



## VERSATILITY RANCH HORSE - RANCH RIDING

<b>SHOW:</b>	Bryan - Versatility
<b>CLASS:</b>	#80 - SHTX YPLS - Youth Pleasure
<b>DATE:</b>	09/28/2019

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- Tipt 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
- Stifant 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

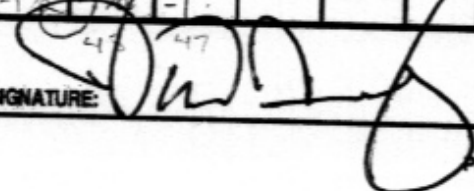
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins

**Disqualification (DQ):**

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

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		L	EXL	W	T	S&R	EXT	L	EXW	L	S&B					
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																
		<b>Tie-Breaker</b>														
		<b>Maneuver Description</b>														
	861	PENALTY	3	3				3.5		3						
		CONTENT	-1 1/2	-1 1/2	0	0	0	-1 1/2	-1	-1 1/2	-1	-1 1/2		2 1/2	43 1/2	
	592	PENALTY			1				1		3	5 <sup>OP</sup>		10	51 1/2	OP
		CONTENT	+1/2	+1/2	-1/2	-1	-1/2	+1/2	0	-1	-1/2	-1 1/2				
	565	PENALTY			1					1				2	63	
		CONTENT	-1/2	0	-1	0	-1/2	0	-1	-1	0	-1				
	538	PENALTY		1					1	1	1			4	63 1/2	
		CONTENT	+1/2	0	0	0	-1/2	-1/2	-1/2	-1	-1/2	0				
	563	PENALTY	3	3						1				7	57 1/2	
		CONTENT	-1	-1	-1	0	-1	0	0	-1/2	0	-1				
	507	PENALTY		3	3							3		9	59 1/2	
		CONTENT	0	-1 1/2	+1/2	0	0	-1/2	0	+1/2	-1/2	0				
	921	PENALTY										3		3	69 1/2	
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	0	0	+1/2	0	0				
	855	PENALTY	3	3			OP					3		9	47	OP
		CONTENT	-1 1/2	-1 1/2	-1 1/2	-1	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1				

JUDGE'S NAME (PRINTED): \_\_\_\_\_

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**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

**6 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**

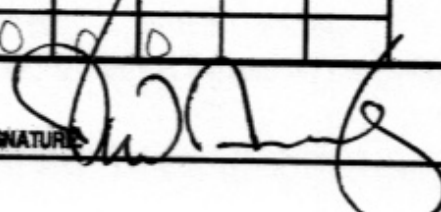
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between normal reins

**Disqualification (DQ):**

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

MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	L	EXL	W	I	S&R	EXI	I	EXW	L	S&B				
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, -9/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
<b>Tie-Breaker</b>															
<b>Maneuver Description</b>															
	945														
		PENALTY													
		CONTENT	0	-1/2	0	0	0	-1/2	-1/2	0	0	0			68 1/2
			6 1/2			69		68 1/2							
	808									3				3	71
		PENALTY													
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2			
			70 1/2		71	71 1/2		72	72 1/2	73	73 1/2	70 1/2			
	562			OP			OP							OP 1/2	62
		PENALTY													
		CONTENT	0	0	-1/2	-1	-1 1/2	-1 1/2	-1	-1	0	-1/2			
			66												
	917		3	3					1					7	60
		PENALTY													
		CONTENT	-1	-1/2	-1	0	0	+1/2	0	-1	0	0			
			66		62 1/2		61 1/2		62		60				
	925			1						3				4	69
		PENALTY													
		CONTENT	+1/2	0	+1/2	+1/2	0	+1/2	0	-1/2	0	+1/2			
			70 1/2		69 1/2	70	70 1/2		71	71 1/2		68 1/2	69		
	919														72 1/2
		PENALTY													
		CONTENT	0	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2	0			
			70 1/2		71	71 1/2				72	72 1/2				
	893			1						1	3				62
		PENALTY													
		CONTENT	0	0	-1	0	-1/2	0	0	-1	-1/2	0			
			68		67 1/2		65 1/2		62						
	912			1											67 1/2
		PENALTY													
		CONTENT	0	-1/2	-1	0	-1	+1/2	-1/2	0	0	0			
			70 1/2		69 1/2		67 1/2		68	67 1/2					

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**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 09/28/2019

## VERSATILITY RANCH HORSE - RANCH RIDING

- 1 Point Penalties:**
- Over-bidded (per maneuver)
  - Out of frame (per maneuver)
  - Too slow (per maneuver)
  - Break of gait at walk
  - Trip for two (2) strides or less
- 2 Point Penalties:**
- Wrong lead or out of lead
  - Draped reins
  - Break of gait at type
  - 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:**
- Spunting in front of cinch
  - Blatant disobedience
  - Use of either hand to irritate feet/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 into complete pattern correct:
- Breaking pattern
  - Leaving arena before pattern is complete
  - Repeated blatant disobedience
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between roman reins
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		L	Ext	W	I	S&R	Ext	I	Ext	L	S&B					
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																
		<b>Tie-Breaker</b>														
		<b>Maneuver Description</b>														
	543	PENALTY	3												3	
		CONTENT	-1/2	0	+1/2	0	0	+1/2	0	0	+1/2	+1/2				68 1/2
			64 1/2		67			67 1/2			68					
	961	PENALTY														
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2	0	0				73 1/2
			70 1/2		71	71 1/2	72	72 1/2	73	73 1/2						
	567	PENALTY														
		CONTENT	0	0	+1/2	0	+1/2	+1/2	0	-1/2	-1/2	+1/2				71
					70 1/2		71	71 1/2		71	70 1/2					
	952	PENALTY			1 OP	5	5		1	5				17 OP		
		CONTENT	-1/2	0	+1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2	0			5 1/2 OP	OP
			69 1/2													
	548	PENALTY			OP									6 OP		
		CONTENT	+1/2	+1/2	-1	-1/2	0	+1/2	0	+1/2	+1/2	0			71	OP
			70 1/2	71	70	69 1/2		70		70 1/2	71					
	998	PENALTY			OP			1						1 OP		
		CONTENT	0	-1/2	-1 1/2	0	-1/2	-1 1/2	-1	-1/2	0	-1/2			63	OP
			69 1/2	68			67 1/2	65	64	63 1/2		63				
	910	PENALTY														
		CONTENT	0	0	+1/2	0	-1/2	0	0	0	0	+1/2				70 1/2
					70 1/2		70									
	849	PENALTY						1								
		CONTENT	0	0	-1	-1	-1	-1 1/2	-1	0	-1/2	-1				62
					68	67	64 1/2	63 1/2		63	62					

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**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

**2 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

**3 Point Penalties:**

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

**10 Point Penalties:**

- 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 into complete pattern correct:**

- Breaking pattern
- Leaving arena before pattern is complete
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- Leaving arena before pattern is complete

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		L	EXL	W	I	S&R	EXT	I	EXW	L	S&B						
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																	
		<b>Tie-Breaker</b>															
		<b>Maneuver Description</b>															
		PENALTY															
	888	CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1	-1/2	+1/2	+1/2	+1			76 1/2		
			70 1/2	71	72	72 1/2	73	74	74 1/2	75	75 1/2	76 1/2					
	891	PENALTY															
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2			74		
			70 1/2		71	71 1/2	72	72 1/2	73		73 1/2	74					
	533	PENALTY	3														
		CONTENT	-1	0	-1/2	0	0	+1/2	-1/2	+1/2	0	-1/2			65 1/2		
			66		69 1/2			66	69 1/2	66							
	549	PENALTY						1		1				2			
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	-1	0	0	+1/2	+1/2			70 1/2		
			70 1/2	71	71 1/2	72	72 1/2	70 1/2				71					
	937	PENALTY						1						1			
		CONTENT	+1/2	0	0	+1/2	+1/2	0	0	+1/2	+1/2	0			71 1/2		
			70 1/2			71	71 1/2	70 1/2		71	71 1/2						
	870	PENALTY	3		OP					1				4			
		CONTENT	-1/2	0	-1/2	-1 1/2	-1 1/2	-1	-1/2	-1	-1/2	-1/2			57 1/2	OP	
			66 1/2			63 1/2	62	61	60 1/2	58 1/2	58	57 1/2					
	954	PENALTY	3	3	OP							3		9 OP			
		CONTENT	-1/2	0	-1 1/2	-1/2	-1/2	-1/2	0	0	-1/2	0			57	OP	
			66 1/2	63 1/2													
	838	PENALTY						1									
		CONTENT	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2			73		
			70 1/2		71	71 1/2		71	71 1/2	72	72 1/2						

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<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-briddled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Break of gait at walk</li> <li>- Trip for two (2) strides or less</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trip for more than two (2) strides</li> <li>- Out of lead or cross-cantering more than two strides when changing leads</li> <li>- Tailing more than three strides when making a simple lead change</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to inflit fairpraise</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between roman reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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WO	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
		L	EXL	W	I	S&R	EXI	I	EXW	L	S&B							
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																
	986	PENALTY																
		CONTENT	0	+1/2	0	0	0	+1/2	0	+1/2	0	+1/2			72			
			70 1/2		71			71 1/2										
	854	PENALTY																
		CONTENT	+1/2	0	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2			73			
			70 1/2		71			71 1/2		72		72 1/2						
	591	PENALTY																
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	-1/2	0	-1/2	0	-1			66 1/2			
			70 1/2		71		71 1/2		72		70 1/2		70		67 1/2		66 1/2	
	927	PENALTY																
		CONTENT	0	+1/2	+1/2	0	0	+1/2	0	+1/2	+1/2	+1/2			73			
			70 1/2		71		71 1/2			72		72 1/2		73				
	918	PENALTY																
		CONTENT	0	-1/2	0	-1/2	0	-1	0	-1/2	-1/2	-1			65			
			69 1/2		69		67		66 1/2		66		65					
	901	PENALTY																
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2			74 1/2			
			70 1/2		71		71 1/2		72		72 1/2		73		73 1/2		74	
	564	PENALTY																
		CONTENT	0	0	-1 1/2	0	0	+1/2	0	+1/2	0	0			69 1/2			
			68 1/2		69			69 1/2										
	900	PENALTY																
		CONTENT	+1/2	+1/2	+1	+1/2	0	+1	+1/2	+1/2	+1/2	+1/2			75 1/2			
			70 1/2		71		72		72 1/2		73 1/2		74		74 1/2		75 1/2	

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_



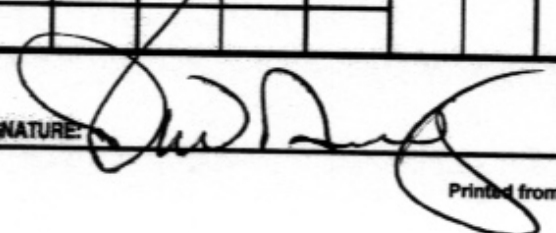
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  - Break of gait at walk
  - Trot for two (2) strides or less
- 3 Point Penalties:**
- Wrong lead or out of lead
  - Draped reins
  - Break of gait at lope
  - Break of gait at walk or trot for more than two (2) strides
  - Out of lead or cross-cantering more than two strides when changing leads
  - Tapping 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
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  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/sider
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  - Leaving arena before pattern is complete

MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Each horse/sider 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		L	EXL	W	I	S&R	EXT	I	EXW	L	S&B				
Maneuver Description															
	993	PENALTY													
		CONTENT	+1/2	0	0	+1/2	0	+1/2	0	+1/2	+1/2	0			72 1/2
			70 1/2		71		71 1/2		72		72 1/2				
	856	PENALTY													
		CONTENT	-1/2	0	-1/2	-1/2	0	0	0	-1/2	-1/2	-1/2			67
			69 1/2		69		68 1/2		68		67 1/2				
	598	PENALTY								3					
		CONTENT	+1/2	+1/2	-1	0	0	+1/2	0	+1/2	0	+1/2			68 1/2
			70 1/2		71		70		71 1/2		71		68		
	599	PENALTY								OP				OP	
		CONTENT	+1/2	+1/2	-1/2	0	0	+1/2	0	-1 1/2	0	-1/2			69
			70 1/2		71		71		69 1/2		69				
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: 



## VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan - Versatility

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 09/20/2019

**1 Point Penalties:**

- Over-bridged (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or 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 gait
- 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 80 points unless pattern is complete

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

**Disqualification (DQ):**

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
		1	2	3	4	5	6	7	8	9	10				
<b>Tie-Breaker</b>		5	6	1	7	3	2	4							
<b>Obstacle Description</b>		Gate	SP R	L L L Logs	Ext W	Ext T, back	L RL Bridge, W	Dismount, trailer							
1	564	PENALTY		1,1		1							3	65	
		CONTENT	0	+1/2	-1	-1/2	-1/2	+1/2	-1						
2	562	PENALTY		5	OP	1	5, 1, 5	5 <sup>OP</sup>					22	40 1/2 <sup>OP</sup>	AMPS
		CONTENT	-1/2	-1	-1 1/2	-1	-1 1/2	-1	-1						
3	952	PENALTY					1						1	70	
		CONTENT	-1/2	0	+1/2	0	0	0	+1						
4	954	PENALTY		1	5, 3, 1, 3	1	5, 1, 1, 1						22	47	
		CONTENT	+1/2	-1/2	-1	-1/2	-1	+1/2	+1						
5	918	PENALTY						1					1	71 1/2	
		CONTENT	+1/2	0	+1	+1/2	+1/2	+1	-1						
6	961	PENALTY				1							1	72	
		CONTENT	+1	+1	+1/2	0	+1/2	+1	-1						
7	592	PENALTY		1, 5	1, 3		1	3, 3 <sup>OP</sup>	5					42 1/2 <sup>OP</sup>	
		CONTENT	+1/2	-1	-1	-1/2	-1	-1/2	-1						
8	927	PENALTY		1									1	73 1/2	
		CONTENT	+1	-1/2	+1	0	+1 1/2	+1	+1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Judith Rogers*  
SCK



## VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan - Versatility

CLASS:#83 - SHTX YTRL - Youth Trail

DATE: 09/28/2019

**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
- 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/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 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		
		1	2	3	4	5	6	7	8	9	10						
Tip-Breaker		5	6	1	7	3	2	4									
Obstacle Description		Gate	SPR	LLL Logs	Ext W	Ext T, back	RL Bridge, M	Dismount, holder									
9	533	PENALTY		1			1							1	67		
		CONTENT	0	+1/2	0	0	0	-1/2	-1								
				69 1/2			68										
10	870	PENALTY	5	5	3	1	1	5	1					21	43		
		CONTENT	-1	-1	-1	-1	0	-1	-1								
			64	59	54	57	51	45	42								
11	861	PENALTY			5, 3		1							9	64 1/2		
		CONTENT	+1/2	+1	-1	+1/2	0	+1	+1/2								
				71 1/2	62 1/2	63	62	63									
12	917	PENALTY		1, 1	3									5	65		
		CONTENT	0	-1/2	-1	+1/2	+1	+1	-1								
				67 1/2	64	66											
13	868	PENALTY		1	1, 1									3	68		
		CONTENT	+1	-1/2	-1/2	0	+1/2	-1/2	+1								
				69 1/2	67	67											
14	910	PENALTY			1, 1		1							3	71 1/2		
		CONTENT	+1	+1	-1/2	+1/2	0	+1/2	+1								
				72	69 1/2	70	69	70 1/2									
15	921	PENALTY			1			3						4	67 1/2		
		CONTENT	+1	+1	0	+1/2	+1	-1	-1								
				72	71	72 1/2	68 1/2										
16	565	PENALTY	5, 5	1	3	1, 1	1		1						40 1/2		
		CONTENT	-1/2	-1/2	-1	-1	-1	-1/2	-1								
			59 1/2	52	48	45	43		40 1/2								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Judith Rogers*

Printed from MSW  
SK



SHOW: Bryan - Versatility

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 09/28/2019

## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:

- Over-bridged (pair maneuver)
- Out of frame (pair 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
- Bizarre disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gait
- 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 round reins

### Disqualification (DQ):

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		5	6	1	7	3	2	4									
Obstacle Description		Gate	SP R	L L L Logs	Ext W	Ext T, back	L R L Bridge, W	Dismount, trailer									
17	838	PENALTY				1								1	75		
		CONTENT	+1	+1/2	+1	+1/2	0	+1	+1								
			73 1/2		74	73	74										
18	919	PENALTY		1	1		1		5,5					13	58		
		CONTENT	+1	0	0	+1/2	0	+1	-1/2								
			70	61		68 1/2	69 1/2										
19	900	PENALTY			1				5					6	60 1/2		
		CONTENT	+1	+1/2	0	0	+1	+1	-1								
			71 1/2		70 1/2		72 1/2										
20	855	PENALTY	5	OP, 5, 5, OP	3, 1, OP	1, 5, 5, OP	OP	OP	1					31	32	OP x5	
		CONTENT	-1	-1/2	-1	-1	-1/2	0	-1								
			64		47 1/2		24										
21	538	PENALTY	5, 5, 5	5, 1	3, OP	OP	1, 1	OP	1, 5, 5	OP				37	26	OP x4	
		CONTENT	-1	-1	-1/2	-1/2	-1/2	0	-1/2								
			54	47	42 1/2	41	38.5										
22	854	PENALTY		1			1							2	70 1/2		
		CONTENT	+1/2	-1/2	+1/2	+1/2	0	+1/2	+1								
			67			70											
23	549	PENALTY			1, 3				3					7	64 1/2		
		CONTENT	0	+1	-1	+1/2	+1	-1	+1								
					60				63 1/2								
24	893	PENALTY	5	5					3, 1, 1					15	52		
		CONTENT	-1	-1	+1/2	0	+1/2	-1	-1								
			64	59			59	53									

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Fulcher*

Printed from HSW

CK



**SHOW:** Bryan - Versatility

**CLASS:**#83 - SHTX YTRL - Youth Trail

**DATE:** 09/28/2019

## 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
- 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/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Lating 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 dag
- Use of two hands (except in snaffle bit or hackamores)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fat 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						
<b>Tie-Breaker</b>		5	6	1	7	3	2	4									
<b>Obstacle Description</b>		Gate	SP R	L L L Logs	Ext W	Ext T, back	RL Bridge, W	Dismount, better									
25	912	✓		1	1,3		1,1								7	61	
			CONTENT	+1/2	-1/2	-1	-1/2	0	+1/2	-1							
				69	104			62									
26	888	✓			3										3	71 1/2	
			CONTENT	+1	+1	+1/2	0	+1	+1/2	+1/2							
				72	69 1/2		70 1/2	71									
27	891	✓													-	75	
			CONTENT	+1	+1	+1 1/2	+1/2	+1	+1	-1							
				73 1/2	74		76										
28	556			S C R A T F C H													
29	925	✓		1,1	1										3	66	
			CONTENT	+1/2	-1/2	-1/2	0	0	+1/2	-1							
				68	66 1/2			67									
30	507	✓		5,5	5	3,5		5,5	OP 5						38	27 OP	
			CONTENT	-1	-1	-1	0	0	-1	-1							
				59	53	44		34	29								
31	591	✓		1			1		3,1						6	63 1/2	
			CONTENT	0	-1/2	+1	0	+1	-1	-1							
				69 1/2			69 1/2	64 1/2									
32	901	✓						1							1	74	
			CONTENT	+1	0	+1/2	+1/2	+1	+1	+1							
				72	72		73										

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Falling Rose*  
Printed from RSW  
SCK



## VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan - Versatility

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 09/28/2019

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridged (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Slipping over or failing to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One or two steps on mount/dismount on/ or ground tie (except shifting to balance)</li> <li>- Split log in lops over</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lops</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Three to four steps on mount/dismount on ground tie</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gait</li> <li>- 5 or more steps on mount/dismount or ground tie</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dalled during the drag</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between roman reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/ rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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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							
Obstacle Description		Gate	SP R	L L L Logs	Ext W	Ext T, back	L R L Bridge, W	Dismount, trailer										
	Tie-Breaker	5	6	1	7	3	2	4										
33	937	PENALTY		1		1								2	69 1/2			
		CONTENT	+1/2	+1	-1/2	+1/2	0	+1	-1									
			70		69 1/2													
34	563	PENALTY		1	3, 1		5							10	58 1/2			
		CONTENT	+1/2	-1/2	-1	-1/2	-1	0	+1									
			69		64		57 1/2											
35	548	PENALTY												-	72			
		CONTENT	+1	+1/2	0	+1/2	0	+1	-1									
			72		73													
36	986	PENALTY			1, 1									2	69 1/2			
		CONTENT	+1	0	-1/2	0	+1	+1	-1									
			71		68 1/2		70 1/2											
37	543	PENALTY					1							1	72 1/2			
		CONTENT	+1	+1	+1	0	+1/2	+1	-1									
			73															
38	993	PENALTY			1		1							2	73 1/2			
		CONTENT	+1/2	+1	0	+1	+1	+1	+1									
			70 1/2		71 1/2		72 1/2											
39	567	PENALTY		5	3, 5			1						14	53 1/2			
		CONTENT	+1/2	-1	-1	0	0	0	-1									
			64 1/2		55 1/2		54 1/2											
40	998	PENALTY		5	1	1, 1, 1	1	3, 3						16	50 1/2			
		CONTENT	+1/2	-1	-1/2	-1	+1/2	-1	-1									
			63		59		58 1/2		51 1/2									

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Judith Rogers*  
Printed from RSW  
SLK



## VERSATILITY RANCH HORSE - TRAIL

SHOW:

CLASS:

DATE:

**1 Point Penalties:**

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

**3 Point Penalties:**

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

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gait
- 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					
		<p><b>Tie-Breaker</b></p> <p>5 6 1 7 3 2 4</p>														
		<p><b>Obstacle Description</b></p> <p>Gate SP R LL 109 Ext W Ext T PL W Trailer</p>														
41	849	PENALTY	1	1		1	3									
		CONTENT	0	-1/2	0	+1/2	-1/2	-1	-1					8	59 1/2	
			6 1/2 68 65 1/2 65 1/2													
42	598	PENALTY	5,5,5	OP 5	3,5			OP	3,1							
		CONTENT	-1/2	-1	-1	-1/2		-1							DQ	OP
			53 1/2 47.5 38 39													
43	599	PENALTY	5				1,5,1,1									
		CONTENT	+1/2	-1	+1	0	-1/2	+1	-1					13	56	
			64 1/2 65 1/2 56 57													
44	856	PENALTY	1	1			1									
		CONTENT	+1	-1/2	0	0	0	-1/2	-1					3	66	
			66 1/2 67 1/2 67													
45	945	PENALTY			1,1											
		CONTENT	+1/2	0	-1/2	+1/2	+1/2	+1	-1						69	
			68 69 70													
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Feldner Rogers*

Printed from RSW

SCK



SHOW: Bryan - Versatility

CLASS: #86 - SHTX YRNN - Youth 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

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																																															
		<table border="0"> <tr> <td>Tie-Breaker</td> <td>5</td> <td>6</td> <td>7</td> <td>2</td> <td>4</td> <td>1</td> <td>3</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Maneuver Description</td> <td>Left Circles, Drag</td> <td>Right Circles, Drag</td> <td>Slop</td> <td>3 1/2 R</td> <td>Slop</td> <td>3 1/2 L</td> <td>Slop &amp; Back</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>										Tie-Breaker	5	6	7	2	4	1	3										Maneuver Description	Left Circles, Drag	Right Circles, Drag	Slop	3 1/2 R	Slop	3 1/2 L	Slop & Back													
Tie-Breaker	5	6	7	2	4	1	3																																										
Maneuver Description	Left Circles, Drag	Right Circles, Drag	Slop	3 1/2 R	Slop	3 1/2 L	Slop & Back																																										
1	919	PENALTY	2	2												4	62																																
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1/2																																							
2	533	PENALTY	1, 1, 5		1, 2				-1/2							10 1/2	54 1/2																																
		CONTENT	-1	-1/2	-1	-1/2	-1/2	-1/2	-1																																								
3	870	PENALTY	1/2, 1, 2	2	1, 2				OP	1 1/2 spins						8 1/2	54 1/2 OP																																
		CONTENT	-1	-1/2	-1	-1	-1	-1/2	-1																																								
4	917	PENALTY			1											1	68 1/2																																
		CONTENT	0	-1/2	-1/2	+1/2	-1/2	+1/2	0																																								
5	565	PENALTY	2		2	2										6	60 1/2																																
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2																																								
6	888	PENALTY				1/2										2 1/2	70 1/2																																
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2																																								
7	937	PENALTY					2									2	68																																
		CONTENT	0	-1	0	0	+1/2	+1/2	0																																								
8	525	PENALTY															68																																
		CONTENT	0	-1/2	0	-1/2	-1/2	-1/2	0																																								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Bryan - Versatility

CLASS: #86 - SHTX YRNN - Youth 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						
Tie-Breaker		2	5	6	7	2	4	1	3								
Maneuver Description		Left Circles	Right Circles	Stop	3 1/2 R	Stop	3 1/2 L	Stop & Back									
9	838	PENALTY				2								2	69		
		CONTENT	+ 1/2	0	0	+ 1/2	0	+ 1/2	- 1/2								
10	891	PENALTY		1										1	70		
		CONTENT	0	0	0	+ 1/2	0	+ 1/2	0								
11	548	PENALTY	1											1 1/2	67		
		CONTENT	0	0	- 1/2	0	- 1/2	0	- 1/2								
12	861	PENALTY	1, 1, 1, 1	1		OP	6 1/2	DPS	1/2 Spins					5	58 1/2	OP	
		CONTENT	- 1/2	- 1	- 1	- 1	- 1	- 1	- 1								
13	563	PENALTY		1, 2	1	OP	4 1/2	2						6	57 1/2	OP	
		CONTENT	- 1/2	- 1/2	- 1	- 1	- 1	- 1	- 1/2	- 1							
14	921	PENALTY													68 1/2		
		CONTENT	0	0	- 1/2	0	- 1/2	- 1/2	0								
15	543	PENALTY		1	1	50P	1/2 Spins	550R							17	50	OP
		CONTENT	0	- 1/2	0	- 1/2	- 1/2	- 1	- 1/2								
16	925	PENALTY	1, 1, 1, 1	1, 1											6	59 1/2	
		CONTENT	- 1	- 1	- 1/2	- 1/2	- 1/2	- 1/2	- 1/2								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from HSW



**SHOW:** Bryan - Versatility

**CLASS:** #86 - SHTX YRNN - Youth 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
- Freezes 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

**3 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 (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><b>Tie-Breaker</b> 2 5 4 6 7 2 4 1 3</p> <p><b>Maneuver Description</b> Left Circles, Right Circles, Stop, 3 1/2 R, Stop, 3 1/2 L, Stop &amp; Back</p>															
	556																
18	912	PENALTY	2			1/2									2 1/2	64 1/2	OP 2 ho
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						
19	893	PENALTY				2									2	65	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						
20	998	PENALTY				2									2	63 1/2	
		CONTENT	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1						
21	837	PENALTY		1	1, 1, 2											66	
		CONTENT	0	0	0	+1/2	0	+1/2	0								
22	549	PENALTY			1										1	69 1/2	
		CONTENT	0	-1/2	0	+1/2	0	+1/2	0								
23	567	PENALTY														68 1/2	
		CONTENT	-1/2	-1/2	0	0	0	-1/2	0								
24	954	PENALTY			1, 1	1/2									2 1/2	63 1/2	
		CONTENT	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						

69.5      66      65      64.5      64

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**SHOW:** Bryan - Versatility

**CLASS:** #86 - SHTX YRNN - Youth 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 incite 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
		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 Left Circles, Right Circles, Stop, 3 1/2 R, Stop, 3 1/2 L, Stop & Back													
25	507	1, 2	2	2	DP 1/2		DP Backed						7	58 1/2	OP
26	591	DP Inclusion of N	2 OP	DP	DP	DP							4	60	OP
27	961	0	-1/2	0	0	+1/2	-1/2	0						69 1/2	OP
28	592	-1	-1	-1/2	0	-1/2	-1/2	-1/2						66	
29	952	1, 1		DP 2 ends			5, 5, 5						17	47	OP
30	900	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2						73	
31	927	1, 2	-1/2	-1/2	0	0	-1/2	0	0				3	65 1/2	
32	986		-1/2	-1/2	-1/2	0	0	0	0				1	67 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*[Handwritten Signature]*  
Printed from HSW





**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Bryan - Versatility

**CLASS:** #86 - SHTX YRNN - Youth Reining

**DATE:** 09/28/2019

**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	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
		Tie-Breaker: 5, 6, 7, 2, 4, 1, 3 Maneuver Description: Left Circles, Right Circles, Stop, 3 1/2 R, Stop, 3 1/2 L, Stop & Back												70			
33	854	PENALTY															
		CONTENT	0	+ 1/2	0	0	- 1/2	0	0								
34	855	PENALTY	2, 1, 1	1, 1, 1	2	(OP) 2	2			2	PP			14	48	OP	
		CONTENT	- 1/2	- 1	- 1	- 1 1/2	- 1	- 1	- 1	- 1							
35	868	PENALTY														65 1/2	
		CONTENT	0	- 1/2	- 1	- 1/2	- 1	- 1/2	- 1								
36	993	PENALTY	2	1										3	65 1/2		
		CONTENT	- 1/2	0	0	0	- 1/2	- 1/2	0								
37	910	PENALTY												1	66 1/2		
		CONTENT	0	- 1/2	- 1/2	- 1/2	- 1/2	- 1/2	- 1/2	0							
38	918	PENALTY														66 1/2	
		CONTENT	0	- 1/2	- 1/2	- 1/2	- 1/2	- 1/2	- 1/2	- 1							
39	564	PENALTY	2, 1, 1		5, 2, 1						OP	OP		17	47	OP 3+	
		CONTENT	0	- 1	- 1	- 1	- 1	- 1/2	- 1/2								
40	901	PENALTY														72	
		CONTENT	0	0	0	+ 1/2	+ 1/2	+ 1/2	+ 1/2								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

# AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION



**NRSHA**  
NATIONAL RANCH AND  
STOCK HORSE ASSOCIATION

## VERSATILITY RANCH HORSE - REINING

SHOW:
CLASS:
DATE:

**1/2 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (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		5	6	7	2	4	1	3										
Maneuver Description																		
41	849	PENALTY	1,1,2	1,1,2	OP 4		OP 4								8	55 1/2	OP	
		CONTENT	-1/2	-1	-1	-1	-1	-1										
42	598	PENALTY	1,1,1	1	OP		OP									5	60	OP
		CONTENT	-1	0	-1/2	-1/2	-1/2	-1/2	-1									
43	599	PENALTY	1,1,1,1	1			OP									5	60 1/2	OP
		CONTENT	0	-1	-1/2	-1/2	-1/2	-1/2	-1/2									
44	850	PENALTY	1,1,2	1,2												7	59	
		CONTENT	0	-1	-1/2	0	-1/2	-1/2	-1 1/2									
45	945	PENALTY															67 1/2	
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2									
46	581	PENALTY															60 1/2	
		CONTENT	0	0	-1/2	0	-1	-1	-1									
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_



SHOW: Bryan Versatility

CLASS: #89 - SHTX YWCH - Youth Working Cow

DATE: 09/26/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**

- A - Loss of working advantage
- D - Failure to drive cow pasted middle marker on second drive before time expires
- P - 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)

**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 circh
- 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 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 roman 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						3 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.							
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 20 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																				
		<b>Tie-Breaker</b>																		
		7	8	9	4	5	6	1	2	3	10	11	12							
1	888	PENALTY																0	72	
		CONTENT	+1/2	0	0	+1/2	0	0	0	0	0	+1/2	+1/2	0						
2	961	PENALTY																2	63 1/2	
		CONTENT	0	-1/2	-1/2	0	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						
3	525	PENALTY																2	61 1/2	
		CONTENT	0	-1/2	-1/2	-1	-1/2	0	-1	-1/2	-1/2	-1	-1/2	-1/2						
4	900	PENALTY																0	73	
		CONTENT	+1/2	+1/2	0	0	+1/2	0	+1/2	+1/2	0	+1/2	0	0						
5	919	PENALTY																3	61	
		CONTENT	0	0	0	0	0	0	-1	-1	-1	-1	-1	-1						
6	837	PENALTY																3	62	
		CONTENT	-1/2	-1/2	0	0	0	0	-1	-1/2	-1/2	-1	-1/2	-1/2						
7	937	PENALTY																2	59	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1	-1	-1	-1	-1						
8	854	PENALTY																0	71 1/2	
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	-1/2	-1/2	-1/2	+1/2	0	0						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Bryan - Versatility

CLASS: #89 - SHTX YWCH - Youth 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)

### 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 injure 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 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 (DQ):

- 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	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																						
9	868	PENALTY																			0	68 1/2
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	0	0	+1/2	+1/2	0								
10	986	PENALTY																			0	74
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	0								
11	993	PENALTY	A						A			A									3	60 1/2
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1	-1/2	-1/2								
12	952	PENALTY																			SCRATCH	
		CONTENT																				
13	901	PENALTY																			0	73 1/2
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	0	0								
14	918	PENALTY	AA						A			A									4	61 1/2
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2	0	0								
15	567	PENALTY																			0	69
		CONTENT	0	0	0	0	0	0	0	0	0	0	0	-1/2	-1/2	0						
16	891	PENALTY																			SCRATCH	
		CONTENT																				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





**SHOW:** Bryan - Versatility  
**CLASS:** #93 - SHTX NYWCH - Novice Youth Working Cow  
**DATE:** 09/28/2019

## NOVICE/YOUTH COW WORK

**1 Point Penalties:**

- A- Loss of working advantage
- P- Working out of position
- S- Slipping rein

**3 Point Penalties:**

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

**5 Point Penalties:**

- B- Spurring in front of cinch
- C- Blatant disobedience
- D- Use of either hand to instill fear/praise
- H- Use of two hands (except in snaffle bit or hackamore) per maneuver
- F- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

**QH-Pattern (OP): Cannot place above others who complete pattern**

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

**DQ:**

- X- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H- Leaving arena before sun is complete
- I- Fall horse/ rider; run ends; credit will be given for work done

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
Tie-Breakers >															
		4	5	6	7	8	1	2	3						
1	849	-1	0	-1	0	0	AP						2	66	
2	855	0	-1	-1	0	0								68	
3	543	+1	0	+1/2	+1/2	+1/2								72 1/2	
4	533	-1	-1	-1	-1	-1	AP	L					5	60	
5	856	-1/2	-1	-1	-1/2	0	AP						3	63	
6	925	-1	0	-1	0	0	PA						2	66	
7	548	+1/2	0	0	-1	0								69 1/2	
8	592	SCRATCH													
9	954	0	-1/2	0	0	0								69 1/2	
10	921	+1	0	+1/2	+1/2	+1/2								72 1/2	

JUDGE'S SIGNATURE:



# NOVICE/YOUTH COW WORK

SHOW: Bryan - Versatility  
 CLASS: #93 - SHTX NYWCH - Novice Youth Working Cow  
 DATE: 09/28/2019

**4 Point Penalties:**

- A- Loss of working advantage
- P- Working out of position
- S- Slipping rein

**3 Point Penalties:**

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

**5 Point Penalties:**

- B- Spurring in front of cinch
- C- Blatant disobedience
- D- Use of either hand to insult fear/raise
- H- Use of two hands (except in snaffle bit or hackamore) per maneuver
- F- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

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

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

**DQ:**

- X- Abuse
- B- Lateness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H- Leaving arena before run is complete
- I- Fall horse/ rider, sun ends; credit will be given for work done

WO	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
<b>Tie-Breakers</b>															
		4	5	6	7	8	1	2	3						
11	891	+1/2	+1/2	0	+1/2	+1/2								72	
12	564	-1/2	0	0	0	0								69 1/2	
13	567	+1	+1/2	+1/2	+1/2	+1/2								73	
14	598	-1	0	0	0	0	P						1	68	
15	861	-1	-1	-1	-1	-1	AP A	L					6	59	
16	937	-1	0	-1/2	0	0	AP						2	66 1/2	
17	565	-1	-1/2	-1/2	-1	0	PA	L					5	62	
18	998	0	+1	0	0	0		L					3	68	
19	870	-1/2	0	-1/2	0	0	AP A						3	64	
20	507	-1/2	-1/2	-1/2	-1/2	-1/2	PA A		C	OP:A			7	55 1/2	OP

JUDGE'S SIGNATURE:



**SHOW:** Bryan - Versatility

**CLASS:** #93 - SHTX NYWCH - Novice Youth Working Cow

**DATE:** 09/28/2019

## NOVICE/YOUTH COW WORK

- 1 Point Penalties:**
- A - Loss of working advantage
  - P - Working out of position
  - S - Slipping rein
- 3 Point Penalties:**
- K - Knocking down the cow without having a working advantage
  - L - Losing a cow while boxing
- 5 Point Penalties:**
- B - Spurring in front of cinch
  - C - Blatant disobedience
  - D - Use of either hand to instill fear/praise
  - H - Use of two hands (except in snaffle bit or hackamore) per maneuver
  - F - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- A - Turning tail
  - B - Repeated blatant disobedience
  - C - Schooling after entering the arena prior to calling for cow
  - K - Schooling horse between cows, if new cow is awarded
  - N - Failure to attempt any part of the class
  - H - Use of two hands (except in snaffle bit or hackamore)
  - M - More than one finger between split reins or any fingers between romal reins (except two rein)
- DD:**
- A - Abuse
  - B - Lameress
  - D - Disrespect or misconduct
  - G - Illegal equipment
  - M - Improper western attire
  - H - Leaving arena before run is complete
  - I - Fall horse/ rider, sin ends; credit will be given for work done

W/O	#	RUN CONTENT											PENALTY TOTAL	SCORE	OP
		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
Tie-Breakers >															
		4	5	6	7	8	1	2	3						
21	912	-1 1/2	0	-1	0	0	PA			H		7	60 1/2		
22	599	-1 1/2	0	-1 1/2	-1	-1/2	PA			C		8	57 1/2		
23	927	+1	1/2	+1	0	+1/2							73		
24	563	-1	0	-1	-1 1/2	0							60 1/2		

JUDGE'S SIGNATURE: 