



SHOW: Bryan Kick Off Classic-Versatility

CLASS: 106 - SHTX NPWC - Non Pro
Working Cow

DATE: 06/08/2019

VERSATILITY RANCH HORSE - RANCH COW WORK

1 Point Penalties:

- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

2 Point Penalties:

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

3 Point Penalties:

- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

5 Point Penalties:

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- R - Failure to catch when roping in open/cowboy classes

10 Point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)

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

- A - Turning tail
- E - Repeated blatant disobedience
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class
- R - Complete loss of rope in Open/Cowboy class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between roman reins

Disqualification (DQ):

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

RUN CONTENT

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

PENALTIES

W/O #	R	PENALTY	CONTENT	RUN CONTENT										PENALTIES					SCORE	OP	
				BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS			TOTAL
						L	R	L	R	TRACK & RATE	STOP & HOLD										
Tie-Breaker				3	3	1	2	6	7	4	5	4	5								
1	757			0	+1/2	-1/2	-1/2	-1	0			-1	0	0					6	61 1/2	
2	922			+1	+1	+1	+1	+1/2	0			+1/2	0	0						75	
3	918			+1	+1	+1	+1/2	+1	+1			+1	0	+1/2						77	
4	474			0	+1/2	+1/2	+1/2	+1	+1/2			0	0	0						73	
5	449			+1/2	0	0	0	0	-1/2			0	0	0						70	
6	889			~~~~~																	
7	796			-1/2	-1/2	-1	-1/2	-1/2	0			-1/2	0	0					3	63 1/2	
8	446			0	-1	-1	-1/2	-1	-1			-1	0	0					6	56 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Kelana Rye*



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Bryan Kick Off Classic-Versatility

CLASS: #36 - SHTX NPWC - Non Pro Working Cow

DATE: 03/03/2019

1 Point Penalties:

- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

2 Point Penalties:

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amateur and youth classes

3 Point Penalties:

- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

5 Point Penalties:

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- R - Failure to catch when roping in open/cowboy classes

10 point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in over maneuver)

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

- A - Turning tail
- E - Repeated blatant disobedience
- J - Shooting after entering the arena prior to calling for cow
- K - Scheduling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class
- R - Complete loss of rope in Open/Cowboy class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between spill reins or any fingers between romal reins

Disqualification (DQ):

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

W/O #	PENALTY	RUN CONTENT										PENALTIES					SCORE	OP	
		BOBING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS			TOTAL
				L	R	L	R	TRACK & RATE	STOP & HOLD										
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																			
		Tie-Breaker	3	8	1	2	6	7	4	5	4	5							
9	773	CONTENT	+1	0 1/2	+1/2	+1/2	+1/2	0		+1/2	0	0						73 1/2	
10	908	CONTENT	+1/2	+1/2	0	0	0	+1/2		+1/2	0	0					1	71 1/2	
11	437	CONTENT	0	+1 1/4	+1	0	+1/2	+1/2		+1/2	0	0						74	
12	938	CONTENT	A	+1/2	+1/2	+1/2	-1/2	-1/2	0	0	0	0					1	69	
13	781	CONTENT	-1	-1	-1	0	-1/2	-1/2	-1/2	0	0	0						65 1/2	
14	992	CONTENT																F 06	
15	468	CONTENT	-1/2	+1/2	-1	+1/2	-1/2	-1		-1/2	0	0					2	65 1/2	
16	443	CONTENT	+1	+1/2	0	0	0	+1/2		+1/2	0	0						73 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Melana Ogden



SHOW: Bryan Kick Off Classic-Versatility
CLASS: #36 - SHTX NPWC - Non Pro Working Cow
DATE: 03/03/2019

VERSATILITY RANCH HORSE - RANCH COW WORK

1 Point Penalties:
A - Loss of working advantage
C - Using the corner or the end of the arena to turn the cow when going down the fence
E - Changing sides of arena to turn cow
L - For each length horse runs past cow
P - Working out of position
R - Two-loop catch in amateur and youth classes
S - Slipping rein
T - Failure to drive cow past middle marker on first turn
V - Over-bridled (per maneuver)
W - Out of frame (per maneuver)

2 Point Penalties:
A - Going around the corner of the arena before turning cow
B - In an open field turn animal gets within 3 feet of the end fence before being turned
R - Failure to catch if roping in amateur and youth classes

3 Point Penalties:
E - Exhausting or overworking the cow before circling or roping
H - Hanging up on the fence (refusing to turn)
K - Knocking down the cow without having a working advantage
R - Two-loop catch when roping in open/cowboy classes

5 Point Penalties:
A - Failure to turn the cow both directions on the fence
B - Spurring or hitting in front of cinch at any time
C - Blatant disobedience
E - Use of either hand to instill fear/praise
R - Failure to catch when roping in open/cowboy classes

10 point Penalty:
J - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in every maneuver)

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

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

W/O #	W/O #	RUN CONTENT										PENALTIES					SCORE	OP							
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												2	3	5			10	TOTAL					
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	POINTS								POINTS	POINTS	POINTS		
L	R	L	R	TRACK & RATE	STOP & HOLD																				
		Tie-Breaker																							
17	829	PENALTY																							
		CONTENT	0	-1/2	-1	-1	-1			-1/2	0	-1	0	0										5	58 1/2
18	760	PENALTY			OP	OP																			
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2			-1/2	0	0											13	49 1/2
19	937	PENALTY																							
		CONTENT	0	-1	-1/2	-1/2	+1/2	0			-1	0	0												66 1/2
20	917	PENALTY			L																				
		CONTENT	+1	+1 1/2	-1/2	-1/2	-1/2	0			0	0	0											1	70
21	1	PENALTY			L																				
		CONTENT	0	+1/2	0	-1/2	-1/2	-1	+1/2			0	0	0										1	71
22	923	PENALTY																							
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1			+1/2	0	0												74
23	492	PENALTY			L	OP	AA	A																	
		CONTENT	-1/2	-1/2	-1	-1/2	-1/2	-1			-1	0	0											4	58 1/2
24	851	PENALTY																							
		CONTENT	0	+1/2	+1/2	-1/2	0	+1/2			0	+1/2	0												7 1/2

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Melana O'Neil*
Printed from HSW



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Bryan Kick Off Classic-Versatility
CLASS: #36 - SHTX NPWC - Non Pro Working Cow
DATE: 03/02/2019

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

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

- Off-Pattern (OP):** Correct place above others who complete pattern correctly
- A - Turning tail
E - Repeated blatant disobedience
J - Schooling after entering the arena prior to calling for cow
K - Schooling horse between cows, if new cow is awarded
N - Failure to attempt any part of the class
R - Complete loss of rope in Open/Cowboy class
H - Use of two hands (except in shaffle bit or hackamore)
M - More than one finger between split reins or any fingers between roman reins
- Disqualification (DQ):**
A - Abuse
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/ rider
N - Improper western attire
H - Leaving arena before run is complete
J - Bringing the cow straight over backwards landing on its back or head

WFO	#	RUN CONTENT										PENALTIES					SCORE	OP		
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS			TOTAL	
				L	R	L	R	TRACK & RATE	STOP & HOLD											
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																		
		Tie-Breaker	3	8	1	2	6	7	4	5	4	5								
25	486	PENALTY																		
		CONTENT	-1/2	+1/2	+1/2	-1/2	+1/2	+1/2			-1	+1/2	0							70 1/2
26	913	PENALTY	A																	
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1		+1	+1/2	0							76 1/2
27	481	PENALTY					A													
		CONTENT	0	+1/2	+1/2	+1/2	0	-1	-1		-1/2	0	0							67 1/2
28	826	PENALTY			L	L														
		CONTENT	0	+1/2	-1	-1	-1/2	0			0	0	0							65
29	828	PENALTY																		
		CONTENT	+1/2	+1/2	+1/2	0	0	-1			0	0	0							71 1/2
30	883	PENALTY			L	LL														
		CONTENT	0	+1/2	-1/2	-1/2	-1	-1	-1/2		0	0	0							63
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Delana Key*



SHOW: Bryan Kick Off Classic-Versatility
CLASS: #24 SHHX NPRN - Non Pro Reining
DATE: 03/03/2019

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 (DQ):

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

MANUEVER SCORES

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

W/O	#	Tie-Breaker	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8	9	10					
			1	6	7	5	8	2	3	4							
			Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead	2 Circles Left, Lead	Stop							
1	468		PENALTY														73
			CONTENT	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2						
2	474		PENALTY														72 1/2
			CONTENT	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	0						
3	937		PENALTY														72
			CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	-1	0	+1/2						
4	773		PENALTY														70 1/2
			CONTENT	0	-1/2	0	0	-1/2	+1	+1/2	0						
5	828		PENALTY						1							1	68
			CONTENT	0	0	0	0	-1/2	-1/2	0	0						
6	829		PENALTY						1,2	1,2,2	2,2,2					14	50 1/2
			CONTENT	-1/2	-1	0	-1	-1/2	-1/2	-1	-1						
7	443		PENALTY						1							1	69 1/2
			CONTENT	0	0	+1/2	0	+1/2	-1	0	+1/2						
8	938		PENALTY														75
			CONTENT	+1	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Bryan Kick Off Classic-Versatility

CLASS: #34 - SHTX NPRN - Non Pro
Reining

DATE: 03/03/2019

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 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

MANUEVER SCORES

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

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
		<p>Tie-Breaker</p> <p>1 4 7 5 8 2 3 4</p>															
		<p>Maneuver Description</p> <p>Run, Stop 3 1/2 Spins Left Run, Stop 3 1/2 Spins Right Run, Stop, Back 2 Circles Right Lead 2 Circles Left, Stop Back Lead Chng</p>															
9	923	PENALTY															
		CONTENT	+1/2	0	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					74	
10	922	PENALTY							1								
		CONTENT	-1/2	+1/2	+1/2	+1/2	0	0	0	+1/2	0					70 1/2	
11	446	PENALTY															
		CONTENT	0	-1/2	0	0	0	0	0	0	-1/2					69	
12	897	PENALTY	2													2	65
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	-1/2	0	-1/2							
13	757	PENALTY						2								2	67
		CONTENT	0	-1/2	-1/2	0	0	0	+1/2	-1/2							
14	1	PENALTY						1/2								1/2	68
		CONTENT	0	0	-1/2	0	0	0	-1/2	-1/2							
15	781	PENALTY															
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	0	+1/2	-1/2						68	
16	826	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 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	
		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 Lead Change	Stop							
17	908		1/2										1/2	72 1/2		
		PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2						
18	889														70	✓
		PENALTY														
		CONTENT	0	+1/2	+1/2	0	+1/2	0	-1/2	-1						
19	492														3 1/2	63 1/2 ✓
		PENALTY														
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	0	-1/2	-1/2						
20	437														71	
		PENALTY														
		CONTENT	0	0	0	0	+1/2	0	+1/2	0						
21	995														2	62 1/2
		PENALTY														
		CONTENT	-1	-1/2	-1	0	-1/2	-1/2	-1/2	-1/2						
22	760														2	64 1/2
		PENALTY														
		CONTENT	-1/2	0	-1/2	0	-1	-1/2	-1/2	-1/2						
23	851														70	
		PENALTY														
		CONTENT	-1/2	+1/2	-1/2	0	0	+1/2	0	0						
24	481														69	
		PENALTY														
		CONTENT	0	0	-1/2	0	0	0	1/2	0	0					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

mat



SHOW: Bryan Kick Off Classic-Versatility

CLASS: #34 - SHTX NPRN - Non Pro
Reining

DATE: 03/03/2019

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

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

1 Point Penalties:

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

2 Point Penalties:

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

5 Point Penalties:

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

10 Point Penalty:

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

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

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

Disqualification (DQ):

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		1	6	7	5	8	2	3	4								
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Rock	2 Circles Right Lead	2 Circles Left Lead	Stop, Rollback								
25	918	PENALTY						1						1	7 1/2		
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0							
26	486	PENALTY						1 1/2									
		CONTENT	0	0	0	0	0	-1/2	+1/2	+1/2				1 1/2	69		
27	913	PENALTY															7 1/2
		CONTENT	0	+1/2	0	0	0	+1/2	+1/2	0							
28	917	PENALTY	SCR														
		CONTENT	SCR														
29	883	PENALTY															
		CONTENT	0	0	0	0	-1/2	-1/2	-1/2	-1/2					69		
30	796	PENALTY						2 1							3	65 1/2	
		CONTENT	0	0	0	0	-1/2	-1/2	-1/2	0							
31	449	PENALTY															73
		CONTENT	+1/2	0	+1/2	0	+1	+1/2	+1/2	0							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

smat



VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Each hit, bite, or stepping on a leg, 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 leg in lope over <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Three to four steps on mount/dismount on ground tie 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to 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 <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - 3rd refusal - Repeated blatant disobedience - Failure to dally and remain dalled during the drag - Use of two hands (except in snaffle bit or 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
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W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker		1	6	4	8	7	3	5	2						
Obstacle Description		Gate	Walk Bridge	Lope Logs	Chute & Back	Walk SP R	Swing Rope	Trot	Drag (Walk)						
1	1	PENALTY		1									1	71 1/2	
		CONTENT	+1/2	0	0	+1/2	+1/2	0	+1/2	+1/2					
2	437	PENALTY		3									3	70	
		CONTENT	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2					
3	443	PENALTY		1,3		1							5	66	
		CONTENT	+1/2	+1/2	-1	0	0	+1/2	+1/2	0					
4	446	PENALTY		1		1,1							3	69	
		CONTENT	+1/2	0	0	+1/2	0	0	+1/2	+1/2					
5	449	PENALTY				1							1	75	
		CONTENT	+1/2	+1/2	+1	+1	+1/2	+1/2	+1	+1					
6	468	PENALTY		1,1		1							3	69	
		CONTENT	+1/2	+1/2	-1/2	+1/2	0	+1/2	+1/2	0					
7	474	PENALTY		1		1							2	65	✓
		CONTENT	+1/2	+1/2	0	-1/2	-1/2	-1/2	(-1/2)	-1					
8	481	PENALTY			3	1							4	66	
		CONTENT	+1/2	+1/2	-1/2	-1	0	0	0	+1/2					



SHOW: Bryan Kick Off Classic-Versatility

CLASS:#32 - SHTX NPTR - Non Pro Trail

DATE: 03/03/2019

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

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

3 Point Penalties:

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

5 Point Penalties:

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

10 Point Penalty:

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

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

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

Disqualification (DQ):

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN					
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																		
Tie-Breaker		1	2	3	4	5	6	7	8	9	10									
Obstacle Description		Gate	Walk Bridge	Lope Logs	Chute & Back	Walk SP R	Swing Rope	Trot Competition	Drag (Walk)											
9	486			3, 3, 1	3			5	DQ											
		CONTENT	+1/2	+1/2	-1	-1/2	+1/2	+1/2	-1											
			71		60			60 1/2												
10	492			3, 1, 1																
		CONTENT	+1/2	+1/2	-1/2	-1/2	+1/2	+1/2	0	+1/2										
			71		65			65 1/2		66		5			66 1/2					
11	757					1														
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2										
			71		71 1/2		72	71	71 1/2		72		1			72 1/2				
12	760			1		1														
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2										
			71		70 1/2		71	70 1/2		70		70 1/2		2			71			
13	773																			
		CONTENT																		
14	781					1														
		CONTENT	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2										
			70 1/2		71		71 1/2		70 1/2		71		71 1/2		72		1			72
15	796					1														
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2										
			71		71 1/2		73		73 1/2		74									
16	826																			
		CONTENT																		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Murk*

SHOW: Bryan Kick Off Classic-Versatility

CLASS:#32 - SHTX NPTR - Non Pro Trail

DATE: 03/03/2019

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a leg, 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 leg in lope over

3 Point Penalties:

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

5 Point Penalties:

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

10 Point Penalty:

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

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

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

Disqualification (DQ):

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		1	6	4	8	7	3	5	2							
Obstacle Description		Gate	Walk Bridge	Lope Logs	Chute & Back	Walk SP R	Swing Rope	Trot	Drag (Walk)							
17	828			3										3	68 1/2	
		PENALTY														
		CONTENT	+1/2	+1/2	-1/2	-1/2	+1/2	0	+1/2	+1/2						
				71		67	67 1/2		68							
18	829			3, 1, 1		1								6	59	✓
		PENALTY														
		CONTENT	0	0	(-1/2)	-1/2	-1/2	-1/2	-1/2	-1/2						
						62	60 1/2	60	59 1/2							
19	851					1, 1								2	70 1/2	
		PENALTY														
		CONTENT	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2						
						71	71 1/2		69 1/2	70						
20	883															
		PENALTY														
		CONTENT														
21	889															
		PENALTY														
		CONTENT														
22	908					1, 1								2	71	
		PENALTY														
		CONTENT	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2						
						71 1/2		69 1/2	70	70 1/2						
23	913					1								1	73 1/2	
		PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1	+1/2	+1						
						71		72	71	72						
24	917															
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 



SHOW: Bryan Kick Off Classic-Versatility

CLASS:#32 - SHTX NPTR - Non Pro Trail

DATE: 03/03/2019

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

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

3 Point Penalties:

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

5 Point Penalties:

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

10 Point Penalty:

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

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

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

Disqualification (DQ):

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		Tie-Breaker	1	6	4	8	7	3	5	2						
		Obstacle Description	Gate	Walk Bridge	Lope Logs	Chute & Back	Walk SP R	Swing Rope	Trot Carpenter	Drag (Walk)						
25	918	PENALTY			3											
		CONTENT	+1/2	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			3	69 1/2	
			70 1/2		67	67 1/2	68	68 1/2	69							
26	922	PENALTY			1		1									
		CONTENT	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2				2	71	
			71	70 1/2			69 1/2	70	70 1/2							
27	923	PENALTY					1,1									
		CONTENT	+1/2	+1/2	+1/2	-1	0	+1/2	+1/2	+1				2	70 1/2	
			71	71 1/2	70 1/2		68 1/2	69	69 1/2							
28	937	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2					73	
			71			71	71 1/2	72	72 1/2							
29	938	PENALTY			1											
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				1	73	
			71	70 1/2	71	71 1/2	72	72 1/2								
30	995	PENALTY	5													
		CONTENT	-1	0	0	-1/2	0	-1/2	0	(-1/2)				5	61 1/2 ✓	
			64			63 1/2		63		61 1/2						
	773	PENALTY			1,1,1		1,1									
		CONTENT	+1/2	+1/2	-1/2	=1/2	-1/2	-1	0	+1/2				5	64	
			71			67	64 1/2	63 1/2								
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW:	Bryan Kick Off Classic-Versatility
CLASS:	#30 - SHTX NPPL - Non Pro Pleasure
DATE:	03/03/2019

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-centering 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 roma reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
<p><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></p>																
9	446															71
10	851															73
11	908															75
12	757															70 1/2
13	923															74 1/2
14	937															73 1/2
15	829															5 (6 1/2) of 12
16	897															68

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Stu Cu*



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Bryan Kick Off Classic-Versatility
CLASS: #30 - SHTX NPPL - Non Pro Pleasure
DATE: 03/03/2019

1 Point Penalties:

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

3 Point Penalties:

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

5 Point Penalties:

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

10 Point Penalty:

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

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

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

Disqualification (DQ):

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

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breaker		10	2	1	9	3	8	4	5	6	7					
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
17	917	0	+1/2	+1/2	+1/2	+1/2	0	0	0	+1/2	0					72 1/2
		71		72												
18	773	-1/2	0	+1/2	+1/2	0	-1	-1/2	0	0	+1/2					1 68 1/2
		70		68 1/2		68										
19	889	0	0	+1/2	+1/2	+1/2	-1/2	0	0	0	+1/2					71 1/2
		71		71												
20	922	0	0	+1/2	+1/2	0	0	0	+1/2	-1/2	0					71
		71		71												
21	781	0	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	0	0	+1/2					1 71 1/2
		71		72		71										
22	938	0	+1/2	+1	+1/2	0	+1/2	+1/2	+1/2	0	0					71 1/2 OP
		71 1/2		72		73										
23	883	0	0	+1/2	0	0	0	-1/2	0	+1/2	0					70 1/2
		70														
24	760	0	0	+1/2	-1	+1/2	0	0	0	0	+1/2					1 69 1/2
		69														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *[Signature]*



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Bryan Kick Off Classic-Versatility
CLASS:	#30 - SHTX NPPL - Non Pro Pleasure
DATE:	03/03/2019

<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 break/tease 	<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 shaffle bit or hackamore) - More than one finger between split reins or any fingers between roma reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O		#	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	2	1	9	3	8	4	5	6	7					
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
25	918	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1/2					73 1/2
		11		12		13										
26	443	0	0	+1	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2					74
		12		13												
27	449	0	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	+1/2					73
		11		12												
28	913	+1/2	+1/2	-1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2		1			72
		11		10												
29	486	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0					74 1/2
		13		14												
30	796	0	0	0	0	+1/2	0	0	0	+1/2	+1/2					71 1/2
		11														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: