

VERSATILITY RANCH HORSE - TRAIL

SHOW: Fall Desert Classic #5

CLASS: Open Sr

DATE: _____

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 - Split pole at lope <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 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 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Each horse/rider team 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																
		Tie-Breaker														
		Obstacle Description	Gate	J/C	RU/P	J/P	B/L"	U/P	S/P	B/P/B	360°					
1	11	PENALTY		1	3											
		CONTENT	+1/2	-1/2	-1/2	0	-1/2	+1/2	0	+1/2	+1/2			4	66 1/2	
				69	65 1/2		65	65 1/2								
2	29	PENALTY														
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1	+1/2	+1/2	+1/2				75 1/2	
					72		73		74 1/2	75						
3	34	PENALTY						3		1						
		CONTENT	+1/2	0	0	+1/2	0	-1/2	+1/2	+1/2	+1/2			4	68	
					71		67 1/2		67 1/2	68						
4	62	PENALTY														
		CONTENT	0	0	0	+1/2	0	0	-1/2	0	+1/2				70 1/2	
									70							
5	25	PENALTY				3										
		CONTENT	+1/2	+1/2	+1/2	-1/2	+1	+1/2	+1/2	0	0			3	70	
					71 1/2	68		69 1/2	70							
6	28	PENALTY		1												
		CONTENT	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			1	72 1/2	
				69		70		71		72						
7	1	PENALTY						3								
		CONTENT	0	0	+1	+1/2	+1/2	0	+1/2	+1/2	+1/2			3	70 1/2	
					72	69		70								
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

SHOW: Fall Desert Classic #9

CLASS: Junior

DATE: _____

VERSATILITY RANCH HORSE - TRAIL

- | | | |
|---|--|--|
| <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 dismount or ground tie except shifting to balance - Split pole at lope <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 | <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 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 | <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider |
|---|--|--|

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
		Each horse/rider team 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													
		Tie-Breaker													
		Obstacle Description													
1	58	PENALTY			3	OP		3	5						
		CONTENT	+1/2	+1/2	-1	-1	+1	0	-1	0	+1/2			11	58 1/2
						66	67		58						
2	22	PENALTY		OP				33							
		CONTENT	+1	-1	-1	+1/2	+1/2	-1/2	+1	0	0			6	63 1/2
						69 1/2	70		63 1/2						
3	47	PENALTY													
		CONTENT	+1/2	0	0	+1/2	0	0	+1/2	+1/2	+1/2				72 1/2
						71			72						
4	45	PENALTY						31							
		CONTENT	+1/2	0	-1/2	0	+1/2	-1	+1/2	+1/2	+1/2			4	67
						70			66		67				
5	54	PENALTY		OP	3										
		CONTENT	+1/2	-1	-1	-1/2	0	0	-1/2	0	+1/2			3	65
						65 1/2	65								
6	32	PENALTY													
		CONTENT	+1/2	0	+1/2	+1/2	-1/2	+1/2	0	0	0				71 1/2
						71									
7	13	PENALTY		1				3		1					
		CONTENT	0	-1/2	+1/2	+1/2	0	-1/2	-1/2	-1/2	0			5	63
						69 1/2		65		63					
8	14	PENALTY						11							
		CONTENT	-1/2	0	-1/2	0	-1/2	-1	-1	0	-1/2			2	64
						69		64 1/2		64					

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

SHOW: Fall Desert Classic #5

CLASS: Junior

DATE: _____

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 dismount or ground tie except shifting to balance - Split pole at lope <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 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 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team 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												
		1	2	3	4	5	6	7	8	9	10			
Tie-Breaker														
Obstacle Description		Gate	J/C	RU/P	J/P	B/2"	U/P	S/P	B/P/B	360°				
9	16						1							
		PENALTY												
		CONTENT	0	0	+1/2	+1/2	-1/2	-1/2	0	+1/2	0	1	69 1/2	
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



SHOW: Fall Desert Classic #9

CLASS: Amateur

DATE:

VERSATILITY RANCH HORSE - TRAIL

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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team 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														
		Tie-Breaker	2							1						
		Obstacle Description	Gate	J/C	RLU/P	J/P	B/1/2"	UL/P	SPP	B/P/B	360°					
1	20	PENALTY			1				11				3	64		
		CONTENT	0	-1/2	-1/2	0	0	-1	-1/2	0	-1/2					
					63				65							
2	17	PENALTY				15							6	64 1/2		
		CONTENT	0	-1/2	+1/2	-1 1/2	+1/2	+1	0	+1/2	0					
					30			63	64							
3	6	PENALTY												7 1/2		
		CONTENT	0	0	+1/2	+1/2	0	+1	0	0	+1/2					
					71			72								
4	18	PENALTY			1					3			4	68 1/2		
		CONTENT	+1/2	+1/2	0	0	+1/2	+1	-1/2	+1/2	0					
					71	30		71 1/2	60							
5	26	PENALTY						1	1				2	67 1/2		
		CONTENT	0	0	-1/2	0	0	+1/2	-1	+1/2	0					
								69	67							
6	27	PENALTY	5					3		1			9	60 1/2		
		CONTENT	-1	-1/2	+1/2	+1/2	+1/2	-1	+1/2	0	0					
			64		64 1/2	65	61		60 1/2							
7	50	PENALTY	5			1			15				13	54 1/2		
		CONTENT	-1	+1/2	+1/2	-1	-1/2	-1/2	-1	+1/2	0					
					65	63		62	54							
8	23	PENALTY												72 1/2		
		CONTENT	+1/2	0	-1/2	+1/2	0	0	+1/2	+1/2	+1					
					70				71							

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

SHOW: Fall Desert Classic #9

CLASS: Amateur

DATE: _____

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 dismount or ground tie except shifting to balance - Split pole at lope <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 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 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team 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														
		Tie-Breaker														
		Obstacle Description														
9	7	PENALTY			1				1		1			3	60	✓
		CONTENT	0	0	0	0	0	-1/2	-1/2	-1/2	+1/2					
		67 65 1/2														
10	40	PENALTY			13				1					5	65	✓
		CONTENT	+1/2	+1/2	-1/2	+1/2	+1/2	0	0	-1	-1/2					
		71 67 60 1/2 65 1/2 65														
11	21	PENALTY													69 1/2	✓
		CONTENT	+1/2	-1/2	0	+1/2	-1/2	-1/2	+1/2	0	-1/2					
		70 70 70														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

SHOW: Fall Desert Classic #5

CLASS: Green

DATE: _____

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 dismount or ground tie except shifting to balance - Split pole at lope <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 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 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
Each horse/rider team 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															
		Tie-Breaker													
		Obstacle Description													
		Gate	J/C	RU/P	J/P	B/1/2"	U/P	S/P	B/P/B	360°					
1	10	PENALTY					3						3	64	
		CONTENT	-1/2	-1/2	-1/2	0	0	-1	-1/2	0	0				
			69				64 1/2		64						
2	59	PENALTY				1		1					2	62	
		CONTENT	-1	-1/2	-1/2	-1	-1	-1/2	-1/2	-1	0				
			68		66		62								
3	33	PENALTY			3			3	5				11	56 1/2	
		CONTENT	-1	-1/2	-1	+1/2	0	-1	-1	+1	+1/2				
			64 1/2		65		61		55		56				
4	68	PENALTY	5	5									10	60	
		CONTENT	-1	0	0	+1/2	-1/2	+1/2	+1/2	-1/2	+1/2				
			59		59 1/2		59		60						
5	52	PENALTY						3	5				13	57	
		CONTENT	+1/2	0	0	0	+1/2	-1/2	-1	0	+1/2				
			71		56 1/2										
6	63	PENALTY	5	OP	OP			5	OP	5			15		47 1/2
		CONTENT	-1	-1	-1 1/2	0	-1/2	-1 1/2	-1 1/2	0	-1/2				
			64		61 1/2		61		54 1/2		46				
7	51	PENALTY						3	5				8	57 1/2	
		CONTENT	0	-1/2	0	-1/2	-1/2	-1	-1	-1/2	-1/2				
			64 1/2		58 1/2		58								
8	20	PENALTY						1					1	68 1/2	
		CONTENT	0	0	0	+1	0	-1/2	-1/2	0	-1/2				
			71		69 1/2		69								

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 dismount or ground tie except shifting to balance - Split pole at lope <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 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 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP			
		1	2	3	4	5	6	7	8	9	10						
Each horse/rider team 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																	
Tie-Breaker																	
Obstacle Description		Gate	J/C	RU/P	J/P	B/1/2"	U/P	SPP	B/P/B	360°							
9	53	PENALTY	5 OP					3	5	1	1		15		(48)		
		CONTENT	-1 1/2	0	-1	-1/2	0	-1	-1	-1	-1						
												52	50	48			
10	64	PENALTY			3			1					4		60 1/2		
		CONTENT	+1/2	+1/2	-1/2	+1/2	0	-1/2	-1/2	+1/2	0						
												68	60 1/2	60			
11	9	PENALTY	5	3 OP				3	5 OP		OP		16		(48) ^{*3}		
		CONTENT	-1	-1 1/2	0	+1/2	-1/2	-1/2	-1 1/2	0	-1/2						
												59 1/2	59 1/2	56	48		
12	62	PENALTY												69			
		CONTENT	+1/2	-1/2	-1/2	+1/2	-1/2	0	-1/2	0	0						
												70	70	69 1/2	69		
13	8	PENALTY							5				5	63			
		CONTENT	0	0	0	0	-1/2	-1/2	-1/2	-1/2	0						
												69	63				
14	42	PENALTY	5						5				11	57 1/2			
		CONTENT	-1	0	0	0	0	0	-1	0	+1/2						
												62	57				
15	35	PENALTY		11	11	3			5		OP		12	(51)			
		CONTENT	-1/2	-1	-1	-1	-1	-1	-1/2	0	-1						
												63 1/2	59 1/2	58 1/2	57 1/2	52	
16	16	PENALTY			1	3 OP			5	1					(57)		
		CONTENT	0	+1/2	-1/2	-1	+1/2	-1/2	-1	-1	0						
												69	65	65	59	57	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

SHOW: Fall Desert Classic #9
 CLASS: Green
 DATE: _____

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 dismount or ground tie except shifting to balance - Split pole at lope <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 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 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team 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												
		1	2	3	4	5	6	7	8	9	10			
Tie-Breaker														
Obstacle Description		<u>Gate</u>	<u>J/C</u>	<u>RU/P</u>	<u>J/P</u>	<u>B/1/2"</u>	<u>U/P</u>	<u>SPP</u>	<u>B/P/B</u>	<u>360°</u>				
<u>17</u>	<u>21</u>				<u>3 OP</u>		<u>3</u>							<u>6 1/2</u>
					<u>20</u>		<u>66</u>							
							<u>6 1/2</u>							

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

SHOW: Fall Desert Classic #5

CLASS: Youth

DATE: _____

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 dismount or ground tie except shifting to balance - Split pole at lope <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 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 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
Each horse/rider team 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															
		Tie-Breaker													
		Obstacle Description													
		Gate	J/C	RU/P	J/P	B/1/2"	U/P	S/P	B/P/B	360°					
1	37	PENALTY													
		CONTENT	-1/2	+1/2	-1/2	-1/2	0	0	-1/2	+1/2	0			69	
				70		69				69					
2	46	PENALTY		1				1		1				3	60
		CONTENT	-1	-1/2	-1	-1	-1/2	-1	-1/2	-1	-1/2				
					65 1/2			62 1/2		60					
3	5	PENALTY	5 OP					33 OP	OP					11	58 1/2
		CONTENT	-1/2	+1/2	+1/2	+1/2	+1	-1	-1/2	+1/2	0				
			63 1/2				66	59	57 1/2	58					
4	2	PENALTY	5					3	5	1				15	51
		CONTENT	-1	+1/2	+1/2	0	0	-1	-1/2	-1/2	-1				
			64		63			61	53 1/2	53	51				
5	56	PENALTY							5					6	63 1/2
		CONTENT	+1/2	0	0	0	0	0	-1	0	0				
			70 1/2						63 1/2						
6	30	PENALTY	5					5	5	1				14	47
		CONTENT	-1	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1	-1/2				
			64	63 1/2	63								47		
7	36	PENALTY	5 OP	OP	OP	OP	OP	OP	OP	OP	OP			5	58 1/2
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2				
					62		61		59		58 1/2				
8	15	PENALTY	5					3 OP	1	3				12	51 1/2
		CONTENT	-1	0	-1	0	-1/2	-1	-1	-1	-1				
			64		63			59 1/2	56 1/2	52 1/2					

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