12 Point Penalties:
- Starting a circle or rolling 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
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop
- Rolling or under-rolling up to 1/8 turn

1 Point Penalties:
- Out of lead in the circles, figure eights, or around the end of the arena. The 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 stop departure or trot-in patterns
- Failure to be in a stop 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

5 Point Penalties:
- Spinning in front of clinch
- Blunt disobedience
- Use of other hand to instill head-in-graze
- 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

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 blunt disobedience

DO:
- Lameness
- Abuse
- Fall of horsethird; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### MANEUVER SCORES
Each horse/riders 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

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JUDGE'S NAME (PRINTED): Frederick Gillespie
JUDGE'S SIGNATURE: [Signature]

Printed from HSW
### MANEUVER SCORES

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

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### PENALTY PONIES:
- Spinning or rolling off
- Delayed change of lead due to the pattern
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop
- 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 pattern
- Failure to be in a lope prior to the first marker on run-in pattern
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

### 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

### DO:
- Lamesness
- Abuse
- Fall of horse/ride: run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
# 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
- Skidding over or failing to step into required space
- Incorrect number of strides, if specified
- One step on discount or ground tie except shifting to balance
- Split pole at log

## 3 Point Penalties:
- Wrong lead or out of lead
- Dropped reins
- Break of gait at Lops
- Break of gait at Walk or trot for more than two (2) strides
- 2-3 steps on discount or ground tie

## 5 Point Penalties:
- Spurning in front of brink
- Bizarre disobedience
- Use of either hand to instil 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
- 4 or more steps or discount or ground tie

## OBSTACLE SCORES

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

**Judge's Signature:**

Printed from HSW
SHOW: Athenas-VRH  
CLASS: #41 - SHTX JTRL - Junior Trail  
DATE: 07/22/2017

**VERSATILITY RANCH HORSE - TRAIL**

1 Point Penalties:
- Each hit, bite, or stepping on a leg, cone, plant, or any component of the obstacle
- Incorrect break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at 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

5 Point Penalties:
- Spinning in front of cinch
- Blazing disobedience
- Use of either hand to insist/force push
- 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 on, or falling off 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 about others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/handler

**OBSTACLE SCORES**

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

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

**JUDGE'S SIGNATURE:**

Printed from HSW
## VERSATILITY RANCH HORSE - RANCH RIDING

### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

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

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<th>Trot</th>
<th>Stop &amp;</th>
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<th>Trot</th>
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**JUDGE'S SIGNATURE:**

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**NOTE:**
- Penalties apply to incorrect maneuvers.
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Lame
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

**PRINTED FROM: AHSW**
## VERSATILITY RANCH HORSE - RANCH RIDING

### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

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<th>W/O</th>
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<th>Maneuver Description</th>
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<th>Walk</th>
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<th>Trot</th>
<th>Ext Trot</th>
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**Off-Pattern (OP):** Cannot place others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**OP:**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider
### Run Content

Each horse/rodeo team is scored between 1-100 points and automatically begins the run with a score of 70 points.

- 1/2 Extremely Poor
- 0 Poor
- 1/2 Between Good and Poor
- 0 Good
- 1/2 Between Excellent and Good
- 1 Excellent

<table>
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<th>#</th>
<th>Position &amp; Control</th>
<th>Eye Appeal</th>
<th>Degree of Difficulty</th>
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### Penalties

- A - Loss of working advantage
- B - Working out of position
- S - Slipping rein

**Point Penalties:**

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

**5 Point Penalties:**

- G - Unruly horse

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

- A - Turning tail
- B - Repeated blatant disobedience
- C - Knocking over a fence
- D - Disrespect or misconduct
- E - Illegal equipment
- F - Fall of non-competitor: non-ends
- P - Improper western attire

**Penalties:**

- A - Abuse
- B - Lameness
- C - Blatter disobedience
- D - Use of other hands to install, un-install
- E - Use of two hands (except in snaffle bit or hackamore)
- F - More than one hand between split reins or any fingers between rosetal reins (except two hands per maneuver)
## RUN CONTENT
Each horse rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

- 1½ Extremerm Poor, 1 Very Poor, 1½ Poor, 0 Correct, 1½ Good, 1 Very Good, 1½ Excellent

### BOXING

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<tr>
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### PENALTIES

- A - Tuning tail
- B - Repeated blatant disobedience
- C - Schooling after entering the arena prior to calling for cow
- D - Misuse of bit or hackamore
- E - Use of extra hands
- F - More than one finger between split reins or any fingers between normal reins
- G - Improper western attire
- H - Misuse of bit or hackamore
- I - Schooling horse between caws, if new caw is awarded
- J - Failure to attempt any part of the class

### SCORE

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### Tie-Breaker

- 4 1/2
- 4 1/2
- 4 1/2

### Judges

- Judge's Name (Printed): Steve Drew
- Judges Signature: [Signature]

[Printed from HSW]