# VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Bryan – Versatility  
**CLASS:** #50 - SHTX LNPP - Ltd Non Pro Pleasure  
**DATE:** 09/22/2017

**OFF-PATTERN (OP):** Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**DO:**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

**MANEUVER SCORES**

Each horse/team is scored between 1.00 to 7.00, and automatically begins the run with a score of 7.00 points: 1-2 Extremely Poor, 1-2 Poor, 3-6 Good, 7-9 Very Good, 10+ Excellent

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<th>Trot</th>
<th>Ext Trot</th>
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**JUDGE'S NAME (PRINTED):** ANTHONY  
**JUDGE'S SIGNATURE:** [Signature]
**Show:** Bryan – Versatility  
**Class:** #50 – SHTX LNPP - Ltd Non Pro Pleasure  
**Date:** 09/22/2017

### VERSATILITY RANCH HORSE - RANCH RIDING

#### 1 Point Penalties:
- Chose bridle 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
- Dropped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

#### 5 Point Penalties:
- Sparvar in front of cluck
- Blistant disobedience
- Use of either hand to instill fear/harass
- Use of two hands (except in sniffle 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

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

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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 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

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**Judge's Name (Printed):** A Walton  
**Judge's Signature:**

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**Printed from HSW**
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MANEUVER SCORES

Each maneuver (or score) is assigned between 1-100 points, and a run with a score of 70 or less is a failed run.

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

Penalty: Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from HSW
### Obstacle Scores

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

- 1 1/2 Extremely Poor, -1 Very Poor, -2 Poor, 0 Correct, +1 Good, +1 1/2 Very Good, +1 1/2 Excellent

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**Judge's Name (Printed):**

**Judge's Signature:**

Printed from HSW
# VERSATILITY RANCH HORSE - TRAIL

## 1 Point Penalties:
- Each bit, bit 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 leg in a single-ride space at a walk or trot
- Sliding 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:
- Spurting in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/pain
- 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
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 4 or more steps on dismount or ground tie

## Off-Route (OR): Cannot place another who completes pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

## DO:
- Laimness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

## OBSTACLE SCORES

### Tie-Breaker

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## JUDGE'S NAME (PRINTED): [Signature]

## JUDGE'S SIGNATURE: [Signature]

Printed from HSW
VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan -- Versatility
CLASS: #52 - SHTX LNPT - Ltd Non Pro Trail
DATE: 09/22/2017

1 Point Penalties:
- Each bit, nose, 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 leg 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 step on disjoint or ground tie except shifting to balance
- Slit pole at lope

5 Point Penalties:
- Spurning in face of clinch
- Blazing disobedience
- Use of either hand to instil fear/purpose
- Use of two hands (except in small bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 4 or more steps on disjoint or ground tie

Off-Path (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 1st refusal
- No attempt to perform obstacle
- Repeated blazing disobedience

BO: Letteness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

OSTACLE SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points:
- 100 Extremely Poor, 90 Very Poor, 80 Poor, 70 Correct, 60 Good, 50 Very Good, 40 Excellent

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JUDGE'S NAME (PRINTED): [Signature]

JUDGE'S SIGNATURE: [Signature]
### Pattern: Ranch Horse - Reining

**SHOW:** Bryan - Versatility  
**CLASS:** #54 - SHTX LNPR - Ltd Non Pro Reining  
**DATE:** 09/22/2017

#### 10 Point Penalties:
- Stopping, circling, or rolling back 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  
- Twisting beyond 2 circles, but less than 1/2 circle

#### 3 Point Penalties:
- Spurring in front of cinch  
- Blatant disobedience  
- Use of other hand to impale rear leg  
- Use of two hands (except in shake bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between normal reins (except two reed) per maneuver

#### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly  
- 1/2 feet off pattern  
- 1/2 point deduction from score  
- Lope in transition  
- Leaning arena before pattern is complete  
- Repeated blatant disobedience

#### DO:
- Lameness  
- Abuse  
- Fall of horse/rider, run ends  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire

### Maneuver Scores

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

- 100: Excellent, 90: Very Good, 80: Good, 70: Fair, 60: Poor, 50: Poorer, 40: Poorer, 30: Poorer, 20: Poorer, 10: Poorer, 0: Poorer

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Score</th>
<th>OP</th>
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<td>Left Circles, Right Circles Left, Stop, 1/2 Left, Stop &amp; Back</td>
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<tr>
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<td>61 1/2</td>
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<tr>
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<tr>
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<td>514</td>
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VERSATILITY RANCH HORSE - REINING

PATTERN 5

SHOW: Bryan - Versatility
CLASS: 54 - SHTX LNPR - Ltd Non Pro Reining
DATE: 09/22/2017

SHOWMANSHIP SCORE

MANEUVER SCORES

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<th>CONTENT</th>
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<td>0</td>
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<tr>
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<td>465</td>
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<td>-1/2</td>
<td>-1/2</td>
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<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
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JUDGE'S NAME (PRINTED): [Signature]

JUDGE'S SIGNATURE: [Signature]

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<td>-1/2</td>
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SHOW: Bryan -- Versatility
CLASS: #54 - SHTX LNPR - Ltd Non Pro Rein
DATE: 09/22/2017

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

Printed from HSW
**SHOW:** Bryan -- Versatility  
**CLASS:** FE-SHTX L.P.W. NA Non-Pro Working Cow  
**DATE:** 09/22/2017

### VRH - LIMITED RANCH COW WORK (Amateur)

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

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

**Penalty:**
- B - Spinning in front of a cinch
- C - Blasting disobedience
- E - Use of either hand to instil fear/prise
- 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

**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

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

---

### RUN CONTENT

Each horse/technology is scored between 1-100 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

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<td>Degree of Difficulty</td>
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**Penalties:**

- 3 Points
- 5 Points
- Total
- Score
- OP

---

**Judge's Name:**  
**Judge's Signature:**

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

**SHOW:** Bryan -- Versatility  
**CLASS:** #56-SHTXLNPW-Ltd NonPro Working Cow  
**DATE:** 09/22/2017

### Penalties
- 1 Point Penalties:
  - A - Loss of working advantage  
  - P - Working out of position  
  - S - Slipping rein
- 5 Point Penalties:
  - K - Knocking down cow without having a working advantage  
  - L - Losing a cow while backing

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- A - Taming tail  
- E - Repeated blatant disobedience  
- J - Schooling after entering the arena prior to calling for cow  
- K - Schooling horse between cows, if rear cow is awarded  
- N - Failure to attempt any part of the class

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

### Run Content
Each horse/team is scored between 1-100 points and automatically gains the run with a score of 70 points:  
1-1.5 Extremely Poor, 2-1 Very Poor, 3-2 Poor, 4-3 Fair, 4.5-4 Good, 5.5-6 Very Good, 6.5-7 Excellent.

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<tr>
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<th>PENALTY</th>
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<th>BOXING</th>
<th>DRIVE</th>
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**Judge's Name:**  
**Judge's Signature:**

Printed from HSW
### Show: Bryan -- Versatility
### Class: #56-SHTXLNPW-Ltd Non-Pro Working Cow
### Date: 09/22/2017

#### VRH - LIMITED RANCH COW WORK (Amateur)

**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 - Spurning in front of chic
- C - Blistat disobedience
- E - Use of either hand to hold ear/graze
- 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 roman reins (except two rein) per maneuver

#### PENALTIES

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<td>CLASS: #56-SHTXLNPW-Ltd Non-Pro Working Cow</td>
<td>DATE: 09/22/2017</td>
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</tbody>
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#### 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
- 1/2 Very Poor
- 1/2 Poor
- 1/2 Correct
- 1/2 Good
- 1/2 Very Good
- 1/2 Excellent

#### PENALTIES

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#### JUDGE’S NAME (PRINTED):

#### JUDGE’S SIGNATURE:

Printed from HSW