

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION



PATTERN
NRSHA
NATIONAL RANCH HORSE SHOW ASSOCIATION

VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Hamilton, Missouri
CLASS:	#10 - SHTX OPLS - Open Pleasure
DATE:	09/08/2019

<p>1 Point Penalty:</p> <ul style="list-style-type: none"> - Over-bitted (per maneuver) - Out of lead (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Tail for two (2) strides or less <p>2 Point Penalty:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Dropped reins - Break of gait at top - 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>3 Point Penalty:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Stage disobedience - Use of either hand to hold lead rope 	<p>3 Point Penalty:</p> <ul style="list-style-type: none"> - Unrational Ranch Horse Appearance (horse's tail is obvious and continually caught in an awkward manner in every maneuver) <p>Off-Pattern O/P: Cannot place either either side complete within circuit</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated lateral disobedience - Use of both hands (except in snaffle bit or leadwork) - More than one finger between split reins or any fingers between round reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lateness - Disrespect or misconduct - Illegal equipment - Fall of instructor - Improper restraint skills - Leaving arena before pattern is complete
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NO	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OPP PATTERN	
		Each maneuver must be executed between 0-400 yards and automatically begins the run with a score of 20 points -1 1/2 Extreme Pace, -1 Very Fast, -02 Pace, 0 Correct, +0.50 Good, +1 Very Good, +1 1/2 Excellent														
The Breaker																
Maneuver Description																
		PENALTY														
1	789	COMMENT	+1/2	+1/2	+1	+1	+1/2	+1	+1/2	+1/2	+1	+1/2			77	
			11		73		75									
2	818	COMMENT	0	0	+1/2	+1/2	+1/2	0	0	0	0	+1/2			72	
			11		71		74		76							
3	705	COMMENT	+1/2	+1/2	+1	+1	+1/2	+1/2	+1/2	+1	+1/2				76	
			71		73		74		76							
4	807	COMMENT	0	0	0	0	0	0	0	0	0	0			70	
5	718	COMMENT	0	0	0	0	-1/2	0	0	0	0	0			69 1/2	
6	741	COMMENT	0	0	+1/2	0	0	0	0	0	+1/2	+1/2			71 1/2	
7	687	COMMENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	0	0			72 OP	
			11		72		73									
8	806	COMMENT														

JUDGE'S NAME (PRINTED):
Steven Cooper

JUDGE'S SIGNATURE: *Steven Cooper*

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION



NRSHA
NATIONAL RANCH HORSE ASSOCIATION
HOUSTON, TEXAS

PATTERN

VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Hamilton - Versatility
CLASS: #10 - SHTX OPLS - Open Pleasure
DATE: 09/06/2019

1 Point Penalties:

- One-tailed (per maneuver)
- Out of frame (per maneuver)
- Toe size (per maneuver)
- Break of gait at walk
- Trip for two (2) strides or less

2 Point Penalties:

- Wrong lead or out of lead
- Dropped reins
- Break of gait at top
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or other contacting 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
- Excess disobedience
- Use of either hand to pull backpale

20 Point Penalty:

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

Off-Pattern (OP): Cannot place either either into acceptable within controls

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

Disqualifying (DQ):

- Abuse
- Lateness
- Disrespect or misconduct
- Negligent equipment
- Fall of handler
- Improper work on sides
- Leaving arena before pattern is complete

MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Exact handler may or may not stop 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -2 Poor, 0 Good, +2 Excellent, +1 Very Good, +1 1/2 Excellent													
The Breaker															
Maneuver Description															
		FEELTY													
		CONFID													
9	717		0	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2			73
						71		72				73			
10	721		0	0	0	0	0	0	0	0	0	0			70
11	809		0	0	0	+1/2	0	+1/2	0	0	0	0			71
						71									
12	778		+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	0	+1/2	0			74 1/2
						71		72		73		74			
13	823		0	0	+1/2	0	+1/2	+1/2	0	0	0	0			71 1/2
						71									
14	791		0	0	+1/2	0	+1/2	0	0	0	0	0			71
						71									
15	749		+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	+1/2			74
						71		72		73		74			
16	742		0	0	0	-1/2	0	0	-1/2	0	-1/2	0			68 1/2

JUDGE'S NAME (PRINTED):

Steven Cooper

JUDGE'S SIGNATURE:

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Stu Cooper

Printed from HSW

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VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Hamilton - Versatility
CLASS:	#10 - SHTX OPLS - Open Pleasure
DATE:	09/06/2018

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bitted (per maneuver) - Out of frame (per maneuver) - Too slow (per maneuver) - Break of gait at walk - Tap for two (2) strides or less <p>2 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 - Tacking more than three strides when making a simple lead change <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of catch - Stubbed disobedience - Use of either hand to pull loosepiece 	<p>10 Point Penalties:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (halter's tail is obvious and completely curled in an unnatural manner in every maneuver) <p>0.5 Point Penalties (OP): Ground abuse abuse criteria will override penalty penalties:</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience - Use of both hands (except in smalls bit or inclusive) - More than two fingers between split reins or any fingers between round reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lateness - Disrespect or misconduct - Illegal equipment - Fall of rider/side - Improper western attire - Leaving arena before pattern is complete
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WFO	#	MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each maneuver taken at stated intervals 0-100 points and independently begins the run with a score of 70 points -1 NG Extremely Poor, -1 Very Poor, -02 Poor, 0 Correct, +02 Good, +1 Very Good, +1-02 Excellent														
Tie-Breaker		EXW	L	EXT	S&R	L	EXL	W	T	S&B						
Maneuver Description																
17	805	PENALTY														
		COMMENT	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2				74
			71			72			73							
18	657	PENALTY														
		COMMENT	0	0	0	+1/2	0	+1/2	0	+1/2	+1/2	0				72
			71			72			73							
19	816	PENALTY														
		COMMENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0				74
			71			72			73			74				
		PENALTY														
		COMMENT														
		PENALTY														
		COMMENT														
		PENALTY														
		COMMENT														

JUDGE'S NAME (PRINTED):
Steven Cooper

JUDGE'S SIGNATURE: *Steven Cooper*
Printed from HSW

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalty:</p> <ul style="list-style-type: none"> - Over-balanced (per announcer) - Out of frame (per announcer) - Each hit, bite, or stepping on a leg, cross, 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 non-specified cross ground (except straddling to balance) - Split leg in loop over <p>3 Point Penalty:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Crossed reins - Break of gait at rope - Break of gait at walk or trot for more than two (2) strides - Three to four steps on non-specified cross ground (p) 	<p>1 Point Penalty:</p> <ul style="list-style-type: none"> - Spraying a foot of dust - Excessive disturbance - Use of either hand to pull hesitation - Kneading over, stepping out of, or falling off of an obstacle - Dropping an object required to be carried - Tail or hind cumulative refusal - Lifting govt gate - 5 or more steps on non-specified or ground (p) <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>50 Point Penalty: (Horse's appearance shows also includes all the above)</p> <ul style="list-style-type: none"> - Shedding pattern - Tail refusal - Exposed distal end of lower leg - Failure to study and reverse drilled during the ring - Use of two hands (except in straddle sit or backdown) - More than one finger between girth reins or any fingers between rope reins <p>Penalty Points (PP):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Dangerous or uncontrolled - Illegal equipment - Fall of horse/rider - Inappropriate reaction after - Leaving arena before pattern is complete
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WD	#	Obstacle Description	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OPP PATTERN	
			1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker															
		Obstacle Description	Trot Trees	1 LL Logs	SPL	Walk Bridge	Drag at Trot	Ext T Logs	Back Chute	RH Gate	Crack						
1	787	PENALTY		13	31		pp										
		COMMENT	0	-1	-1	0	-1	+1/2	+1/2	+1/2	+1/2						8611
				65	60		59	57 1/2	60	60 1/2	61						
2	806	PENALTY															
		COMMENT															
3	823	PENALTY			5												
		COMMENT	0	0	-1	0	-1/2	0	+1/2	0	0						564
					64		63 1/2		64								
4	778	PENALTY		3													
		COMMENT	0	-1/2	-1/2	0	+1/2	+1/2	+1/2	+1	+1						368 1/2
				62 1/2	61		60 1/2	61	61 1/2	62 1/2	63 1/2						
5	809	PENALTY															
		COMMENT	+1/2	-1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2						72 1/2
			70 1/2	70	71 1/2		71		72	72 1/2	73 1/2						
6	621	PENALTY															
		COMMENT	0	0	+1/2	+1/2	0	0	0	0	0						170
					70 1/2	71					70						
7	789	PENALTY		1													
		COMMENT	+1	0	+1	0	+1	0	+1	+1	+1						175
			71	70	71		72		74	75							
8	816	PENALTY		1													
		COMMENT	0	-1	0	0	+1/2	0	0	+1/2	+1						170
				68			68 1/2		69	70							



VERSATILITY RANCH HORSE - TRAIL

SHOW: Hamilton - Versatility

CLASS: #13 - SHTX OTRL - Open Trail

DATE: 09/06/2019

1 Point Penalty:

- Over-tailed (per instruction)
- Out of frame (per instruction)
- 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 failing to step into required stride
- Incorrect number of strides, if specified
- One or two steps on non-designated entry ground for (except trailing to balance)
- Spill log to lops over

3 Point Penalty:

- Wrong hand or cut of lead
- Dispel rolls
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Steps to four steps on non-designated or ground in

1 Point Penalty:

- Spinning in front of cloth
- Struck obstacle
- Use of either hand to pull rope/line
- Kneeling over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- Tail or 2nd consecutive refusal
- Losing go of gait
- 5 or more steps on non-designated or ground in

30 Point Penalty:

- Unleashed, Breaks Horse Appearance (Horse's tail is obvious and consistently carried in an unusual manner in every maneuver)

60 Point Penalty: Cannot show/horse should win penalty unless correct

- Striding pattern
- Set weight
- Repeated threat obstructions
- Failure to fully and evenly collect during the step
- Dip of hip hands (except at finish till or backcross)
- More than one finger between split rails or any height between round rails

Disqualification (DQ):

- Abuse
- Intimidation
- Dangerous or reckless
- Illegal equipment
- Fall of horse/rider
- Incompetent, unsafe riding
- Leaving arena before pattern is complete

WFO	#	OBSTACLE SCORES										15 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8	9	10				
Each obstacle has a score between 0-20 points and automatically begins the run with a score of 20 points -4 Set Empty Pen, -1 May Pen, -1/2 Pen, 0 Gates, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
		Tie-Breaker													
		Obstacle Description													
		Trot/Trot	LL Log	SPL	Walk/Bridge	Drag at Trot	Ext T Log	Back Chute	RH Gate	Creek					
17	657	✓	31/4p										5	63	1
		0	-1	-1/2	0	-1/2	-1/2	0	+1/2	0					
			0/4	0/3/2		0/3	0/2/2		0/3						
18	687	✓												74	
		+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1					
		7/2	7/1	7/1/2		7/2		7/1/2	7/3	7/4					
19	805	✓					1						1	69	
		+1/2	-1	-1/2	0	0	0	0	+1/2	+1/2					
		7/2	6/2	5/2			1/2		6/2	6/2					
20	718	✓												71	
		0	0	-1/2	0	+1	-1/2	0	+1/2	+1/2					
				6/2		7/2	7/1		7/2	7/1					
21	791	✓	3										3	72	
		+1/2	-1/2	+1/2	0	+1/2	+1/2	+1	+1	+1/2					
		7/1/2	6/2	6/2		6/2	6/2	7/2	7/2	7/2					
22	786	✓					1						1	71 1/2	
		+1/2	0	0	+1/2	+1/2	-1	0	+1	+1					
		7/2			7/1	7/1/2	6/2		7/2	7/1					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

PRINT YOUR NAME

SHOW: Hamilton - Versatility
CLASS: #16 - SHTX ORNN - Open Reining
DATE: 09/06/2019

VERSATILITY RANCH HORSE - REINING

12 Point Penalties:

- Starting a circle or doing 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-buffed (per maneuver)
- Out of leads (per maneuver)
- Out of lead in the circles, figure-eight, or around the end of the arena. The 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
- Stopping rein

2 Point Penalties:

- Break of gait
- Freezes up in spins or rollbacks
- Failure to stop or walk before executing a stop departure on trot-in patterns
- Failure to be in a large pair 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:

- Spinning in front of cinch
- Excessive disobedience
- Use of either hand to inflat leathers

10 Point Penalties:

- Unnatural Head Horse Appearance (Horse's tail is obvious and conspicuously carried in an unnatural manner in every direction)

Off-Pattern (OP): Called stops, spins, slides, etc. which contain pattern errors:

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

Disqualification (DQ):

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

MANUEVER SCORES

Each maneuver item is scored between 0-100 points and automatically begins the run with scores of 75 points:
4 1/2 Circles Pair, -1 Way Stop, -1/2 Stop, 8 Circles, +1/2 Stop, +1 Way Stop, +1 1/2 Circles

WFO	#	MANUEVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10	11					
		The-Driver	1	2	3	4	5	7	8	6							
		Maneuver Description	Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Post	2 Circles Right Lead	Circles Left Lead Change	Stop							
1	1	PENALTY															69
		CONTR	0	0	-1/2	-1/2	0	0	0	0							
2	240	PENALTY															0 ✓
		CONTR	5	6	h	0	0	1									
3	241	PENALTY															
		CONTR															
4	249	PENALTY															0 ✓
		CONTR	5	6	h	0	0	1									
5	268	PENALTY															0 ✓
		CONTR	5	6	h	0	0	1									
6	281	PENALTY															
		CONTR															
7	538	PENALTY															70 1/2
		CONTR	0	0	0	0	0	0	0	+1/2	0						
9	619	PENALTY															
		CONTR															

JUDGE'S NAME (PRINTED):

Steven Cooper

JUDGE'S SIGNATURE:

HL



SHOW: Hamilton - Versatility

CLASS: #16 - SHTX ORNN - Open Reining

DATE: 09/06/2019

VERSATILITY RANCH HORSE - REINING

12 Point Penalties:

- Starting a circle or making a rollback at a trot for up to two places
- Delayed change of lead by one stride when 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 1/2 turn

1 Point Penalties:

- Over-bitted (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure-eight, 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
- Stopping rein

1 Point Penalties:

- Break of gait
- Freezes up in spins or rollbacks
- Failure to stop or walk before executing a lops departure or trot-in pattern
- Failure to be in a lops pair 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

1 Point Penalties:

- Spurring in front of cinch
- Excess disturbances
- Use of either hands in roll back/pause

1/2 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 show above others who comply within accuracy

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

Classification (CC):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/ride
- 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 maneuver item is scored between 0-100 points and automatically begins the run with a score of 70 points 4 1/2 Spins Pen., -1 Way Pair, -1/2 Run, 1/2 Circle, +1/2 Stand, +1 Way Good, +1 1/2 Rollback													
		Tie-Breaker													
		Manuever Description													
		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	Circles Left Lead Change	Stop						
11	657	PENALTY													
		CONTENT	0	0	0	0	0	0	-1/2	0					69 1/2
12	669	PENALTY						OP	OP	OP					
		CONTENT	0	+1/2	0	0	0	-1	-1	0					68 1/2 x3
13	674	PENALTY													
		CONTENT	0	0	0	0	0	-1/2	-1/2	0					69
14	676	PENALTY						5	5	OP					
		CONTENT	0	0	0	0	0	-1	-1	0				10	58 1/2
15	687	PENALTY													
		CONTENT	0	0	0	0	0	0	0	+1/2					70 1/2
16	705	PENALTY													
		CONTENT	0	0	0	0	0	0	0	0					70
17	717	PENALTY													
		CONTENT	0	0	0	+1/2	0	0	0	0					70 1/2
18	718	PENALTY													
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	0	-1/2					67 1/2

JUDGE'S NAME (PRINTED):

Steven Cooper

JUDGE'S SIGNATURE:

AC



SHOW: Hamilton - Versatility

CLASS: #16 - SHTX ORNN - Open Reining

DATE: 09/06/2019

VERSATILITY RANCH HORSE - REINING

10 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strikes
- 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

3 Point Penalties:

- Over-billed (per maneuver)
- Out of leads (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 loop departure in trot-in patterns
- Failure to sit in a loop prior to the first marker on two-to 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
- Griest disobedience
- Use of other hand to inflat lead/phase

10 Point Penalty:

- Unusual Finish Horse Appearance (Horse's tail is obvious and consistently carried in an unusual manner in every maneuver)

Off-Pattern (OP): Correct place where rider who complete pattern correctly

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

Disqualification (DQ):

- Abuse
- Lamerism
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper weather 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 20 points
-1 1/2 Circle Pair, -1 Way Pair, -12 Pass, 8 Count, +12 Good, +1 Way 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															
		Manuever Description															
		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	Circles Left	Stop								
19	737	PENALTY														0	✓
		COMMENT	S	C	H	O	O	I									
20	738	PENALTY														0	✓
		COMMENT	S	C	H	O	O	I									
21	739	PENALTY														0	✓
		COMMENT	S	C	H	O	O	I									
22	740	PENALTY														0	✓
		COMMENT	S	C	H	O	O	I									
23	741	PENALTY														70	
		COMMENT	O	O	O	O	O	O	O	O	O	O	O	O			
24	742	PENALTY														65 1/2	
		COMMENT	O	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1							
25	743	PENALTY														0	✓
		COMMENT	S	C	H	O	O	I									
26	750	PENALTY														69 1/2	
		COMMENT	O	-1/2	O	O	O	O	O	O	O	O	O	O			

JUDGE'S NAME (PRINTED):

Steven Cooper

JUDGE'S SIGNATURE:

Printed from HSW

12



SHOW: Hamilton - Versatility

CLASS: #16 - SHTX ORNN - Open Reining

DATE: 09/06/2019

VERSATILITY RANCH HORSE - REINING

10 Point Penalties:

- Starting a circle or setting a rollback at a trot for up to two strides
- Delayed change of lead by one stride while the lead change is required by the pattern description
- Failure to remain a minimum of two 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-bitted (per measure)
- Out of lanes (per measure)
- Out of lead in the circles, figure-eight, 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 ash

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lops departure or set-in pattern
- Failure to sit in a lops prior to the first marker on set-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 the arena

5 Point Penalties:

- Spurring in front of cinch
- Bitting disobedience
- Use of either hand to touch ear/prick

10 Point Penalties:

- Unusual Physical Horse Appearance (Horse's tail is obvious and consistently carried in an unusual manner in every maneuver)

50-Point Error: Cannot show above spins plus available pattern errors:

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing across that too shifted)
- Separated hindend disobedience
- Use of two hands (except in stallion bit or hackamore)
- More than one finger between split reins or any fingers between round reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Laceration
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Inappropriate conduct
- Leaving arena before pattern is complete

WFO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each competitor must be scored between 0-100 points and automatically begins the run with a score of 75 points +10 Excellent Pass, -1 Very Poor, -50 Poor, 0 Correct, +10 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		Run, Stop	3/4 Spins Left	Run, Stop	3/4 Spins Right	Run, Stop, Back	2 Circles Right Lead	Circles Left Lead Change	Slop						
27	761	5	6	6	0	0	1							0	✓
28	762	5	6	6	0	0	1							0	✓
29	769	0	+1/2	0	+1/2	0	0	0	0					71	
30	775	5	6	6	0	0	1							0	✓
31	776	+1/2	+1/2	0	+1/2	+1/2	-1/2	-1/2	0				4	67	
32	777	5	6	6	0	0	1							0	✓
33	778	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1				4	61	
34	781	0	+1/2	0	0	+1/2	0	0	0					71	

JUDGE'S NAME (PRINTED):

Steven Cooper

JUDGE'S SIGNATURE:



SHOW: Hamilton - Versatility

CLASS: #16 - SHTX ORNN - Open Reining

DATE: 09/06/2019

VERSATILITY RANCH HORSE - REINING

10 Point Penalties:

- Starting a circle or setting a rollback at a trot for up to two strides
- Delayed change of lead by one stride when 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-brided (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. The 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

1 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 pair to the last 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

2 Point Penalties:

- Sporing in front of cinch
- Excess disobedience
- Use of either hand in trail lead/stop

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 show where shown when available within category:

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

Disqualification (DD):

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

WFO	#	MANUEVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each maneuver starts in space between 0-100 paces and substantially begins the run with a count of 70 paces -1 1/2 Circle Lead, -1 1/2 Circle Trail, -1 1/2 Circle Stop, -1 1/2 Circle Lead, -1 1/2 Circle Trail, -1 1/2 Circle Stop															
		1	2	3	4	5	6	7	8	9	10						
Via-Direction		1	2	3	4	5	6	7	8	9	10						
Manuever Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Post	2 Circles Right, Lead	Circles Left, Lead, Change	Circles Left, Stop								
35	782	PENALTY															73 1/2
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0							
36	783	PENALTY															70
		CONTENT	0	0	0	0	0	0	0	0							
37	786	PENALTY															70 1/2
		CONTENT	+1/2	+1/2	-1/2	0	0	0	0	0							
38	788	PENALTY		OP													69 1/2
		CONTENT	0	-1	0	0	0	0	0	0							
39	789	PENALTY						2									65 1/2
		CONTENT	-1/2	0	0	-1/2	-1/2	-1	0	0							
40	791	PENALTY															70
		CONTENT	0	0	0	0	0	0	0	0							
41	796	PENALTY															
		CONTENT															
42	805	PENALTY															69 1/2
		CONTENT	0	0	0	-1/2	0	0	0	0							

JUDGE'S NAME (PRINTED):

Steven Cooper

JUDGE'S SIGNATURE:

AD

SHOW: Hamilton - Versatility

CLASS: #16 - SHTX ORNN - Open Reining

DATE: 09/06/2019

VERSATILITY RANCH HORSE - REINING

32 Point Penalties:

- Starting across or making a rollback at a lead for up to two strikes
- Delayed change of lead by one strike 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

15 Point Penalties:

- Over-braked (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 sporing 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 stop dependent on lot-in patterns
- Failure to be in a tape prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Tailing beyond 2 strikes, but less than 1/2 circle or 1/2 length of the arena

5 Point Penalties:

- Spurring in front of cinch
- Excessive dismounts
- Use of either hand to evade the spurs

10 Point Penalties:

- Unusual Ranch Horse Appearance (Horse's tail is obvious and completely carried in an unusual manner in every maneuver)

Off Pattern (OP): Cannot place spurs unless spurs complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under sporing, backing more than two strikes)
- Repeated missed dismounts
- Use of two hands (except in specific bit or bridle cases)
- More than one finger between spur ribs or any fingers between round ribs (except two rein)
- Tailing in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

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

WFO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each maneuver score is scored between 0-100 points and automatically begins the run with a score of 75 points +10' Excessively Fast, -1 Way Feet, -22 Feet, 2 Circles, +1/2 Spin, +1 Way Good, +1 3/4 Round													
No-Strikes		1	2	3	4	5	6	7	8	9	10				
Manuever Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Right Lead	2 Circles Right Lead	Circles Left Lead Change	Stop						
43	806														
44	807													70	
45	808				+1/2									-	70 1/2
46	809		-1/2			-1/2									69
47	815		+1/2		+1/2		+1/2				+1/2				72
48	818		+1/2		+1/2	+1/2									71 1/2
49	823		-1/2		-1/2	+1/2	-1/2								69
50	824		+1		+1/2	+1	+1/2	+1			+1/2				74 1/2

JUDGE'S NAME (PRINTED):

Steven Cooper

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - REINING

SHOW:
CLASS:
DATE:

10 Point Penalties:

- Starting a circle or making a rollback at a trot for up to two circles
- Delayed change of lead by one stride when 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-split or under-split up to 1/8 turn

1 Point Penalties:

- Over-brided (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 splitting 1/8 to 1/4 turn
- Slipping rear

1 Point Penalties:

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

1 Point Penalties:

- Spurring in front of cinch
- Strain disobedience
- Use of other lead to reach feet/pole

10 Point Penalties:

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

Off-Pattern (OP): Cannot show unless other rule prohibits unless correct:

- Braiding pattern
- Inclusion of manes/tails (i.e., over or under splitting, backing more than two strides)
- Displaced/strained disobedience
- Use of two leads (except in snaffle bit or hackamore)
- More than one finger between split rails or any fingers between round rails (except two rings)
- Trailing in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lateness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper mouth skills
- Leaving arena before pattern is complete

NO	S	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		Each maneuver must be 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														
		The Shepherd														
		Manuever Description														
	535		S	LS	S	RS	SB	RC	LC	S						
		PENALTY														
		CORRECT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	0						67
	1030		S	C	H	O	R	T								0
		PENALTY														
		CORRECT														
		PENALTY														
		CORRECT														
		PENALTY														
		CORRECT														
		PENALTY														
		CORRECT														
		PENALTY														
		CORRECT														



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Hamilton - Versatility

CLASS: #19 - SFTX OWCH - Open Working
Cow

DATE: 09/06/2010

1 Point Penalties:

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

2 Point Penalties:

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

3 Point Penalties:

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

4 Point Penalties:

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

10 Point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in over mane/top)

0.5 Point Penalties (OP): Cannot show above others who complete pattern.

- A - Tending tail
- E - Flap/roll behind disturbance
- G - Shooing after entering the arena prior to calling for cow
- K - Galloping/loose balanced cow, if new cow is awarded
- R - Failure to attempt any part of the class
- R - Complete loss of rope in Open/Cowboy class
- T - Use of two hands (except in snaffle bit or hackamore)
- W - Move three and finger between split reins or any fingers between ropal reins

Classification (OP):

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

NO	#	PENALTY	CORRECT	RUN CONTENT										PENALTIES					SCORE	OP						
				BOWED		KICKING		FORCE/TIME (Form & Quality)		CIRCLING		HORNS		POSITION & CONTROL	DEGREE OF IRREGULARITY	EYE APPEAL	2 POINTS	3 POINTS			5 POINTS	8 POINTS	TOTAL			
				L	R	L	R	L	R	L	R	TRACE & PAUSE	STOP & HOLD													
				5	4	1	2	10	11	6	7	3	8	9												
1	705	A	0	-1	0	0	-1	0				-1	-1	0										61		
2	742	C	0	-1	-1	-1						-1	0	-1										0	sch	
3	769		+1/2	+1	+1	0						+1	+1/2	+1/2	0	+1/2								75		
4	241		+1/2	+1	+1/2	+1/2	+1/2	+1/2				+1/2	0	+1/2										74 1/2		
5	750		+1/2	+1/2	+1	+1	+1/2	+1/2				+1	0	+1/2											75 1/2	
6	809	C	0	0	+1/2	0	+1/2	0				0	0	0											70	
7	281		0	+1	+1	0	+1/2	0				+1/2	+1/2	0											73 1/2	
8	538	AA	0	-1	0	-1	0	0				-1	0	-1											61	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Samuel Mickow

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Hamilton - Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 09/06/2019

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

- 3 Point Penalties:**
E - Exhausting or oversteering the cow before circling or roping
H - Hanging up on the fence (refusing to turn)
K - Knocking down the cow without having a working advantage
R - Two-loop catch when roping in open/cowboy classes
- 4 Point Penalties:**
A - Failure to turn the cow both directions on the fence
B - Spurring or hitting in heat of clash at any time
C - Obvious disturbances
E - Use of either hand to hold leadropes
R - Failure to catch when roping in open/cowboy classes
- 5 Point Penalty:**
J - Unusual Ranch Horse Appearance (cowboy hat is obvious and consistently carried in an unusual manner or manner)

- 6 Point Penalties:** General show disturbances when competing within category
A - Taming tail
E - Repeated blatant disturbance
J - Schooling after entering the arena prior to calling for cow
K - Schooling fence between cows, if new cow is awarded
M - Failure to attempt any part of the class
R - Complete loss of rope in Open/Cowboy class
N - Use of two hands (except to stabilize bit or backswing)
M - More than one finger between split reins or any fingers between split reins
- 7 Point Penalties (G2):**
A - Abuse
B - Lateness
D - Disrupted or interrupted
E - Illegal equipment
F - Fall of horse/rider
H - Improper western attire
I - Leaving arena before run is complete
J - Bringing the cow straight over backwards landing on its back or head

NO	S	PENALTY	RUM CONTENT										PENAL DIES					SCORE	OP			
			BORING	RAISING	FRONT TURNING (From 2-Quadr)		CIRCLING		JORDS		POSITION & CONTROL	DIRECTION OF IMPACT	EYE APPEAL	2 POINTS	3 POINTS	4 POINTS	5 POINTS			TOTAL		
					L	R	L	R	TRACK & RISE	STOP & HOLD												
			5	4	1	2	10	11	10	7	3	8	9									
9	776	CONSENT	0	+1	+1	+1	0	+1	X	X	+1	+1/2	+1/2							76		
10	738	CONSENT	0	-1/2	-1	-1	-1/2	0	X	X	-1/2	0	-1/2							2	64	
11	740	CONSENT	0	0	-1	0	-1	0	X	X	-1/2	+1/2	0								66	
12	630	CONSENT	0	+1/2	0	0	-1/2	-1/2	X	X	-1/2	+1/2	-1/2								66	
13	823	CONSENT	0	-1	-1	-1	-1	-1/2	X	X	-1	0	-1								59 1/2	OP +1
14	762	CONSENT	0	-1/2	-1	-1	-1/2	-1/2	X	X	-1	0	0								63 1/2	
15	791	CONSENT	0	+1/2	+1/2	+1/2	+1/2	0	X	X	+1/2	0	0								72 1/2	
16	741	CONSENT	0	-1	-1	0	-1/2	-1/2	X	X	-1/2	0	-1/2								63	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Sandy Jirkovsky*
Printed from JSW



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Hamilton - Versatility

CLASS: #19 - SHTX OWCH - Open Working Cow

DATE: 09/06/2019

1 Point Penalties:

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

2 Point Penalties:

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

3 Point Penalties:

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

5 Point Penalties:

- A - Failure to take the cow both directions on the fence
- B - Spurring or biting in front of clack at any time
- C - Stubborn disobedience
- E - Use of either hand to pull reins/pris
- R - Failure to catch when roping in open/country classes

10 Point Penalty:

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

15 Point Penalty (OP): Cannot allow short-circuit when cow stops abruptly, naturally

- A - Turning tail
- E - Repeated lateral disobedience
- J - Substituting after entering the arena prior to calling for cow
- K - Substituting horse between cows, if rear cow is awarded
- M - Failure to attempt any part of the class
- N - Complete loss of rope in Open/Country class
- R - Use of two hands (except in smaller bit or hackamas)
- W - Move them out faster between split reins or any fingers between front reins

Disqualification (DQ):

- A - Abuse
- B - Lateness
- C - Disrespect or misconduct
- E - Badly equipped
- F - Fall of horse/rider
- H - Inappropriate verbal abuse
- N - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

NO	P	RUN CONTENT										PENALTIES					SCORE	OP	
		Each horse/rider team is scored between 8-100 points and automatically begins the next class score of 70 points +1/2 Extra Point -1 Pen.Pen. -12 Pen. 8 Cases +12 Goal, w/ the Goal +11/2 Expert										2 POINTS	2 POINTS	5 POINTS	10 POINTS	TOTAL			
		SCORING	MARKER	FENCE STYLE Form & Control		CIRCLING		ROPE		POWER & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL
L	R	L	R	TRACK & FEEL	STOP & HOLD														
17	783	5	4	1	2	10	11	4	7	3	5	9						60	OP K
		PENALTY			LL														
		COMMENT	0	-1	-1	-1	-1/2	-1/2											
18	867																		63
		PENALTY			LL														
		COMMENT	0	0	0	0	-1	-1											
19	739																		70
		PENALTY																	
		COMMENT	0	0	+1/2	-1/2	0	0											
20	819																		69 1/2
		PENALTY			C														
		COMMENT	0	0	+1/2	0	0	0											
21	240																		64 1/2
		PENALTY				A													
		COMMENT	0	-1	+1/2	0	0	0											
22	818																		68
		PENALTY					P												
		COMMENT	0	0	+1/2	+1/2	0	0											
23	249																		75
		PENALTY																	
		COMMENT	0	+1/2	+1	+1	+1/2	+1/2											
24	717																		70
		PENALTY	H																
		COMMENT	0	0	+1/2	0													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Sandy Jirkausk
Printed from NSW

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Hamilton - Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 09/06/2019

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

- 3. Point Penalties:**
- E - Exhausting or overworking the cow before starting or roping
 - H - Hanging up on the fence (refusing to turn)
 - K - Knocking down the cow without having a working advantage
 - R - Two-loop catch when roping in open/country classes
- 4. Point Penalties:**
- A - Failure to turn the cow both directions on the fence
 - B - Spurring or hitting in front of clack of any shoe
 - C - Disturb disturbance
 - E - Use of either hand to touch (spurs)
 - H - Failure to catch when roping in open/country classes
- 5. Point Penalty:**
- J - Unusual Ranch Horse Appearance (Horse's tail is clean and consistently carried in an upright position in over maneuver)

- DE-PENALTY (DP):** Cannot claim above-points with complete action.
- Penalty:**
- A - Turning tail
 - E - Repeated blatant disobedience
 - J - Selecting after selecting the arena prior to calling for cow
 - K - Schooling horse between cows, if main cow is awarded
 - M - Failure to attempt any part of the class
 - R - Complete loss of rope in Open/Country class
 - H - Use of two hands (except in snaffle bit or hackamore)
 - M - More than one finger between split reins or any finger between snail reins
- Classification (CL):**
- A - Abuse
 - B - Lateness
 - D - Disrespect or misconduct
 - G - Illegal equipment
 - F - Fall of horse/rider
 - H - Improper western attire
 - M - Leaving arena before run is complete
 - J - Strapping the cow straight over backwards landing on its back or head

NO	P	RUN COMMENT										PENALTIES					SCORE	OP							
		Each maneuver item is scored between 0-100 points and automatically begins the run with a score of 70 points +1/2 Easygoing Pace, +1 Slow Pace, +2 Fast Pace, +3 Cowing, +2 Good, +1 Near Good, +1/2 Excellent										EYE APPEAL	2 POINTS	2 POINTS	6 POINTS	3 POINTS			TOTAL						
		BOILING	RODING	FENCE TURNING (Form & Quality)		CIRCLING		ROPE		POSITION & CONTROL	DEGREE OF IMPROBILITY														
L	R	L	R	TRACE & ANGLE	STOP & HOLD																				
		5	4	1	2																				
25	816				C															74					
26	775				RA																68				
27	782																					69			
28				SCRATCH																					
29	778				A																		66 1/2		
30	805				L		P																67		
31	737																							71 1/2	
32	798				A																			62 1/2	OP-A

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Sandy Jirkovskis

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Hamilton - Versatility

CLASS: #19 - SHTX OWCH - Open Working
Cow

DATE: 09/06/2019

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

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

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

3 Point Penalties:
A - Failure to turn the cow both directions on the fence
B - Spurring or hitting in front of loch at any time
C - Excess disobeys
E - Use of either hand to touch horse's face
R - Failure to catch when roping in open/cowboy classes

4 Point Penalty:
U - Unacceptable Ranch Horse Appearance (horse's tail is obvious and consistently carried in an unnatural manner in over maneuver)

0.5 Point Penalty: Cannot play above others who complete without penalty

1 Point Penalties:
A - Turning tail
E - Repeated instant disobedience
J - Schooling after entering the arena prior to calling for cow
K - Schooling horse between cows, 4 runs open is awarded
M - Failure to attempt any part of the class
N - Complete loss of rope in Open/Cowboy class
H - Use of two hands (except in snaffle bit or hackamore)
M - Move three or more fingers between split reins or any fingers between equal reins

Classification (C):
A - Alarm
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/ride
N - Inappropriate attire
P1 - Leaving arena before run is complete
U - Bringing the cow straight over backwards landing on its back or head

NO	#	RUN CONTENT										PENALTIES				SCORE	OP		
		Each maneuver from a scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 (Bridging Pen), -1 (Vex Pen), -10 (Pen), -6 (Comp), -6 (Stall), -1 (Vex Stand), +1 (2) (Dribble)										2 PENALTY	3 PENALTY	5 PENALTY	10 PENALTY			TOTAL	
		BODING	BACKING	FENCE TURN (Pen 3 Quality)		CIRCLING		ROPING		POSITION & CONTROL	SEVERITY OF OFFENSE								EYE APPEAL
L	R	L	R	TRACK & GRADE	STOP & HOLD														
33	268																		70
34	761																		0 ^H
35	781																		62
36	803																		69 1/2
37	657																		68
38	743																		69
39	807																		54 1/2
40	825																		67 1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Sandy Jenkins*
Printed from HSW



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Hamilton - Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 09/06/2019

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

- 3 Point Penalties:**
E - Estimating or overworking the cow before circling or roping
H - Hanging up on the fence (refusing to turn)
K - Knocking down the cow without having a working advantage
R - Two-loop catch when roping in open/rope class
- 4 Point Penalties:**
A - Failure to turn the cow both directions on the fence
B - Spurring or hitting in front of catch at any time
C - Start disobedience
E - Use of either hand to assist in roping
R - Failure to catch when roping in open/rope class
- 5 Point Penalty:**
J - Unnatural Ranch Horse Appearance (Horse's tail is clipped and constantly carried in an unnatural manner in rear view)

- 10 Point Penalty (OP):** Cannot rope, show others who complete arena
- Penalties:**
A - Taming tail
E - Repeated blatant disobedience
J - Substituting after entering the arena prior to calling for cow
K - Schooling lower between cows, if new cow is awarded
N - Failure to attempt any part of the class
R - Complete loss of rope in Open/Cowboy class
S - Use of two hands (except to snaffle bit or backmove)
W - More than one finger between split reins or any fingers between round reins
- Disqualification (DQ):**
A - Abuse
B - Lateness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of bridle
M - Improper western attire
N - Leaving arena before run is complete
J - Bringing the cow straight over backwards landing on its back or head

NO	#	RUB CONTENT										PENALTIES					SCORE	OP
		Each competitor here is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1st Empty Pen, -1 Very Poor, -22 Poor, 0 Correct, +10 Good, +1 3rd Empty Pen																
		ROPE	TURNING	FORCE TURN (Pen 2 Daily)		CIRCLING		ROPE		POSITION & CONTROL	GRADE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	3 POINTS	4 POINTS		
L	R	L	R	TRACE & BRAVE	STOP & HOLD													
41	674	Penalty: A															0	OP
		Comment: -1																
42	275	Penalty: C-11															64 1/2	
		Comment: 0 -1/2 -1 -1/2																
		Penalty:																
		Comment:																
		Penalty:																
		Comment:																
		Penalty:																
		Comment:																
		Penalty:																
		Comment:																

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Sandy Jickowsky*
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