### 1 Point Penalties:
- A - Loss of working advantage
- B - Failure to drive cow passed middle marker on second drive before time expires
- C - Working out of position
- D - Knocking down the cow without a working advantage
- E - Losing a cow while boxing

### 2 Point Penalties:
- F - Over-riding (per maneuver)
- G - Out of frame (per maneuver)
- H - Use of hands (except in snaffle bit or Hackamore) per maneuver
- I - More than one finger between split reins or any fingers between normal reins (except two rain) per maneuver

### 10 Point Penalty:
- J - Unnatural Ranch Horse Appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

### Disqualification (DQ):
- L - Abuse
- M - Lemonade
- N - Disrespect or misconduct
- O - Illegal equipment
- P - Fall of horse/rodeo
- Q - Improper western attire

---

### RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

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### PENALTIES

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#### 5 POINTS

- Marilyn Peters

#### 10 POINTS

- Marilyn Peters

---

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

Printed from HSW
**SHOW:** Bryan-Versatility  
**CLASS:** #56-SHTX LNPW - Ltd NonPro Working Cow  
**DATE:** 09/22/2018

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

#### 1 Point Penalties:
A - Loss of working advantage  
B - 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)

#### 3 Point Penalties:
K - Knocking down the cow without having a working advantage  
L - Losing a cow while walking

#### 5 Point Penalties:
B - Spurring in front of cinch  
C - Bilateral disobedience  
E - Use of either hand to instill fear/punish  
H - Use of two hands (except in small bit or hackamore) per maneuver  
M - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

#### 10 Point Penalty:
J - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in any maneuver)

#### Off-Pattern (OP): Cannot place above others who complete pattern correctly
A - Turning tail  
E - Repeated blatant disobedience  
F - Leaving arena before run is complete  
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

#### Disqualification (DQ):
A - Abuse  
B - Lamingness  
D - Disrespect or misconduct  
G - Illegal equipment  
F - Fall of horse/handler  
N - Improper western attire

---

### RUN CONTENT

Each horse/handler 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 Excellent

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

Printed from HSW
**Run Content**

Each horse/rider team is scored between 0-100 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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**Penalties**

- 3 Points
- 5 Points
- 10 Points

**Score**

- Tie-Breaker 17

**Judge's Name**

Marilyn Peters

**Judge's Signature**

Marilyn Peters

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

#### 10 Point Penalty:
- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- J - A horse cannot be placed above others who correctly complete the pattern
- H - Leasing arena before run is complete
- J - Schooling after entering 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

#### Disqualification (DQ):
- A - Averting
- B - Lemonade
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

#### RUN CONTENT

Each horse/team is scored between 1-100 points and automatically begins the run with a score of 70 points:
- 1-10 Extra point
- 11-19 Very good
- 20-29 Excellent

#### PENALTIES

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#### SCORE

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- 5 15 1/2

#### JUDGE'S NAME (PRINTED): Marilyn Peters
**SHOW:** Bryan-Versatility  
**CLASS:** #56-SHXLNPW-Ltd Non Pro Working Cow  
**DATE:** 09/22/2018

## 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-bowed (per maneuver)  
- W - Out of frame (per maneuver)

### 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

### Disqualification (DQ):
- A - Abuse  
- B - Laminence  
- D - Disrespect or misconduct  
- G - Illegal equipment  
- F - Fall of horse/rider  
- N - Improper western attire

## RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 79 points.

- 1 point penalty:  
- 10 point penalty:  
- Off-pattern (OP): Cannot place above others who complete pattern correctly  
- Disqualification (DQ):  

### PENALTIES

- 3 POINTS  
- 6 POINTS  
- 10 POINTS  
- TOTAL  

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**JUDGE'S NAME (PRINTED):** Marilyn Peters  
**JUDGE'S SIGNATURE:** Marilyn Peters  
**Printed from HSW**
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</table>

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

**JUDGE'S SIGNATURE:**

Printed from HSW
# VERSATILITY RANCH HORSE - REINING

**SHOW:** Bryan-Versatility  
**CLASS:** #54 - SHTX LNPR - Ltd Non Pro Reining  
**DATE:** 09/22/2018

## 10 Point Penalties:
- Starting a circle 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
- Over-spin or under-spin up to 1/8 turn

## 5 Point Penalties:
- Spurning in front of a cinch
- Blatant disobedience
- Use of either hand to instill fear/prase
- Use of two hands (except in snaffle bit or hackamores) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridles to the rein hand

## 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

## Disqualification (DQ):
- Abuse
- Laminence
- Disrespect or misconduct
- Illega equipment
- Fall of horse/hider
- Improper western attire

## MANEUVER SCORES

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>PENALTY</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

Printed from HSW
1/2 Point Penalties:
- Starting a circle 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
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:
- Over-bridded (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

3 Point Penalties:
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to assail face/paws
- Use of two hands (except in snaffle bit or hackamores) per maneuver
- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

5 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 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

Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

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<th>Maneuver Description</th>
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JUDGE'S NAME (PRINTED): [Signature]
JUDGE'S SIGNATURE: [Signature]
## Pattern 8

**SHOW:** Bryan-Versatility  
**CLASS:** #54 - SHTX LNPR - Ltd Non Pro Reining  
**DATE:** 09/22/2018

### 10 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 stops 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:
- Spinning in front of cinch  
- Bilateral disobedience  
- Use of either hand to instill fear/reach  
- 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  
- Attempt to alter tension or length of reins from the bridle to the rein hand

### 19 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)  
  - Leaving arena before pattern is complete  
  - Repeated blatant disobedience

### Disqualification (DQ):
- Abuse  
- Lameness  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

---

### Maneuver Scores

| W/O | #  | Tie-Breaker | Maneuver Description | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|-----|----|-------------|----------------------|---|---|---|---|---|---|---|---|---|
| 25  | 335| 1 2 3 4 5 6 | 2 Circles Left, 2 Circles Right, Stop, 3 1/2 Spins Left, Stop, 3 1/2 Spins Right, Stop & Back |   |   |   |   |   |   |   |   |   |   |
|     |    | PENALTY     | 1/2                   | 0 | 0 | +1/2 | 0 | +1/2 | 0 |   | -1/2 | 0 |
|     |    | CONTENT     | 0                     | 0 | 0 | +1/2 | 0 | +1/2 | 0 |   | -1/2 | 0 |
|     |    | SCORE       | -1/2                  |   |   |     |   |     |   |   |     |   |
| 26  | 234| 1           | Stop & Back 3 1/2 Spins Right |   |   |   |   |   |   |   |   |   |   |
|     |    | PENALTY     | 1                     | 0 | 0 | 0   |   | +1/2 | 0 |   | +1/2 | 0 |
|     |    | CONTENT     | -1/2                  | -1/2 | 0 | -1/2 | 0 | 0   | 0   |   |
|     |    | SCORE       | 1                     |   |   |     |   |     |   |   |     |   |
| 27  | 274| 1           | Stop & Back 3 1/2 Spins Right |   |   |   |   |   |   |   |   |   |   |
|     |    | PENALTY     | 5/2                   | 0 | 0 | 0   | 0 | 0   | 0   |   | 0   |
|     |    | CONTENT     | 0                     | -1 | -1/2 | 0 | 0   | 0   |   | 0   |
|     |    | SCORE       | 7/2                   |   |   |     |   |     |   |   |     |   |
| 28  | 245| 1           | Stop & Back 3 1/2 Spins Right |   |   |   |   |   |   |   |   |   |   |
|     |    | PENALTY     | 3/2                   | 0 | 0 | 0   | 0 | 0   | 0   |   | 0   |
|     |    | CONTENT     | 0                     | +1/2 | -1/2 | +1/2 | 0 | -1/2 | 0 |   | 0   |
|     |    | SCORE       | 3                     |   |   |     |   |     |   |   |     |   |
| 29  | 352| 1           | Stop & Back 3 1/2 Spins Right |   |   |   |   |   |   |   |   |   |   |
|     |    | PENALTY     | 1                     | 0 | 0 | 0   | 0 | 0   | 0   |   | 0   |
|     |    | CONTENT     | 0                     | +1/2 | -1/2 | +1/2 | 0 | -1/2 | 0 |   | 0   |
|     |    | SCORE       | 1                     |   |   |     |   |     |   |   |     |   |
| 30  | 383| 1           | Stop & Back 3 1/2 Spins Right |   |   |   |   |   |   |   |   |   |   |
|     |    | PENALTY     | 3/2                   | 0 | 0 | 0   | 0 | 0   | 0   |   | 0   |
|     |    | CONTENT     | 0                     | +1/2 | 0   | +1/2 | 0 | 0   | 0   |   | 0   |
|     |    | SCORE       | 3                     |   |   |     |   |     |   |   |     |   |
| 31  | 228| 1           | Stop & Back 3 1/2 Spins Right |   |   |   |   |   |   |   |   |   |   |
|     |    | PENALTY     | 1                     | 0 | 0 | 0   | 0 | 0   | 0   |   | 0   |
|     |    | CONTENT     | 0                     | -1/2 | 0 | -1/2 | 0 | -1/2 | 0 |   | 0   |
|     |    | SCORE       | 0                     |   |   |     |   |     |   |   |     |   |
| 32  | 382| 1           | Stop & Back 3 1/2 Spins Right |   |   |   |   |   |   |   |   |   |   |
|     |    | PENALTY     | 5/2                   | 0 | 0 | 0   | 0 | 0   | 0   |   | 0   |
|     |    | CONTENT     | 0                     | 0   | 0 | 0   | 0 | 0   | 0   |   | 0   |
|     |    | SCORE       | 5                     |   |   |     |   |     |   |   |     |   |
**SHOW:** Bryan-Versatility  
**CLASS:** #54 - SHTX LNPR - Ltd Non Pro Reining  
**DATE:** 09/22/2018

1/2 Point Penalties:
- Starting a circle or setting 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-bridget (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

---

**MANEUVER 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 Extremly Poor, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>CONTENT</th>
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</thead>
<tbody>
<tr>
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<td>Stop &amp; Back</td>
<td>0</td>
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</tbody>
</table>


---

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

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

**SHOW:** Bryan - Versatility  
**CLASS:** #52 - SHTX LNPT - Ltd Non Pro Trail  
**DATE:** 09/22/2018

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

### 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  
- Two-three steps on mount/dismount or ground tie

### 5 Point Penalties:
- Spurring in front of circh  
- 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 rein 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  
- Four 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)

---

### 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, 2 = Very Poor, 3 = Poor, 4 = Good, 5 = Very Good, 6 = Excellent

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<th>PENALTY TOTAL</th>
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**JUDGE'S NAME (PRINTED):** Michelle Tidwell  
**JUDGE'S SIGNATURE:** [Signature]

**Printed from HSW**
**SHOW:** Bryan-Versatility  
**CLASS:** #52 - SHTX LNPT - Ltd Non Pro Tra  
**DATE:** 09/22/2016

### VERSATILITY RANCH HORSE - TRAIL

<table>
<thead>
<tr>
<th>POINT Penalties:</th>
<th>POINT Penalties:</th>
<th>Off-Pattern (OP):</th>
<th>Disqualification (DQ):</th>
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| - Over-critted (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 ends 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 step on mount/dismount or ground tie (except shifting to balance)  
- Split pole in rope over | - Spurring in front of cinch  
- Blatant disobedience  
- Use of either hand to stall/fell/prise  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between reins per maneuver  
- Knocking over, stepping out of, or falling off of an obstacle  
- Doping an object required to be carried  
- 1st or 2nd cumulative refusal  
- Letting go of gate  
- Four or more stops on mount/dismount or ground tie  | Cannot place above others who complete pattern correctly  
- Breaking pattern  
- Leaving arena before pattern is complete  
- 3rd refusal  
- Repeated blatant disobedience  
- Fail to daily and remain classified by the judge  | - Abuse  
- Lameness  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire |

#### 1 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  
- Two-three stops on mount/dismount or ground tie

#### 2 Point Penalties:

#### 3 Point Penalties:

#### 4 Point Penalties:

#### 5 Point Penalties:

#### 6 Point Penalties:

#### 7 Point Penalties:

#### 8 Point Penalties:

#### 9 Point Penalties:

#### 10 Point Penalties:

#### Obstacle Scores

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

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**Judge's Name:** Michelle Tidwell  
**Judge's Signature:** Michelle Tidwell
# Versatility Ranch Horse - Trail

**SHOW:** Bryan-Versatility  
**CLASS:** #52 - SHTX LNPT - Ltd Non Pro Tra  
**DATE:** 09/22/2018

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

**3 Point Penalties:**  
- Wrong lead or out of lead  
- Draped reins  
- Break of gait at stop  
- Break of gait at walk or trot for more than two (2) strides  
- Two-three steps on mount/dismount or ground tie

**5 Point Penalties:**  
- Spurning in front of circle  
- Blatant disobedience  
- Use of either hand to instill fear/punish  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between nasal 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  
- Four 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)

## OBSTACLE SCORES

Each horse/team is scored between 0-100 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

| W/O | #  | Tie Breaker | Obstacle Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 10 POINT PENALTY | TOTAL | SCORE | OFF PATTERN |
|-----|----|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|---------------|-------|-------|-------------|
| 17  | 382|             | Trunk (3 Cylinders)  | 1 1/2   | +1      | 1 | 1 | 1 | 1/2 | 1 | 1 | +1 | +1 |              |       | 77 1/2 |            |
| 18  | 355|             | Tree, 3 Rings, 4 Logs| +1/2    | +1      | 1 | -1| -1| + | +1 | 1/2 | +1 | +1 |              |       | 8   | 64          |
| 19  | 419|             | Tree, 3 Rings, 4 Logs| +1/2    | +1      | 1 | 1 | 1 | +1 | 1/2 | +1 | +1 | +1 |              |       | 75  |             |
| 20  | 228|             | Tree, 3 Rings, 4 Logs| +1      | +1      | 1/2| 1/2| 1| +1 | +1 | 1/2 | +1 | +1 | +1 |              |       | 76  |             |
| 21  | 310|             | Tree, 3 Rings, 4 Logs| +1      | +1      | 1/2| 1/2| 1/2| +1 | +1 | +1 | 1/2 | +1 | +1 | +1 |              |       | 74 1/2 |             |
| 22  | 250|             | Tree, 3 Rings, 4 Logs| +1      | +1      | 1/2| 1/2| 1/2| +1 | +1 | 1/2 | +1 | +1 | +1 |              |       | 58  |             |
| 23  | 210|             | Tree, 3 Rings, 4 Logs| +1/2    | +1      | 1/2| 1/2| 1| +1 | +1 | 1/2 | +1 | +1 | +1 |              |       | 74 1/2 |             |
| 24  | 1  |             |                      | +1/2    | +1      | 1/2| 1/2| 1/2| +1 | +1 | +1 | 1/2 | +1 | +1 | +1 |              |       | 75  |             |

**JUDGE'S NAME (PRINTED):** Michelle Tidwell  
**JUDGE'S SIGNATURE:** [Signature]

Printed from HSW
**VERSAILITY RANCH HORSE - TRAIL**

**SHOW:** Bryan-Versatility  
**CLASS:** #52 - SHTX LNPT - Ltd Non Pro Trail  
**DATE:** 09/22/2018

### 1 Point Penalties:
- Over-bred (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-strike space at a walk or trot  
- Skipping over or failing to step into required space  
- Incorrect number of strides, if specified  
- One step on mount/dismount or ground tie (except shifting to balance)  
- Split pole in lope over

### 2 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  
- Two-three steps on mount/dismount or ground tie

### 3 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 bend reins or any fingers between nasal 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  
- Four or more steps on mount/dismount or ground tie

### 5 Point Penalties:
- Off-Pattern (OP): Cannot place above others who complete pattern correctly  
- Breaking pattern  
- Leaving arena before pattern is complete  
- 3rd refusal  
- Repeated blatant disobedience  
- Failure to daily and remain detailed during the drag

### Disqualification (DQ):
- Abuse  
- Lamenesses  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

### OBSTACLE SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. 
- 1-2 Extremely Poor, 1-4 Very Poor, 2-12 Poor, 0 Correct, -12 Good, +1 Very Good, +11 Excellent

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</table>

**JUDGE'S SIGNATURE:** Michelle Tidwell
VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- Over bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stopping on a log, corn, 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-strike space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in rope over

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
- Two-three steps on mount/dismount or ground tie

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 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
- Four 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)

SHOW: Bryan - Versatility
CLASS: #52 - SHTX LNPT - Ltd Non Pro Trail
DATE: 09/22/2018

OBSTACLE SCORES
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:
1.5 Extremely Poor, 2.0 Very Poor, 2.5 Poor, 3.0 Correct, 3.5 Good, 4.0 Very Good, 4.5 Excellent

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JUDGE'S NAME (PRINTED): Michelle Tidwell
JUDGE'S SIGNATURE: Michelle Tidwell
Printed from HSW
# Versatility Ranch Horse - Ranch Riding

**SHOW:** Bryan-Versatility  
**CLASS:** #50 - SHTX LNPP - Ltd Non Pro Pleasure  
**DATE:** 09/22/2018

## 1 Point Penalties:
- Over-bred (per maneuver)  
- Out of frame (per maneuver)  
- Too slow (per maneuver)  
- Galloping mouth  
- Break of gait at walk or trot for two (2) strides or less

## 3 Point Penalties:
- Wrong lead or out of lead  
- Dipped 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 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 normal reins per maneuver

## 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

### Disqualification (DQ):
- Abuse  
- Lameness  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rodeo  
- Improper western attire

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## Maneuver Scores

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 76 points.  
- -1.5 Extremely Poor  
- -1 Poor  
- -0.5 Correct  
+1 Good  
+1.5 Very Good  
+2 Excellent

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

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

**SHOW:** Bryan-Versatility  
**CLASS:** #50 - SHTX LNPP - Ltd Non Pro Pleasure  
**DATE:** 09/22/2018

### 1 Point Penalties:
- Over-bridled (per maneuver)  
- Out of frame (per maneuver)  
- Too slow (per maneuver)  
- Gaping mouth  
- Break of gait at walk or trot for two (2) strides or less

### 3 Point Penalties:
- Wrong lead or out of order  
- 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 other hand to instill fear/pain  
- Use of two hands (except in snaffle bit or hackamores) per maneuver  
- More than one finger between split reins or any fingers between normal reins per maneuver  
- 1st or 2nd cumulative refusal

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

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

### Disqualification (DQ):
- Abuse  
- Lameness  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

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**MANEUVER SCORES**  
Each horse/rider team is scored between 70-100 points and automatically begins the run with a score of 70 points  
- 70-74.99 Extremely Poor, 75-79.99 Very Poor, 80-84.99 Poor, 85-89.99 Fair, 90-94.99 Good, 95-99.99 Very Good, >=100 Excellent

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

Printed from HSW
# Versatility Ranch Horse - Ranch Riding

**SHOW:** Bryan - Versatility  
**CLASS:** #50 - SHTX LNPP - Ltd Non Pro Pleasure  
**DATE:** 09/22/2016

## 1 Point Penalties:
- Over-bred (per maneuver)  
- Out of frame (per man cover)  
- Too slow (per m. speed)  
- Capping mouth  
- Break of gait at walk or trot for two (2) strides or less

## 3 Point Penalties:
- Wrong lead, circling  
- 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 circle  
- Bland disobedience  
- Use of either hand to instill fear/punish  
- Use of two horses (except in snaffle bit or hackamore) per maneuver  
- More than one rider between split reins or any fingers between split reins per maneuver  
- 1st or 2nd cumulative refusal

## 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):
5 cannot place above others who complete pattern correctly:
- Breaking pattern  
- Leaving arena before pattern is complete  
- Reported blatant disobedience

### Disqualification (DQ):
- Abute  
- Lameness  
- Disrespect or misuse of a rider  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

### Maneuver Scores

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### Judge's Name (Printed):  
### Judge's Signature:  

Printed from HSW
#50 - SHTX LNPP - Ltd Non Pro Pleasure

**VERGENTILITY RANCH HORSE - RANCH RIDING**

1. **Point Penalties:**
   - Over-bridled (per maneuver)
   - Out of frame (per maneuver)
   - Too slow (per maneuver)
   - Gauging mouth
   - Break of gait at walk or trot for two (2) strides or less

2. **Point Penalties:**
   - Wrong lead (per lead)
   - Draped reins
   - Break of gait at lope
   - Break of gait at walk or trot for more than two (2) strides

5. **Point Penalties:**
   - Opening in front of skid
   - 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 normal reins per maneuver
   - 1st or 2nd cumulative refusal

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)**:
- Breaking pattern
- Leaving arena before pattern is complete
- Perpetual blatant disobedience

**Disqualification (DQ):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fail of non-horde
- Improper western gear

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**MANEUVEUR 1 SCORES**

Each maneuver team is scored between 0-100 points and automatically begins tie run will a score of 70 points

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<th>Lope</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

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