



SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #70 - SHOT VPLS - Novice Pleasure

DATE: 08/06/2016

# STOCK HORSE PLEASURE VERSATILITY RANCH HORSE - RANCH RIDING

#### 1 Point Penalties:

- Over-bridled
- Out of frame
- Too slow
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

#### 3 Point Penalties:

- Wrong 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 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 romal reins (except two rein) per maneuver

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

#### DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

w/o	#				Each horse/ri	der team is so	ored between	<b>MANEUVE</b> 0-100 points a r, -1/2 Poor, 0	and automatic	ally begins the	run with a so	ore of 70 point	s)		PENALTY		
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**EARNEST WILSON** 

JUDGE'S SIGNATURE:

gt 71B





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**EARNEST WILSON** 





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JUDGE'S	SIGNA	TURE:



EARNEST WILSON

17





# STOCK HORSE TRAIL VERSATILITY RANCH HORSE - TRAIL

SHOW: SHOT Versatility Ranch-Hamilton

CLASS:#71 - SHOT VTRL - Novice Trail

DATE: 08/06/2016

### 1 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 fee 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 dismount or ground tie except shifting to balance

#### 3 Point Penalties:

- Wrong lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
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- Letting go of gate

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Section																
Tie-Breaker	W/O	#			Each hors	e/rider team is s	scored between	0-100 points a	ind automatical	ly begins the ru	in with a score o	f 70 points) ellent				
Tie-Breaker   Obstacle Description   Ope Logs LL Trot Logs   Walk Logs   Walk Bridge   S Box 270   RH Gate   SP L   Ex Trot   Ex Trot				1				T					10		SCORE	OP
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JUDGE'S SIGNATURE:

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				Each hors	e/rider team is:		OBSTACL n 0-100 points a			un with a score of	70 noints)				
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			1	2	3	4	5	6	7	8	9	10	PENALTY	SCORE	OP
	1	ie-Breaker											1 1014		
	Obstacle [	Description	Lope Logs LL	Trot Logs	Walk Logs	Walk Bridge	S Box 270 S	RH Gate	SPL	Ex Trot 8			1		
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13	484		-	-11/			-17		//	1.12			2	66	
	404	CONTENT	-	1/2	0	(3)	1/2	$\bigcirc$	67/2	1/2			V	w	
		PENALTY	13	,	` `		3	•	10110	T	T				
14	532	CONTENT	-1/4	-1	12	0	-1	1	-1/2	-1	-+		7	58	
			11/2			_	1.10/2		66	45					
		PENALTY	1	1	,					3			2,	1.11	
15	500	CONTENT	-1	-1	0	0	-1/2	0	0	-1			2	60%	
							100/10	1							
		PENALTY	11	11.					1,5	1			10	57	
16	547	CONTENT	-1/-	10	0	-1	-1/-	-1/-	1	+1/2			10	2/	

JUDGE'S SIGNATURE:

Pais Gardentle

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# STOCK HORSE TRAIL **VERSATILITY RANCH HORSE - TRAIL**

SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #71 - SHOT VTRL - Novice Trail

**DATE:** 08/06/2016

### 1 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 fee 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 dismount or ground tie except shifting to balance

#### 3 Point Penalties:

- Wrong 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:

- 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 romal reins (except two rein) 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

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

- Breaking pattern

- 3rd refusal

- Leaving arena before pattern is complete
- No attempt to perform obstacle
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

				,			ODOTAGI	F 0000F							
W/O	#			Each hors	e/rider team is s /2 Extremely Po	scored between or, -1 Very Pox	OBSTACL in 0-100 points a or, -1/2 Poor, 0 (	nd automatical	y begins the ru	un with a score of lood, +1 1/2 Exce	70 points)				
	<u></u>		1	2	3	4	5	6	7	8	9	10	PENALTY	SCORE	OP
		Tie-Breaker			,										
	Obstacle I	Description	Lope Logs Ll	Trot Logs	Walk Logs	Walk Bridge	S Box 270 S	RH Gate	SPL	Ex Trot 8					
17	522	PENALTY	-1/2	0	2	0	0	+1/2	+1/2	+16			***************************************	70	
			1/2	0	$\mathcal{O}$			11/7	.,,	-			Ą		
18	553	PENALTY	+ -		0	0	1-1/	1	3	3			1.	58/2	
		OCHIENI			0	U	17	1.	1	-/			4	2	
19	603	PENALTY	571	1			-1/	-114	5//11				317	48	
	000	CONTENT	-12		0	0	6647	1	-172	101			' '	10	
		PENALTY	<						I	Г			,		
20	544	CONTENT	- 1/z	-1	0	-1/2		0		0			6	59	
		PENALTY	1		11		1			П			50	( 0	
21	505	CONTENT	-1	-1/2	-1/2	-1	-,	Ο.	-1	0			3	62	
		PENALTY					1	<b>(</b>	105	C		716.	7		
22	571	CONTENT	-1	0-	1/2	7/2	-1/2	1/2	-1/2	-11/2		Rein	17	47	
			0	11.				67						-	
23	574	PENALTY  CONTENT	-1	111 -1/2	0	0	-1/2	+1/2	0	+1	_		6	63/	
								68/2	_					-	
		PENALTY													
		CONTENT													

JUDGE'S SIGNATURE:

Chris Hardcastle





SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #72 - SHOT VRNN - Novice Reining

DATE: 08/06/2016

# STOCK HORSE REINING VERSATILITY RANCH HORSE - REINING

#### 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 (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

#### 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 romal 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
- Fall horse/rider; run ends; credit will be given for work done

#### DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#			Each ho	orse/rider team is	scored between	en 0-100 points	ER SCORE  and automatica  Correct. +1/2 G	ly begins the ru	in with a score of lood, +1 1/2 Exce	70 points)				
			1	2	3	4	5	6	7	8	9	10	PENALTY	SCORE	OP
		ie-Breaker	~	6	7	1	3	2	4	8			1 10172		
N	Maneuver I	Description	Trot to	RL L Change	Chana	Run daun Center Stat	31/2R	Rundow	3½ L	Run post			1		
		PENALTY			/					2			2	1	
1	492	CONTENT	+1/2	0	0	-1/2	-1/2	-1/2	-1/2	-1/2			~	66	
			701/2			70	691/2	69	681/2	66			-er	nothe	W.
		PENALTY	(2)	222	12,2	ಎ		2		2	w	100)	10	Ilin	
2	480	CONTENT	()	-)	0	-1	0	-1	- 1/2	-1/2			18	40	
				-											
		PENALTY	1,2,2	2	L.,								7	501	
3	505	CONTENT	-1/2	0	-1/2	-1	-1/5	-1/2	-1/2				/	592	
			641/2	621/2	62	61	60%	60	59%						
4	500	PENALTY				. 1		1/2					1/2	1-	
4	508	CONTENT	0	-1/2	0	-1/2	-1/2	-1/2	0	-1/2			12.	6/	
		PENALTY		691/2	T .	69	68/2	671/2							
5	646			3,1,22	2								OFF &	atter	6
5	040	CONTENT	0	-1/2	0	71	(-12)	- 4	-1	-1/2			9	56.5	
		PENALTY		2/2	601/2	59%	7	58	57	So'n					
6	484		-	2			1/2					-	21/2	1.111	
٠	404	CONTENT	0	0	0	-	-1/2	-1/2	1/2	-1/2				642	
		PENALTY		60	5 0	67	66	65/2	65	641/2					
7	564	CONTENT		-1/	2,2	-1	1/2	11		,			4/2	10	
		CONTENT	$\mathcal{O}$	091/2	65	-	-1	-1/2		-/					
		PENALTY	ľ	07/2	11	64	62%	62	61	CO			, , 1		
8	602		16	16	12.12	17	-11	<i>(</i> *)	1.				3/2	64/2	
			10/2	70	- ACC	-1/2 05/2	-1/2	0	-1/2	0				0 1/2	

Trigg Rentfro

JUDGE'S SIGNATURE:





SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #72 - SHOT VRNN - Novice Reining

DATE: 08/06/2016

# STOCK HORSE REINING VERSATILITY RANCH HORSE - REINING

#### 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 (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

#### 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 romal 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
- Fall horse/rider; run ends; credit will be given for work done

#### DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#			Each ho	orse/rider team is	s scored between	en 0-100 points	ER SCORE and automatica Correct, +1/2	ally begins the r	un with a score of Good, +1 1/2 Exce	70 points)				
			1	2	3	4	5	6	7	8	9	10	PENALTY TOTAL	SCORE	OP
		ie-Breaker													
N	laneuver [	Description			-										
		PENALTY								2			2	1011	
9	562	CONTENT	+/2	0	0	+1	7%	+1/2	-1/2	-1/2			~	65/2	
			701/2			6916	69	68/2	68	654					
40	404	PENALTY	1	1	-	<b> </b>		<del> </del>	l	<u> </u>			1	71/2	
10	491	CONTENT	44	0	0	41/2	0	+1/2	+1/2	+1/2			1	11.12	
		PENALTY	701/2	699	T	70		701/2	71	_					
11	526		+16		10	1.11	_		. 17					7211	
	320	CONTENT	1/2	0	10	+1/2		+2	+1/2	+ /2				72/2	
		PENALTY			1		T	10		1,1					
12	571	CONTENT	+6	0	0	-/	-1/2	2 -1/2	-1/2	1/3			3%	64	
			701/2		691/2	681/2	108	651/2	65	64				0/	
		PENALTY		4	Ī	2	1	1		2	Т		٥.		
13	502	CONTENT	+1/2	-1/2	-16	+16	-1/2	-1/2	-1/2	-1/2			F	60	
			701/2	66	65/2	7.000	16	63		60					
		PENALTY		2									2	, _	
14	522	CONTENT	+1/2	0	0	-1/2	-1/2	0	-1/2	0				67	
			701/2	681/2		68	6742		67					• 1	
- 1		PENALTY		2	2,1	2.2		2			250	ms.	OFF	Paller	A
15	532		+1/2	-1/2	-1/2	-	-1	-1/2	(-I)	-1			13	52	( )
			701/2	68	641/2	99/2	581/2	56	55	54					
40		PENALTY		1,2	2				(!)	20	pino	-	0	-	0
16	547	CONTENT	0	0	- 1/2	-1	-	-1	V	1-1			5	27/2	
				67	64%	63/2	62/2	61/2	601/8	5914				17.7	

JUDGE'S SIGNATURE:

Trigg Rentfro





SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #72 - SHOT VRNN - Novice Reining

DATE: 08/06/2016

# STOCK HORSE REINING VERSATILITY RANCH HORSE - REINING

#### 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 (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

#### 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 romal 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
- Fall horse/rider; run ends; credit will be given for work done

#### DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#			Each hor	rse/rider team is	scored betwee	n 0-100 points	ER SCORES	ly begins the ru	in with a score of	70 points)				
			1	2	3	4	5	6	7	8	9	10	PENALTY	SCORE	OP
		Tie-Breaker											TOTAL		
N	laneuver l	Description											1		
		PENALTY			)		:		1/2				OFF	Potte	60
17	553	CONTENT	(0)	0	0	0	0	- 1/2	-1/2	0		<u> </u>	1/2	67,5	('')
													1,72	67,5	
		PENALTY	1/2						2				2/2	/	
18	503	CONTENT	0	-1/2	-1	-1	1-1		-1/2				den	62%	
				49		67	حاما	65	62%						
		PENALTY			272			2.					OFF	patt	no
19	500		+1/2	0	0	-1/2	トリ	-1		-1/2			8	58.5	
			JO.7		64 /2	64	13	ho	59	58/2					
		PENALTY	1900		4								4	1 -	
20	574	CONTENT	0	0	-1/2	-1/2	-1/2	-1	-	-1/5			1	62	
		PENALTY			65%	65	64/2	63%	1021/2						
-															
		CONTENT							1						
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		CONTENT						-		-					
								لـــــا		oxdot					
		PENALTY													-
		CONTENT											10 7 10 27		
															-
		PENALTY													$\neg$
		CONTENT													

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JUDGE'S SIGNATURE:	AM
	Trigg/Rentfro





## -

SHOT Versatility Ranch-Hamilton

CLASS

SHOW:

#73-SHOTVWCH-NoviceWorkingCow

DATE:

08/06/2016

# NOVICE/YOUTH COW WORK

#### 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:

- 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 romal reins (except two rein) per maneuver

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

- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done
- 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

#### DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	OP		RUN CONTENT  Each horselrider team is scored between 0-100 points and automatically begins the run with a score of 70 points)  -I 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent  BOXING MANEUVERS						SCORE
				POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES	TOTAL	
Tie-Breaker			Breaker		3.		4	2 HANDS		_
1	571		PENALTY	5				ZHAMAS	5	60 Yz
			CONTENT	- (	-1	-172	-1			
2	562		PENALTY							71
			CONTENT	+ 1/2	+ 1/2	0	0			71
3	508		PENALTY	11					_ 2	664
			CONTENT	-1	-1/2	0	0			
4	522		PENALTY							691/2
			CONTENT	0	0	- 1/2	0			
5	491		PENALTY	1						671/2
			CONTENT	- 1/2	0	· 1/2	-1/2			
6	602		PENALTY	1					- (	684
			CONTENT	0	0	0	-1/2			
7	547		PENALTY	1					- 1	664
			CONTENT	-1	-1	0	-1/2			
8	564		PENALTY							71 42
			CONTENT	442	0	+42	+42			
9	553		PENALTY							6812
			CONTENT	-42	-1	0	0			
10	646		PENALTY							681/2
			CONTENT	0	-42	- 1/2	- 42			



SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #73-SHOTVWCH-NoviceWorkingCow

DATE: 08/06/2016

# **NOVICE/YOUTH COW WORK**

#### 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:

- 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 rains or any fingers between romal rains (except two rain) per maneuver

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

- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done
- 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

#### DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	OP		RUN CONTENT  Each horselfider 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						SCORE
				BOXING MANEUVERS						
				POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES	TOTAL	
	Tie-Breaker			· ·	3	2	4		1	
11	526		PENALTY			1				7142
			CONTENT	+42	0	442	+42			
12	505		PENALTY	/						69
12			CONTENT	- 42	0	-1/2	0			
13	532		PENALTY	3						64
10			CONTENT	-1	-42	-72	-1		3	
14	492		PENALTY							72¥
			CONTENT	+1/2	. 1 -	+42	+1/2			
15	503		PENALTY						- 1	674z
			CONTENT	- 42	-1	0	0			
16	480		PENALTY	5,3				2 HANDS ON REIN	8	6012
			CONTENT	-1	-1/2	0	0			
17	484	7	PENALTY	1						701/2
			CONTENT	+42	0	+72	+42			
18	574		PENALTY							72
,,,			CONTENT	+42	+ 1/2	+ 42	+ 42			
19	500		PENALTY							/
			CONTENT	0	0	+42	0			70/2
20	502		PENALTY							194
			CONTENT	0	-12	0	0			6912

