	PENALTY		2	2										4	63 1/2	
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2								
27	45	PENALTY						1/2							1/2	68 1/2	
		CONTENT	-1/2	0	0	0	0	-1/2	0								
28	95	PENALTY			4	1		2,2	1/2						9 1/2	57 1/2	
		CONTENT	-1/2	0	0	-1/2	-1/2	-1	-1/2								
29	150	PENALTY		1/2, 2, 2,	2,										6 1/2	59 1/2	
		CONTENT	-1/2	-1/2	0	-1	-1/2	-1	-1/2								
30	48	PENALTY		1 1/2	1/2										2	66 1/2	
		CONTENT	0	0	0	-1/2	-1/2	0	-1/2								
31	22	PENALTY	1/2,	2	2,2	2,2		2							12 1/2	53 1/2	
		CONTENT	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1/2								
32	75	PENALTY													0	69	
		CONTENT	-1/2	0	0	0	0	-1/2	0								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Belton - Versatility

CLASS: #73-SHTXVWCH - Novice 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)

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																
Tie-Breakers >										1	3	2	5	4											
2	95	∅	∅	∅	-1/2	-1/2													69						
3	41	-1/2	∅	∅	∅	∅	PP												2	67 1/2					
4	96	∅	∅	∅	+1/2	+1/2														71					
5	62	∅	-1/2	-1/2	∅	∅															69				
6	121	∅	∅	∅	∅	∅															70				
7	86	-1/2	∅	∅	∅	∅	P														1	68 1/2			
8	54	-1	∅	-1	∅	∅	PPP														3	65			
9	157	-1/2	-1/2	-1/2	-1/2	∅																	68		
10	7	∅	∅	-1	∅	∅																		69	

JUDGE'S SIGNATURE:

Frank C. [Signature]



SHOW:	Belton - Versatility
CLASS:	#73-SHTXVWCH - Novice 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
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- A- Abuse
- B- Lameness
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- G- Illegal equipment
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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, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
Tie-Breakers >															
		1	3	2	5	4									
11	190	∅	∅	-1/2	∅	+1/2								70	
12	150	∅	∅	-1/2	∅	∅								69 1/2	
13	32	∅	∅	∅	+1/2	+1/2								71	
14	48	(H/P) 1	+1/2	∅	∅	∅	AP	L					5	64 1/2	(H/P)
15	111	-1/2	∅	-1	-1/2	-1/2								67 1/2	
16	140	[Handwritten scribble]													
17	28	+1/2	+1/2	+1/2	+1/2	∅								72	
18	153	-1	∅	-1/2	∅	-1		L					3	64 1/2	
19	53	-1	∅	∅	∅	-1	A	L					4	64	
20	83	∅	+1/2	∅	+1/2	+1/2								71 1/2	

JUDGE'S SIGNATURE:

[Handwritten Signature]



SHOW: Belton - Versatility
CLASS: #73 - SHTX VWCH - Novice 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- Lameness
- 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						
Each horse/riders 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-Breakers >															
		1	3	2	5	4									
21	21	+1	0	+1	+1/2	+1/2								73	
22	75	+1/2	0	+1/2	+1/2	+1/2								72	
23	91	(H/OP) 0	0	-1/2	0	0	A	LL					7	61 1/2	(H/OP)
24	45	0	+1/2	0	+1/2	+1/2								71 1/2	
25	36	(H/OP) -1	-1	-1	-1	-1	P						1	64	(H/OP)
26	55	-1/2	0	-1/2	0	-1/2	A	L					4	64 1/2	
27	199	+1/2	+1/2	+1/2	+1/2	+1/2								72 1/2	
28	106	+1/2	0	0	+1/2	+1/2								71 1/2	
29	178	+1/2	+1/2	+1	+1/2	+1/2								73	
30	33	+1/2	+1/2	+1/2	0	+1/2								72	

JUDGE'S SIGNATURE:

Frank C. [Signature]



SHOW:	Belton - Versatility
CLASS:	#73 - SHTX VWCH - Novice 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:

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- L- Losing a cow while boxing

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DD:

- X- 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						
Tie-Breakers >															
		1	3	2	5	4									
31	35	-1/2	∅	-1/2	-1/2	∅	P							67 1/2	
32	47	∅	∅	-1	∅	∅	P							68	
33	182	-1/2	∅	∅	∅	∅								68 1/2	
34	107	∅	∅	+1/2	∅	+1/2								71	
35	79	-1/2	∅	∅	-1/2	∅								69	
36	22	∅	∅	∅	∅	∅								70	
37	74	-1/2	∅	-1	∅	∅	PP						2	66 1/2	
38	34	-1	∅	-1 1/2	∅	∅	PPPP						4	63 1/2	
39	68	SCR													

JUDGE'S SIGNATURE:

Frank [Signature]