



SHOW: Bryan Kick Off Classic - Versatility
CLASS: #43 - SHTX JWCH - Junior Working Cow
DATE: 03/02/2019

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 with consistent 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			5 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		A	8	12	5	9	13	6	10	14	7	11	15	3	2	1			
1	999	PENALTY				A			A			D						3	66 1/2
		CONTENT	0	-1/2	0	0	0	0	0	0	0	0	0	0					
2	811	PENALTY																	70 1/2
		CONTENT	-1/2	0	0	0	0	0	0	0	0	+1/2	+1/2						
3	958	PENALTY																	70 1/2
		CONTENT	+1/2	0	0	+1/2	0	0	+1/2	+1/2	0	+1/2	0	0					
4	965	PENALTY	A															1	67 1/2
		CONTENT	0	0	0	0	0	0	-1/2	-1/2	0	-1/2	0	0					
5	945	PENALTY																	65 1/2
		CONTENT	-1	-1	0	-1/2	0	0	-1	-1/2	0	-1/2	0	0					
6	794	PENALTY				A												1	69
		CONTENT	+1/2	+1/2	+1/2	-1	-1/2	0	0	0	0	0	0	0					
7	898	PENALTY	A															1	67 1/2
		CONTENT	0	0	0	-1	0	0	-1/2	-1/2	0	+1/2	0	0					
8	769	PENALTY																3	61 W
		CONTENT	-1	-1/2	0	-1/2	-1/2	-1/2	0	0	0	-1	-1	-1	L				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Sarah P. Clifford



SHOW: Bryan Kick Off Classic-Versatility

CLASS: #42 - SHTX JRNN - Junior Reining

DATE: 03/02/2019

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 normal 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													
		Maneuver Description													
		PENALTY													
		CONTENT													
1	951				1		2	1,2					6	64	
2	999						1/2	1/2					1	66 1/2	
3	454													74	
4	769				1								1	69	✓
5	965													72	
6	863													69	
7	816			2			1,2,2	2					9	57	
8	790													73	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - REINING

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bitted (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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to inflict 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 - 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 normal reins (except two rein) - Trotting in excess of 1/2 circle or 1/2 length of the arena <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
--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

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		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	Circles Left, Stop & Back	Lead Change						
9	777	PENALTY	2				1/2	1/2					3	65 1/2	
		CONTENT	-1/2	0	-1/2	+1/2	0	-1/2	-1/2	0					
10	958	PENALTY						1/2					1/2	71	
		CONTENT	0	+1/2	0	0	0	+1/2	0	+1/2					
11	587	PENALTY					1.5, 1						7	59 1/2	
		CONTENT	0	-1/2	-1/2	-1/2	0	-1	0	-1					
12	971	PENALTY							1, 1, 1				3	65 1/2	
		CONTENT	0	0	0	0	0	0	-1	-1/2					
13	455	PENALTY					1/2, 2	2	2				6 1/2	58	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1	-1					
14	897	PENALTY												68	
		CONTENT	0	-1/2	-1/2	0	0	0	0	-1					
15	811	PENALTY						5					5	64 1/2	
		CONTENT	0	+1/2	0	0	0	0	-1	0					
16	794	PENALTY												75 1/2	
		CONTENT	+1/2	+1	+1/2	+1	+1/2	+1/2	+1	+1/2					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Bryan Kick Off Classic-Versatility

CLASS: #42 - SHTX JRNN - Junior Reining

DATE: 03/02/2019

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-epin or under-epin 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 inflat 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

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													
		Maneuver Description													
		PENALTY													
17	477	CONTENT										1		67	
		PENALTY													
18	969	CONTENT										6		61	
		PENALTY													
19	945	CONTENT										2		65 1/2	
		PENALTY													
20	892	CONTENT										1		70 1/2	
		PENALTY													
21	898	CONTENT										7		60	
		PENALTY													
22	459	CONTENT										5		64	
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



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 normal 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														
		6	8	1	3	5	4	7	2							
		Tie-Breaker		Gait	Walk/Bridge	Lope/Logs	Shute & Back	Walk SP/R	Swing Rope	Trot	Drag (Walk)					
1	427			3		1				OP			4	66	✓	
		PENALTY														
		CONTENT	0	+1/2	-1/2	+1/2	0	0	+1/2	-1						
2	965													73		
		PENALTY														
		CONTENT	+1/2	0	+1/2	+1/2	-1/2	+1/2	+1/2	+1						
3	455			3					OP				3	DQ		
		PENALTY														
		CONTENT	0	+1/2	-1/2	0	0	0	-1							
4	897		S C P A T C H													
		PENALTY														
		CONTENT														
5	811													73 1/2		
		PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1						
6	794			1/2		1/2								1 74 1/2		
		PENALTY														
		CONTENT	+1	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1						
7	769			1		1/2								1 1/2 67 1/2		
		PENALTY														
		CONTENT	+1/2	0	0	0	0	-1	0	-1/2						
8	816			3		1				OP				62		
		PENALTY														
		CONTENT	+1/2	0	-1	-1	-1/2	-1	0	-1						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Bryan Kick Off Classic-Versatility

CLASS: #41 - SHTX JTRL - Junior Trail

DATE: 03/02/2019

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 assist lead/raise

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 normal 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	
		Each horse/rider team is scored between 0-100 points and subjectively 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		Gate	Walk Bridge	Lope Logs	Shule & Back	Walk SP R	Swing Rope	Trot	Drag (Walk)							
9	898	PENALTY		3									3	67		
		CONTENT	+1/2	0	-1/2	0	0	0	-1/2	+1/2						
10	969	PENALTY				1/2								73 1/2		
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1/2	0	+1/2						
11	979	PENALTY					1/2						1/2	74		
		CONTENT	+1	0	+1/2	+1/2	+1	+1/2	0	+1						
12	999	PENALTY	5		3					OP			8	57 1/2		✓
		CONTENT	-1	-1	-1	-1/2	-1	+1/2	+1/2	-1						
13	790	PENALTY												75		
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1						
14	459	PENALTY			3		1						4	67 1/2		
		CONTENT	+1/2	+1/2	-1/2	0	0	+1/2	0	+1/2						
15	945	PENALTY					1						1	68 1/2		
		CONTENT	0	0	+1/2	0	-1/2	-1/2	0	0						
16	430	PENALTY	5		1					OP			6	62		✓
		CONTENT	-1	0	0	-1/2	0	+1/2	0	-1						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



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 patterns 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 reins)
- 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		Gate	Walk Bridge	Lope Logs	Shute & Back	Walk SP R	Swing Rope	Trot Compenfing	Drag (Walk)						
17	777	PENALTY			1		1							2	72
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1					
18	958	PENALTY					1							1	71 1/2
		CONTENT	+1/2	+1/2	+1/2	0	0	0	0	+1					
19	951	PENALTY			3		1/2							3 1/2	69 1/2
		CONTENT	+1/2	+1/2	-1/2	0	+1/2	+1/2	+1/2	+1					
20	863	PENALTY					1							1	72 1/2
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Bryan Kick Off Classic-Versatility

CLASS: #40 - SHTX JPLS - Junior Pleasure

DATE: 03/02/2019

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

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	7	2	9	3	8	4	4	1	5				
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
1	459	PENALTY													
		CONTENT	0	+1/2	0	0	+1/2	0	0	0	+1/2	0			71 1/2
2	969	PENALTY			1			1	3		1				
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1	-1/2	-1/2	0			6 59 1/2
3	427	PENALTY			1						1				
		CONTENT	0	-1	-1/2	0	0	0	0	-1/2	0	0			2 66
4	811	PENALTY													
		CONTENT	0	0	0	0	0	0	+1/2	0	+1/2	0			71
5	794	PENALTY									1				
		CONTENT	0	+1	+1	+1/2	+1/2	0	+1/2	+1/2	+1/2	0			1 73 1/2
6	769	PENALTY													
		CONTENT	0	-1/2	-1/2	0	+1/2	0	-1/2	-1/2	+1/2	0			69
7	958	PENALTY		3,3											
		CONTENT	0	-1	-1	0	+1/2	0	0	0	0	0			6 62 1/2
8	458	PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Jennifer Zoller

Allen R. Walton

JUDGE'S SIGNATURE: *Jennifer Zoller*



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Bryan Kick Off Classic-Versatility
CLASS:	#40 - SHTX JPLS - Junior Pleasure
DATE:	03/02/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Trot for two (2) strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins <p>Disqualification (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
----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

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	7	2	9	3	8	6	4	1	5					
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
9	999	PENALTY														67
		CONTENT	0	-1	-1/2	0	0	-1/2	-1	-1/2	+1/2	0				
10	951	PENALTY			3										3	66
		CONTENT	0	-1/2	-1/2	0	0	0	0	0	0	0				
11	965	PENALTY														69
		CONTENT	0	0	0	0	0	0	0	0	-1	0				
12	790	PENALTY														72 1/2
		CONTENT	+1/2	0	+1/2	0	+1/2	0	+1/2	0	+1/2	0				
13	455	PENALTY													1	65
		CONTENT	0	-1	-1/2	0	0	0	0	0	0	-1/2	0			
14	863	PENALTY						1							1	70 1/2
		CONTENT	0	0	+1/2	0	+1/2	0	0	+1/2	0	0				
15	897	PENALTY														69 1/2
		CONTENT	-1/2	-1/2	0	0	0	0	-1/2	0	+1	0				
16	777	PENALTY														72 1/2
		CONTENT	0	0	+1	+1/2	0	0	+1/2	+1/2	0	0				

JUDGE'S NAME (PRINTED): Jennifer Zoller
Allen R. Walton

JUDGE'S SIGNATURE: Jennifer Zoller



SHOW:	Bryan Kick Off Classic-Versatility
CLASS:	#40 - SHTX JPLS - Junior Pleasure
DATE:	03/02/2019

VERSATILITY RANCH HORSE - RANCH RIDING

<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 roman reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/ rider - Improper western attire - Leaving arena before pattern is complete
----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

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	7	2	9	3	8	6	4	1	5				
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
17	816	PENALTY					1	3						4	63
		CONTENT	0	-1/2	0	0	0	-1/2	-1	-1	0	0			
18	971	PENALTY			3		1							4	60 1/2
		CONTENT	0	0	-1	-1/2	-1/2	-1/2	-1/2	-1/2	0	0			
19	945	PENALTY													70 1/2
		CONTENT	-1/2	0	0	0	+1/2	0	0	0	+1/2	0			
20	898	PENALTY						3	3					6	59 1/2
		CONTENT	-1	-1/2	0	0	-1/2	-1/2	-1/2	-1	-1/2	0			
21	587	PENALTY		3					3	3	1			10	58
		CONTENT	0	-1/2	0	0	-1/2	0	-1/2	-1	0	+1/2			
22	979	PENALTY													71 1/2
		CONTENT	0	-1/2	+1/2	+1/2	0	+1/2	0	+1/2	0	0			
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Jennifer Zoller
Allen R. Walton

JUDGE'S SIGNATURE: Jennifer Zoller
Printed from HSW