



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Bryan - Versatility
CLASS: #40 - SHTX JPLS - Junior Pleasure
DATE: 09/28/2019

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/pain

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
- Limeriness
- 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	
<p>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</p>																	
Tie-Breaker			4	1	9	10	7	2	8	3	5	6					
Maneuver Description			EXT	W	T	S&R	EXT	EXW	EX	EX	EX	EX					
1	987	PENALTY					1										
		CONTENT	-1/2	0	+1/2	0	+1/2	-1/2	0	-1/2	0	+1/2			1	69	
			69										68.5				
2	536	PENALTY					1										
		CONTENT	0	-1/2	0	+1/2	0	0	0	-1/2	0	0			1	68 1/2	
3	885	PENALTY															
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0				72 1/2	
4	959	PENALTY						1	3						4	62	
		CONTENT	-1/2	+1/2	0	0	-1/2	-1/2	-1/2	-1	-1	-1/2				68.5 60.5	
5	597	PENALTY		3			1,1								5	62	
		CONTENT	0	-1	0	0	-1	0	0	-1/2	0	-1/2				66 63	
6	936	PENALTY															
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	+1/2				73	
7	851	PENALTY															
		CONTENT	0	-1/2	0	0	0	+1/2	+1/2	-1/2	0	+1/2				70 1/2	
8	572	PENALTY		3											3	66	
		CONTENT	-1/2	-1	0	0	0	+1/2	0	-1/2	0	+1/2				65.5 66 65.5 66	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Bryan - Versatility

CLASS: #40 - SHTX JPLS - Junior Pleasure

DATE: 09/28/2019

<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/prise 	<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 backmore) - 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
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MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
		Tie-Breaker	4	1	9	10	7	2	8	3	5	6					
		Maneuver Description	EXL				S&R	ERT		EXW		EXB					
9	877	PENALTY:															71 1/2
		CONTENT:	+1/2	0	0	0	+1/2	+1/2	+1/2	-1/2	0	0					
							11	71.5	72	71.5							
10	929	PENALTY:								1							69
		CONTENT:	0	+1/2	0	0	0	+1/2	0	-1/2	-1/2	0					
11	950	PENALTY:															73
		CONTENT:	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0					
12	850	PENALTY:															72 1/2
		CONTENT:	0	+1/2	+1/2	0	+1/2	+1/2	0	0	0	+1/2					
							71.5	72									
13	557	PENALTY:															71 1/2
		CONTENT:	0	0	0	0	+1/2	+1/2	0	0	0	+1/2					
14	890	PENALTY:		DP 2 hands								DP					68
		CONTENT:	0	-1	-1/2	0	0	+1/2	0	0	0	-1					OP 2
								69									
15	945	PENALTY:															
		CONTENT:															
16	589	PENALTY:															74
		CONTENT:	+1/2	+1/2	0	+1/2	+1/2	+1	+1/2	+1/2	0	0					
							72	73	73.5	74							

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE:



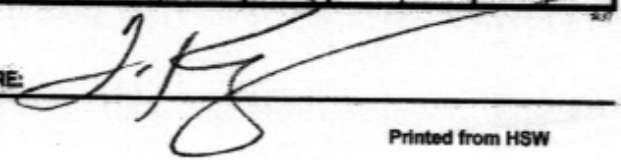
VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Bryan - Versatility
CLASS:	#40 - SHTX JPLS - Junior Pleasure
DATE:	09/28/2019

- | | |
|--|---|
| <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <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 inhibit fear/prate | <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between normal reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete |
|--|---|

W/O		#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
<p>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</p>																	
Tie-Breaker			(4)	(1)	(9)	(10)	(7)	(2)	(8)	(3)	(5)	(6)					
Maneuver Description			EXL	W	T	SR	EXT	SR	EXW	L	SR						
		PENALTY															
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	0	+1/2	0				74 1/2	
			71.5		72.5		73.5		74		74.5						
		PENALTY															
		CONTENT	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2				72 1/2	
			70.5		71		71.5		72								
		PENALTY															
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1	+1/2	0	+1/2	0				74	
		PENALTY															
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1/2	-1/2	0	0				71 1/2	
			71		71.5												
		PENALTY															
		CONTENT	-1/2	-1/2	0	0	+1/2	+1/2	+1/2	0	0	+1/2				71	
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 



SHOW: Bryan - Versatility

CLASS: #41 - SHTX JTRL - Junior Trail

DATE: 09/28/2019

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot.
- Slipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on or ground tie (except stalling 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/rider
- Improper western attire
- Leaving arena before pattern is complete

OBSTACLE SCORES

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		6	7	1	5	3	2	4									
Obstacle Description		Gate	SP R	L.L. Logs	Drag Walk	Ext T, back	L.R.L. Bridge, W	Dismount, tie									
1	536	[Handwritten scribble]															
2	950			1, 1, 3		1								6	66		
			+1/2	+1	-1	+1/2	0	+1/2	+1/2								
			7 1/2	6 1/2	60	65											
3	851		1			OP								1	73	OP	
			+1	-1	+1	+1/2	+1	+1/2	+1								
			69	70	72.5	72											
4	572			3, 5, 1										9	6 1/2		
			+1/2	+1/2	-1/2	+1/2	+1	+1/2	-1								
			71	68 1/2	61												
5	987			1, 3										4	66 1/2		
			0	+1/2	-1	+1/2	+1/2	+1	-1								
			65 1/2	66	67 1/2												
6	589		1	1										2	72		
			+1	0	-1/2	+1/2	+1/2	+1	+1/2								
			70	69													
7	557			1, 1		OP, 1	3							6	66	OP	
			+1	+1	-1/2	0	0	-1/2	+1								
			72	69 1/2			64										
8	945				OP									-	69 1/2	OP	
			0	0	+1	-1/2	0	+1	-1								
			71			69 1/2											

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Fuldeny Rogers*



SHOW: Bryan - Versatility
CLASS: #41 - SHTX JTRL - Junior Trail
DATE: 09/28/2019

VERSATILITY RANCH HORSE - TRAIL

- 1 Point Penalties:**
- Over-bridled (per maneuver)
 - Out of frame (per maneuver)
 - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
 - Incorrect or break of gait at walk or trot for two strides or less
 - Both front or hind feet in a single-stride space at a walk or trot
 - Slipping over or falling to step into required space
 - Incorrect number of strides, if specified
 - One or two steps on mount/dismount on or ground tie (except shifting to balance)
 - Split log in lope over
- 3 Point Penalties:**
- Wrong lead or out of lead
 - Draped reins
 - Break of gait at lope
 - Break of gait at walk or trot for more than two (2) strides
 - Three to four steps on mount/dismount on ground tie

- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/prise
 - Knocking over, stepping out of, or falling off of an obstacle
 - Dropping an object required to be carried
 - 1st or 2nd cumulative refusal
 - Letting go of gate
 - 5 or more steps on mount/dismount or ground tie
- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

- Off-Pattern (OP): Cannot place above others who complete patterns correctly**
- Breaking pattern
 - 3rd refusal
 - Repeated blatant disobedience
 - Failure to dally and remain dalled during the dagg
 - 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														
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		6	7	1	5	3	2	4								
Obstacle Description		Gate	SP R	L LL Logs	Drag Walk	Ext T, back	L RL Bridge	Dismount								
9	885	PENALTY				1, 1.5	1.1			-1.5				15	63 1/2	
		CONTENT	+1/2	-1	+1/2	-1/2	-1	-1	+1							
				63 1/2	64	55 1/2										
10	936	PENALTY					1							1	72	
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	+1							
				71		72	71									
11	929	PENALTY			1									1	69 1/2	
		CONTENT	+1/2	+1/2	0	-1/2	+1/2	+1/2	-1							
				71	70	70										
12	522	PENALTY			5, 3	5		3, 1						18	52 1/2	
		CONTENT	+1	+1	-1 1/2	-1	+1/2	-1/2	+1							
				72	61 1/2	55 1/2	56	51 1/2								
13	597	PENALTY			3			1						4	65	
		CONTENT	0	0	0	+1/2	0	-1/2	-1							
				67	66											
14	590	PENALTY		1	1, 3									5	63 1/2	
		CONTENT	+1/2	-1/2	-1	-1/2	+1/2	+1/2	-1							
				64	62 1/2	64	62 1/2									
15	890	PENALTY		OP	5	3								8	63 1/2 OP	
		CONTENT	+1	-1 1/2	-1	0	+1	+1	+1							
				65 1/2	60 1/2	62 1/2										
16	956	PENALTY					1, 5	3, 3						12	59	
		CONTENT	+1/2	+1	+1/2	0	-1	-1	+1							
				72	65	59										

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Feldman Logan*
Printed from RSW



VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan - Versatility

CLASS: #41 - SHTX JTRL - Junior Trail

DATE: 09/28/2019

1 Point Penalties:

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

3 Point Penalties:

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

5 Point Penalties:

- Spurring in front of cinch
- Bitant 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 bitant disobedience
- Failure to dally and remain dalled during the dagg
- 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

OBSTACLE SCORES

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		6	7	1	5	3	2	4									
Obstacle Description		Gate	SP R	L LL Logs	Drag Walk	Ext T, back	L RL Bridge, M	Dismount, trailer									
17	877	PENALTY	5	1,3	1	5									15	53 1/2	
		CONTENT	0	-1	-1	-1/2	-1	+1	+1								
			6 1/2	5 1/2		5 1/2											
18	588	PENALTY				1									1	72 1/2	
		CONTENT	+1/2	+1	+1/2	+1/2	+1	+1	-1								
					7 1/2		7 1/2										
19	850	PENALTY			3,1		5								9	60	
		CONTENT	+1/2	0	-1	0	+1/2	-1/2	+1/2								
					6 1/2		6 1/2	5 1/2									
20	959	PENALTY			1,1		1,5								8	62 1/2	
		CONTENT	+1/2	+1/2	-1/2	0	-1	0	+1								
					7 1/2	6 1/2	6 1/2										
21	928	PENALTY			3	OP	1		5,5, OP						19	48 1/2 x 2	
		CONTENT	+1/2	+1/2	0	-1/2	-1/2	0	-1/2								
					11	6 1/2	6 1/2		4 1/2								
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Fiddling Rogers
Printed from HSW



SHOW: Bryan - Versatility

CLASS: #42 - SHTX JRNN - Junior Reining

DATE: 09/28/2019

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-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 <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 or trot-in pattern - 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>3 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>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 - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between roman reins (except two rein) - Trotting in excess of 1/2 circle or 1/2 length of the arena <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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WFO	#	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														
		<p>Tie-Breaker</p> <p>1 Left Circles, 2 Right Circles, 3 Stop, 4 3 1/2 R, 5 Stop, 6 3 1/2 L, 7 Stop & Back</p>														
1	516	OP	OP	OP	OP	OP	OP	OP							66 1/2	OP 3+
2	851		1	1	OP		OP							2	63 1/2	OP 2
3	510														68	
4	877														68 1/2	
5	928	2					OP Backed							2	68	OP
6	557	1	2, 1, 1											5	62 1/2	
7	890														70 1/2	
8	597	2		2										2	63	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *J. P.*



SHOW: Bryan - Versatility

CLASS: #42 - SHTX JRNN - Junior Reining

DATE: 09/28/2019

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

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

1 Point Penalties:

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

2 Point Penalties:

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

5 Point Penalties:

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

10 Point Penalty:

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

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

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

Disqualification (DQ):

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

MANUEVER SCORES

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

W/O	#	PENALTY	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
			1	2	3	4	5	6	7	8	9	10							
Tie-Breaker			2	5	6	7	2	4	1	3									
Maneuver Description			Left Circles, Change	Right Circles, Change	Stop	3 1/2 R	Stop	3 1/2 L	Stop & Back										
10	522	PENALTY					OP BACKED	OP BACKED								68	OP 2		
		CONTENT	+1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2										
11	589	PENALTY																	
		CONTENT	+1/2	+1/2	+1/2	0	0	0	0							71 1/2			
12	987	PENALTY	2	2,1				OP BACKED											
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							5	62 OP		
13	551	PENALTY																	
		CONTENT	0	0	+1/2	0	+1/2	0	+1/2								71 1/2		
14	590	PENALTY		1,1,2	1,2														
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2								7	60	
15	850	PENALTY																	
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2									68 1/2	
16	945	PENALTY																	
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2									67 1/2	
17	588	PENALTY																	
		CONTENT	0	0	0	+1/2	+1/2	+1/2	+1/2									1	72

69.5 70 70.5 71

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

SHOW: Bryan - Versatility

CLASS: #42 - SHTX JRNN - Junior Reining

DATE: 09/28/2019

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						
		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															
		Left Circles, Right Circles, Stop, 3 1/2 R, Stop, 3 1/2 L, Stop & Back															
18	959	PENALTY	1, 2		1										4	62 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							
19	956	PENALTY			1										1	67	
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	0								
20	552	PENALTY														74	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1								
21	936	PENALTY														68 1/2	
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2								
22	572	PENALTY					2									2	66
		CONTENT	0	0	0	-1/2	-1/2	-1/2	-1/2								
23	520	PENALTY	1		1											2	66
		CONTENT	0	-1/2	-1/2	-1/2	0	-1/2	0								
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





SHOW: Bryan - Versatility

CLASS: #43 - SHTX JWCH - Junior Working Cow

DATE: 09/28/2019

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)

2 Point Penalties:

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

3 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to install fearbrake

10 Point Penalty:

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

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

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

Disqualification (DO):

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

W/O	#	RUN CONTENT											PENALTIES				SCORE	OP					
		BOXING			DRIVE			BOXING			DRIVE		3 POINTS	8 POINTS	10 POINTS	TOTAL							
		POS. & CNTRL	EYE APPEAL	DEG OF DIFF.	POS. & CNTRL	EYE APPEAL	DEG OF DIFF.	POS. & CNTRL	EYE APPEAL	DEG OF DIFF.	POS. & CNTRL	EYE APPEAL							DEG OF DIFF.				
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points - 1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																					
		Tie-Breaker	7	8	9	4	5	6	1	2	3	10	11	12									
9	557	PENALTY																					
		CONTENT																			Scratch		
10	846	PENALTY																					
		CONTENT	-1/2	0	-1/2	-1/2	0	-1/2	-1	-1	-1	-1	-1	-1							3	DOH	
11	967	PENALTY																					
		CONTENT	-1/2	-1/2	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2								1	64
12	956	PENALTY																					
		CONTENT	+1/2	0	0	-1/2	0	0	0	-1/2	0	-1/2	-1/2	0								0	68 1/2
13	590	PENALTY																					
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1	-1	-1	-1	-1	-1								4	57 1/2
14	553	PENALTY																					
		CONTENT	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0								0	74
15	851	PENALTY																					
		CONTENT	-1	-1	-1	0	-1/2	-1/2	-1	-1	-1	-1	-1	-1								7	53
16	890	PENALTY																					
		CONTENT	+1/2	0	0	+1/2	0	0	+1/2	0	0	-1/2	0	0								0	71

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Bryan - Versatility

CLASS: #43 - SHTX JWCH - Junior Working Cow

DATE: 09/28/2019

VRH - LIMITED COW WORK (Amateur/Youth)

11 Point Penalties:

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

9 Point Penalties:

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

8 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to assist fearprate

10 Point Penalty:

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

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

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

Disqualification (DQ):

- A - Abuse
- B - Lamenade
- 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	#	PENALTY	RUN CONTENT												PENALTIES				SCORE	OP
			BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL		
			POS. & CNTRL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTRL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTRL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTRL.	EYE APPEAL	DEG OF DIFF.						
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points - 1 1/2 Extremely Poor, -1 Very Poor, -1 1/2 Poor, 0 Contact, +1/2 Good, +1 Very Good, +1 1/2 Excellent																	
		Tie-Breaker	7	8	9	4	5	6	1	2	3	10	11	12						
17	572	PENALTY																		
		CONTENT	0	0	-1/2	0	0	0	0	0	-1/2	-1/2	0	0				0	68 1/2	
18	950	PENALTY																		
		CONTENT	0	-1/2	0	0	0	0	0	0	0	-1/2	0	0				0	69	
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____