SHOW: Breyer - Versatility
CLASS: #40 - SHTX JPLS - Junior Pleasure
DATE: 09/2/2017

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:
- Over-bridled per maneuver
- Cut of frame per maneuver
- Too slow per maneuver
- Gapping mouth
- Break of gait at Walk or 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

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to insuffice fear or praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins per maneuver
- 1st or 2nd cumulative refusal

Off Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse rider

**MANEUVER SCORES**

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

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<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
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**JUDGE'S NAME (PRINTED):** A. Walton

**JUDGE'S SIGNATURE:**

Printed from HSW
# VERSATILITY RANCH HORSE - RANCH RIDING

## SHOW: Bryan -- Versatility
CLASS: #40 - SHTX JPLS - Junior Pleasure
DATE: 09/22/2017

### PATTERN

**1. Point Penalties:**
- Over-tired per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gapping mouth
  - Break of gait at Walk or 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

**5. Point Penalties:**
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to insult/soften
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins per maneuver
- 1st or 2nd cumulative refusal

**Off Pattern (OP) Cannot place above others who complete pattern correctly:**
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**DQ:**
- Lameeness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horserider

## MANEUVER SCORES

Each horserider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

- 1/2 Extremely Poor
- 1 Very Poor
- 3 Poor
- 5 Correct
- 7/2 Good
- 10 Very Good
- 12/2 Excellent

### Tie-Breaker

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**JUDGE'S NAME (PRINTED):** A. Walton

**JUDGE'S SIGNATURE:**

Printed from HSW
**VERSATILITY RANCH HORSE - RANCH RIDING**

1. **Point Penalties:**
   - Over-tridden or per maneuver
   - Out of frame per maneuver
   - Too slow per maneuver
   - Gapping mouth
   - Break of gait at Walk or trots for two or more than two strides

2. **Point Penalties:**
   - Wrong lead or out of lead
   - Draped reins
   - Break of gait at Lope
   - Break of gait at Walk or trots for more than two strides

3. **Point Penalties:**
   - Spurring in front of cinch
   - Blatant disobedience
   - Use of either hand to instill fear/pain
   - Use of two hands (except to slow bit or hackamore) per maneuver
   - More than one finger between split reins or any fingers between normal reins per maneuver
   - 1st or 2nd cumulative refusal

**MANEUVER SCORES**

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

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<tr>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot</th>
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<th>Stop 180</th>
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**JUDGE'S NAME (PRINTED):** A. Walton

**JUDGE'S SIGNATURE:**

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**SHOW:** Bryan -- Versatility  
**CLASS:** #40 - SHTX JPLS - Junior Pleasure  
**DATE:** 09/22/2017
# SHOW: Bryan – Versatility  
# CLASS: #41 - SHTX JTRL - Junior Trail
# DATE: 09/22/2017

## OBSTACLE SCORES

Each horse/trainer team is scored between 1-100 points and automatically begins the run with a score of 70 points.

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
### Obstacle Scores

Each horse/rider team is scored between 1-10 points and automatically begins the run with a score of 70 points.

- 1-1/2 Extremely Poor, 1-1/2 Poor, 1 Better, 1 Better, 1 Very Good, +1 Excellent

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### OBSTACLE SCORES

Each horse/rider team is scored between 1-15 points and automatically begins the run with a score of 10 points.
- 1-1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

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### POINT PENALTIES:
- 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
- Stepping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Split pole at lope

### 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
- 2-3 steps on dismount or ground tie

### 5 POINT PENALTIES:
- Sparring in front of clinch
- Blatant disobedience
- Use of either hand to stall feed/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between manual reins per maneuver
- Knocking over, stepping out of, or falling off an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Lifting go of gate
- 4 or more steps on dismount or ground tie

### OFF-PATTERN (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

### DD:
- Lameness
- Abuse
- Illegal equipment
- Dishonesty or misconduct
- Improper western attire
- Fall of horse/rider

---

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - REINING

**SHOW:** Bryan -- Versatility  
**CLASS:** #42 - SHTX JHNN - Junior Reining  
**DATE:** 09/22/2017

#### 1/2 Point Penalties:
- Starting a circle or executing a rollback at a trot for up to two ruins.
- 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:
- 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.

#### 5 Point Penalties:
- Spurring in front of cinch.
- Blatant disobedience.
- Use of either hand to instill fear/praise.
- Use of two hands (except in snaffle bit or hackamore) per maneuver.
- More than one finger between split reins or any fingers between normal reins (except two rein) per 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).
- Leaving arena before pattern is complete.
- Repeated blatant disobedience.

#### EQ:
- Lameness.
- Abaco.
- Fall of horse/rider; run ends.
- Illegal equipment.
- Disrespect or misconduct.
- Improper western attire.

---

#### MANEUVER SCORES

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<th>MANEUVER DESCRIPTION</th>
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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
**VERSATILITY RANCH HORSE - REINING**

**PATTERN 5**

**SHOW:** Bryan -- Versatility  
**CLASS:** #42 - SHTX JRNN - Junior Reining  
**DATE:** 09/22/2017

**1/2 Point Penalties:**
- Sliding 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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**
- 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

**5 Point Penalties:**
- Spurring in front of cloth
- Blunt disobedience
- Use of either hand to incline, fear, or raise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between lateral reins (except two rein) per maneuver

**Off Pattern (OP):** Cannot place above others who complete pattern correctly
- Breathing pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two circles)
- Leaving arena before pattern is complete
- Repeated blunt disobedience

**EQ:**
- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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<tr>
<th>WO</th>
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<th>Tie-Breaker</th>
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### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

- 1/2 Extremely Poor
- 1/4 Very Poor
- 1/4 Poor
- 1/4 Correct
- 1/4 Good
- 1/4 Very Good
- 1/2 Excellent

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## VRH - LIMITED RANCH COW WORK (Amateur)

**SHOW:** Bryan - Versatility  
**CLASS:** #43 - SHTX JWCH - Junior Working Cow  
**DATE:** 09/22/2017

### 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: Sparring in front of a cow
- C: Blatant disobedience
- E: Use of either hand to instill fear or praise
- H: Use of two hands (except in snaffle bit or hackamore) per maneuver
- M: More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

### Off-Pattern (OP):
- 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

### DO:
- A: Abuse
- B: Lamentness
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse/rode; ran ends
- N: Improper western attire

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

### PENALTIES

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

Printed from HSW
**VRH - LIMITED RANCH COW WORK (Amateur)**

**SHOW:** Bryan – Versatility  
**CLASS:** #43 - SHTX JWCH - Junior Working Cow  
**DATE:** 09/22/2017

**1 Point Penalties:**  
A - Loss of working advantage  
P - Working out of position  
S - Slipping rein

**2 Point Penalties:**  
K - Knocking down the cow without having a working advantage  
L - Losing a cow while boxing

**3 Point Penalties:**  
B - Spinning in front of cinch  
C - Bl antigen disobedience  
D - Use of either hand to instill fear/raise  
E - Use of two hands (except in snaffle bit or hackamore) per maneuver  
F - More than one figure between split reins or any fingers between roman reins (except two rein) per maneuver

**Penalties**  
Form: Cannot place above others who complete pattern correctly  
A - Turning tail  
B - Repeated bl antigen disobedience  
J - Schooling after entering the arena prior to calling for cow  
K - Schooling horse between cows, if new cow is awarded  
L - Failure to attempt any part of the class

**RQ:**  
A - Abuse  
B - Lameness  
D - Disrespect or misconduct  
G - Illegal equipment  
F - Fall of horse or rider; run ends  
N - Improper western attire

---

### RUN CONTENT

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 79 points.  
- 1/10 Extremely Poor  
- 1 Very Poor  
- 1 Poor  
- 1 Correct  
- 1 Good  
- 1 Very Good  
- 1 Excellent

### PENALTIES

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**JUDGE’S NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**

Printed from HSW
### VRH - LIMITED RANCH COW WORK (Amateur)

**SHOW:** Bryan -- Versatility  
**CLASS:** #43 - SHTX JWCH - Junior Working Cow  
**DATE:** 09/22/2017

**1. Point Penalties:**  
- Loss of working advantage  
- Working out of position  
- Slipping rein

**3. Point Penalties:**  
- Knocking down the cow without having a working advantage  
- Losing a cow while boxing

**5. Point Penalties:**  
- Sparling in front of chest  
- Blazant disobedience  
- Use of either hand to instill temperance  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver

**DQ/Pattern:** Cannot place above others who complete pattern correctly  
- Turning tail  
- Repeated blatant disobedience  
- Schooling after entering the arena prior to calling for cow  
- Schooling horse between cows, if new cow is awarded  
- Failure to attempt any part of the class

**RUN CONTENT**  
Each horse/rodeo team is scored between 1-100 points and automatically begins the run with a score of 70 points  
- 1/2 Extremely Poor  
- 1 Very Poor  
- 1/2 Poor  
- 1 Correct  
- 1/2 Good  
- 1 Very Good  
- 1/2 Excellent

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### PENALTIES

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**RUNNING**:  
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- 1 69  
- 2 66

**JUDGE’S NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**

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