#10 - SHTX OPLS - Open Pleasure

**SHOW:** World Show #2  
**DATE:** 10/27/2018  
**CLASS:**

### VERSATILITY RANCH HORSE - RANCH RIDING

#### 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
- Dropped 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/raise
- 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

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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 70 points

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

<table>
<thead>
<tr>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalty</th>
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<th>Walk</th>
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<th>Step 8</th>
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### JUDGE'S NAME (PRINTED): Buddy Fisher  
### JUDGE'S SIGNATURE: [Signature]

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*Printed from HSW*
### 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 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):** Buddy Fisher

**JUDGE'S SIGNATURE:**

Printed from HSW
### MANEUVER SCORES

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

- 1-1.5 Extremely Poor
- 1.5-2 Very Poor
- 2-2.5 Poor
- 2.5-3 Correct
- 3-3.5 Good
- 3.5 Very Good
- 4 Excellent

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SHOW: World Show #2  
CLASS: #13 - SHTX OTRL - Open Trail  
DATE: 10/27/2018

VERSATILITY RANCH HORSE - TRAIL

### Point Penalties:
- Over-briddled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in lope 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 cinch
- Blatant disobedience
- Use of either hand to insult/justify
- 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 unnatural manner in every maneuver)

### 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 dailed during the drag

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

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### OBSTACLE SCORES
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
- 1-10 Extremely Poor, 1 Very Poor, 1-2 Poor, 0 Correct, -1-2 Good, +1-3 Very Good, +1-2 Excellent

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### Total
- 10 POINT PENALTY  
- PENALTY TOTAL  
- SCORE  
- OFF PATTERN

JUDGE'S NAME (PRINTED): Buddy Fisher

JUDGE'S SIGNATURE: [Signature]

Printed from HSW
### 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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**TOTAL SCORE:**

- **5.92**

**OFF PATTERN:**

- **65 1/2**

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

Paddy Fisher

**JUDGE'S SIGNATURE:**

Printed from HSW
**SHOW:** World Show #2  
**CLASS:** #13 - SHTX OTRL - Open Trail  
**DATE:** 10/27/2018

### Point Penalties:
- Over-bredled (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  
- Skidding 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

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

### 5 Point Penalties:
- Spurring in front of chin  
- Belligerent disobedience  
- Use of either hand to instill fear/punishment  
- 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.

### Obstacle Scores

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

Printed from HSW
**Pattern**: World Show #2  
**Class**: SHTX ORNN - Open Reining  
**Date**: 10/27/2018

### 10 Point Penalties:
- Spurring in front of cinch  
- Blatant disobedience  
- Use of either hand to insist 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  
- Attempt to alter tension or length of reins from the bridle or the rein hand

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

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

### Maneuver Scores

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### Maneuver Description
- **Maneuver**
  - S & B to Center Right Circle
  - Left Circle
  - Change

### Tie-Breaker
- **Penalty**
- **Content**
  - 1/2
  - 0
  - +1/2
  - +1/2
  - 0
  - 0

### Judge's Signature
- [Signature]

**Printed from HSW**
**PATTERN 6**

**SHOW:** World Show #2  
**CLASS:** #16 - SHTX ORNN - Open Reining  
**DATE:** 10/27/2018

### 1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a quarter 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 rollback
- 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
- Trottling beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

### 5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/punish
- 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
- Attempt to alter tension or length of reins from the bit 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
- Breathing 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**

Each horse/rider team is scored between 0-100 points and automatically ends the run with a score of 70 points.  
- 1/2 Extreme Poor, 1 Very Poor, 2 Poor, 3 Fair, 4 Good, 5 Very Good, 6 Excellent

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

Printed from HSW
**SHOW:** World Show #2  
**CLASS:** #16 - SHTX ORNN - Open Reining  
**DATE:** 10/27/2018

**PATTERN**

1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description.
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback.
- Over-spin or under-spin up to 1/8 turn.

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

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

5 Point Penalties:
- Spurring in front of clinch.
- 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 roman reins (except two rein) per maneuver.
- Attempt to alter tension or length of reins from the bride 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).

**MANEUVER SCORES**

Each horse/rider team is scored between 6-100 points and automatically begins the run with a score of 70 points:
- 1/12: Extremely Poor, 1/6 Very Poor, 0 Correct, -1/12 Good, -1 Very Good, -1/12 Excellent.

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW

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**Note:** The table above represents the scores for different maneuvers performed by the horse and rider team in the Reining category, with penalties and scores calculated accordingly.
### VERSATILITY RANCH HORSE - RANCH COW WORK

#### 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 reins
- T - Failure to drive cow past middle marker or first turn
- V - Overbridled (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 turn animal gets 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 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/cowboy classes

#### 3 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Spanning or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to assimilate fear/prone
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- I - More than one finger between split reins or any fingers between roman reins (except two reins) per maneuver
- 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 every maneuver)

### RUN CONTENT

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### PENALTIES

- Off-Pattern (OP): Cannot place above others who complete pattern correctly
- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illegal catch at end of run
- 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
- R - Complete loss of rope

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

#### JUDGE'S NAME (PRINTED):  
#### JUDGE'S SIGNATURE:  
Printed from HSW
**VERSATILITY RANCH HORSE - RANCH COW WORK**

### 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
- H - Two-loop catch in amatuer and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over bridled (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 turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch if roping in amatuer and youth classes

### 3 Point Penalties:
- E - Exhaueting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without a working advantage
- R - Two-loop catch when roping in open/cowboy classes

### 5 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Spurning or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to install four-prong
- H - Use of two hands (except in self-best or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver
- R - Failure to catch when roping in open/cowboy classes

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

---

### RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 75 points.

- 1/2 Extremely Poor
- 1 Very Poor
- 2 Poor
- 3/4 Good
- 5/8 Very Good
- 7/4 Excellent

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**SHOW:** World Show #2  
**CLASS:** #19 - SHTX OWCH - Open Working Cow  
**DATE:** 10/27/2018  
**Off-Pattern (OP): Cannot place above others who complete pattern correctly**  
- A - Turning tail  
- E - Repeated blatant disobedience  
- H - Leaving arena before run is complete  
- I - Illegal catch at end of run  
- 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  
- R - Complete loss of rope  
**Disqualification (DQ):**  
- A - Abuse  
- B - Lameness  
- D - Disrespect or misconduct  
- 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 75 points.
- 1/2 Extremely Poor  
- 1 Very Poor  
- 2 Poor  
- 3/4 Good  
- 5/8 Very Good  
- 7/4 Excellent

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

**JUDGE'S SIGNATURE:**

*Printed from HSW*
## VERSATILITY RANCH HORSE - RANCH COW WORK

### 1 Point Penalties:
- A. Loss of working advantage
- C. Using the center of the arena to turn the cow where going down the fence
- E. Changing sides of the arena to turn the cow
- L. For each length horse runs past cow
- P. Working out of position
- R. Two-lope catch in amateur and youth classes
- S. Slipping rein
- T. Failure to drive cow past middle marker on first turn
- V. Over-tried (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 turn animal gets within 3 feet of the end fence before being turned
- R. Failure to catch if roping in amateur and youth classes

### 5 Point Penalties:
- A. Failure to turn the cow both directions on the fence
- B. Spurring or sitting in front of cinch at any time
- C. Blatant disobedience
- E. Use of other hands to instill fear or prise
- H. Use of two hands (except in start-off bit or hackamore) per maneuver
- M. More than one finger between split reins or any fingers between reins (except two rein per maneuver
- 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 every maneuver)

### RUN CONTENT

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

### PENALTIES

- A. Turning tail
- E. Repeated blatant disobedience
- H. Leaving area before run is complete
- I. Illegal catch at end of run
- J. Unstable horse entering arena prior to calling off cow
- K. Schooling horse between cows, if new cow is awarded
- N. Failure to attempt any part of the class
- R. Complete loss of rope

### Disqualification (DQ):
- A. Abuse
- B. Lameness
- D. Disrespect or misconduct
- E. Illegal equipment
- F. Fall of horse/roper
- N. Improper western attire

### Score Sheet

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### Tie Breaker

- PENALTY CONTENT

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**JUDGE'S SIGNATURE:**

Printed from HSW