**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: Jump Reining, Pattern #1)
- Over- or under spin up to 1/8 turn

5 Point Penalties:
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/raise
- Use of two hands (except in snaffle bit or lackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuver(s), e.g., over or under spinning, backing more than two strides
- Leading arena before pattern is complete
- Repeated blatant disobedience

DO:
- Lameness
- Abuse
- Fall of horse/rider; ran ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### 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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<tr>
<th>W/O #</th>
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**JUDGE'S NAME (PRINTED):** Frederick Gilgore  **JUDGE'S SIGNATURE:**

Printed from HSW
## 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
- Slipping over or falling 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 fence

**3 Point Penalties:**
- Wrong lead or out of lead
- Drapped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 2 or more steps on dismount or ground tie

**5 Point Penalties:**
- Spurring in front of cainchain
- Blisters due to excessive use
- Use of either hand to instill fear/torture
- Use of two hands (except snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- Knocking over, stepping on, or falling out of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gage
- 4 or more steps on dismount or ground tie

### 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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**SHOW:** Athens-VRH  
**CLASS:** 500 - VENTURA TRAIL - NON PRO  
**DATE:** 07/22/2017

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

Printed from HS/W
### 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
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

#### 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
- C - Failure to catch

#### 3 Point Penalties:
- E - Exhausting or overworking the cow before ciclying or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage

#### 5 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinct at any time
- C - Blatant disobedience
- E - Use of either hand to instill learn praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

#### Off-Pattern (OP):
- Cannot place above those 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

#### DO:
- A - Abuse
- B - Lameness
- G - Illegal equipment
- I - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse/riders

#### RUN CONTENT

Each horse/holder team is scored between 1 - 100 points and automatically begins the run with a score of 70 points.
1.1 Extremely Poor
1.2 Very Poor
2.1 Poor
2.2 Fair
3.1 Good
3.2 Very Good
4.1 Excellent

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#### PENALTIES

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<th>CICLING</th>
<th>ROPEING</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
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#### JUDGE’S NAME (PRINTED):

Steve Brown

#### JUDGE’S SIGNATURE:

[Signature]

Printed from HSW
### 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 Excellent Point: 1 Very Good: 1 Good: 1.23 Fair: 1.67 Poor: 2.11 Total Score: 71.5

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