



SHOW: May 2019 Stock Horse @ JPH

CLASS: #16-OkSHA ORNN-Open Reining

DATE: 05/12/19

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
- Over-spin or under-spin up to 1/8 turn

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 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 cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

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
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

MANUEVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	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													
		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker		1	6	3	2	4	7	5							
Maneuver Description		3 CIR RT, LEAD CH	3 CIR LT, LEAD CH	RUN STOP	3 1/2 SPINS RT	RUN STOP	3 1/2 SPINS LT	STOP BACK							
1	252	PENALTY	OP											67	X
		CONTENT	-1 1/2	-1 1/2	0	0	0	0	0						
2	666	PENALTY													
		CONTENT													
3	218	PENALTY	OP											64	X
		CONTENT	-1 1/2	-1 1/2	-1/2	-1/2	-1/2	-1	-1/2						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

Morgan Lybbert

JUDGE'S SIGNATURE:

Morgan Lybbert

Printed from HSW



SHOW: May 2019 Stock Horse @ JPH

CLASS: #54 - OkSHA LNPR - Ltd Non Pro
Reining

DATE: 05/12/19

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
- Over-spin or under-spin up to 1/8 turn

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 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 cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

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
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#		MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			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													
Tie-Breaker			1	2	3	4	5	6	7	8	9	10				
Maneuver Description			3 CIR RT, LEAD CH	3 CIR LT, LEAD CH	RUN STOP	3 1/2 SPINS RT	RUN STOP	3 1/2 SPINS LT	STOP BACK							
1	217	PENALTY														
		CONTENT	0	0	-1/2	+1/2	-1/2	0	0						69 1/2	
2	211	PENALTY	2	25	2	OP	1/2								11 1/2	58 1/2 X
		CONTENT	0	-1	-1/2	-1	0	-1	0							
3	416	PENALTY														
		CONTENT	0	0	-1/2	+1/2	-1/2	0	+1/2						70 ⁺	
4	251	PENALTY	2	2	2										26	42
		CONTENT	-1/2	-1/2	-1/2	+1/2	-1/2	0	-1/2							
5	218	PENALTY	12												3	65
		CONTENT	0	0	-1/2	0	-1/2	-1/2	-1/2							
6	216	PENALTY	1/2												1	67 1/2
		CONTENT	-1/2	0	0	0	-1/2	-1/2	0							
7	220	PENALTY														
		CONTENT	0	0	0	0	-1/2	-1/2	0						69	
8	242	PENALTY	1												6	63 1/2
		CONTENT	0	0	0	+1/2	-1	0	0							

JUDGE'S NAME (PRINTED):

Morgan Lybbert

JUDGE'S SIGNATURE:

Morgan Lybbert

Printed from HSW



SHOW: May 2019 Stock Horse @ JPH

CLASS: #54 - OKSHA LNPR - Ltd Non Pro
Reining

DATE: 05/12/19

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
- Over-spin or under-spin up to 1/8 turn

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 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 cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

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
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#		MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			Each horse/ndr 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													
			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker			1	6	3	2	4	7	5							
Maneuver Description			3 CIR RT, LEAD CH	3 CIR LT, LEAD CH	RUN STOP	3 1/2 SPINS RT	RUN STOP	3 1/2 SPINS LT	STOP BACK							
9	201	PENALTY														
		CONTENT	0	0	-1/2	+1/2	-1/2	+1/2	0						70	
10	271	PENALTY														
		CONTENT	0	0	-1/2	+1/2	0	0	0						70	
11	233	PENALTY														
		CONTENT	0	0	+1/2	-1/2	-1/2	0	0						69 1/2	
12	214	PENALTY		11												
		CONTENT	0	-1/2	-1	-1	-1	-1/2	-1/2						2	63 1/2
13	273	PENALTY		11111												
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						8	59
14	236	PENALTY														
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2							68 1/2
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

Morgan Lybbert

JUDGE'S SIGNATURE:

Morgan Lybbert

Printed from HSW



SHOW: May 2019 Stock Horse @ JPH

CLASS: #86 - OkSHA YRNN - Youth Reining

DATE: 05/12/19

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
- Over-spin or under-spin up to 1/8 turn

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 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 cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

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
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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													
		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker		1	6	3	8	4	7	2							
Maneuver Description		3 CIR RT, LEAD CH	3 CIR LT, LEAD CH	RUN STOP	3 1/2 SPINS RT	RUN STOP	3 1/2 SPINS LT	STOP BACK							
1	245	PENALTY	2												
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2	+1/2					2	66
2	274	PENALTY													
		CONTENT	0	0	-1/2	0	-1/2	+1/2	0						69 1/2
3	207	PENALTY													
		CONTENT	0	0	-1/2	+1/2	0	0	-1/2						69 1/2
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

Morgan Lybbert

JUDGE'S SIGNATURE:

M. Lybbert

Printed from HSW



SHOW: May 2019 Stock Horse @ JPH

CLASS: #42 - OkSHA GRNN - Green Horse
Reining

DATE: 05/12/19

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
- Over-spin or under-spin up to 1/8 turn

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 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 cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

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
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/nder 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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		lot to cir, stop	lot to cir, change	lot to cir, change	loper	stop	3 1/2 Rt Spins	stop	3 1/2 Lt Spins	stop	back				
1	203	PENALTY		1/2	2			5 Prais						10	57
		CONTENT	0	-1/2	-1/2	-1	-1/2	0	-1/2						
2	227	PENALTY	OP 2											2	63 X
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2						
3	204	PENALTY													
		CONTENT	0	+1/2	0	0	-1/2	-1/2	0					69 1/2	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

Morgan Lybbert

JUDGE'S SIGNATURE:

Mary Lybbert

Printed from HSW



SHOW: May 2019 Stock Horse @ JPH

CLASS: #72 - OKSHA VRNN - Novice
Reining

DATE: 05/12/19

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
- Over-spin or under-spin up to 1/8 turn

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 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 cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

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
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		3 CIR RT, LEAD CH	3 CIR LT, LEAD CH	RUN STOP	3 1/2 SPINS RT	RUN STOP	3 1/2 SPINS LT	STOP BACK							
1	261	PENALTY			OP										
		CONTENT	0	0	0	-1	0	-1/2	0					68 1/2	X
2	205	PENALTY	2	22											
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	-1					6	58 1/2
3	255	PENALTY	1/2	2			1/2								
		CONTENT	-1	-1/2	-1	-1	-1	-1	-1/2					5	59
4	270	PENALTY	2	2				OP							
		CONTENT	0	0	-1	-1/2	-1	-1/2	-1/2					4	62 1/2
5	254	PENALTY	2	2				OP							
		CONTENT	-1/2	-1/2	-1	-1/2	-1	-1/2	-1					4	60
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

Morgan Lybbert

JUDGE'S SIGNATURE:

Morgan Lybbert

Printed from HSW



SHOW: May 2019 Stock Horse @ JPH

CLASS: #72 - OkSHA VRNN - Novice
Reining

DATE: 05/12/19

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
- Over-spin or under-spin up to 1/8 turn

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 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 cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

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
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/nder 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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		3 CIR RT, LEAD CH	3 CIR LT, LEAD CH	RUN STOP	3 1/2 SPINS RT	RUN STOP	3 1/2 SPINS LT	STOP BACK							
1	261	PENALTY			OP										
		CONTENT	0	0	0	-1	0	-1/2	0					68 1/2	
2	205	PENALTY	2	2											
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	-1					6	58 1/2
3	255	PENALTY	1/2	2			1/2								
		CONTENT	-1	-1/2	-1	-1	-1	-1	-1/2					5	59
4	270	PENALTY	2	2				OP							
		CONTENT	0	0	-1	-1/2	-1	-1/2	-1/2					4	66 1/2
5	254	PENALTY	2	2			OP								
		CONTENT	-1/2	-1/2	-1	-1/2	-1	-1/2	-1					4	69 1/2
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

Morgan Lybbert

JUDGE'S SIGNATURE:

Printed from HSW