**VERSATILITY RANCH HORSE - RANCH RIDING**

1 Point Penalties:
- Over-routed per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

2 Point Penalties:
- Wrong lead or out of lead
- Dropped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

3 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/pain
- 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
- 1st or 2nd cumulative refusal

Off Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

Disqualifications (DQ):
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horseman

---

**MANEUVER SCORES**

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

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<th>Trot Ext Trot</th>
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<th>Walk Lope</th>
<th>Ext Lope</th>
<th>Trot Stop &amp; Back</th>
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<th>SCORE</th>
<th>OP</th>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S 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. 

- 1-1.2 Extremely Poor, -1 Very Poor, -1.2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1.2 Excellent

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

**JUDGE'S SIGNATURE:** [Signature]

Printed from HSW
**VERSATILITY RANCH HORSE - RANCH RIDING**

1. **Point Penalties:**
   - Over-handled per maneuver
   - Out of frame per maneuver
   - Too slow per maneuver
   - Gaping mouth
   - Break of gait at Walk or trot for two (2) strides or less

2. **Point Penalties:**
   - Wrong lead or out of lead
   - Exposed reins
   - Break of gait at Lope
   - Break of gait at Walk or trot for more than two (2) strides

3. **Point Penalties:**
   - Spurring in front of cinch
   - Blatant disobedience
   - Use of either hand to instill fear/pain
   - 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
   - 1st or 2nd cumulative refusal

4. **Off-Point (OP):** Cannot place above others who complete pattern correctly
   - Breaking pattern
   - Leaving arena before pattern is complete
   - Repeated blatant disobedience

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

---

**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 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):** A. Welton

**JUDGE'S SIGNATURE:**

Printed from HSW
### OBSTACLE SCORES

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**Score Calculations**

1. **Total Score** = Sum of all individual obstacle scores.
2. **Penalty** = Subtract the total score from 100 to get the penalty.
3. **Score** = Total score.
4. **OP** (Option) = Classification based on the penalty.

**Classification**

- **1/2 Excellent**
- **1/2 Very Good**
- **1/2 Good**
- **1/2 Very Poor**
- **1/2 Poor**
- **1/2 Extremely Poor**

**Notes**

- Points are scored between 1-100 and automatically begins the run with a score of 70 points.
- 1-12 Excellent Perf; 1-1 Very Poor; 1/2 Poor; 9 Correct; 1/2 Good; 1 Very Good; 1/2 Excellent.

### Judges' Signature

**Printed from HSW**
**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** Bryan – Versatility  
**CLASS:** #62 - SHTX ITRL - Intermediate Trail  
**DATE:** 09/22/2017

### 3 Point Penalties:
- Each bite, bias, or stepping on a log, cone, plant or any component of the obstacle  
- Incorrect break of gallop at walk or trot for two strides or less  
- Butts foot or hand free in a single-stride space at a walk or trot  
- Skipping 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 takeoff

### 5 Point Penalties:
- Spinning in front of conch  
- Blatant disobedience  
- Use of either hand to stall feed/praise  
- Use of both 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-Patrol (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

### DG:
- Lameness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire  
- Fall of horse/toter

### OBSTACLE SCORES

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**
# VERSATILITY RANCH HORSE - REINING

## 12 Point Penalties:
- Starting a circle by 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

## 2 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

## 5 Point Penalties:
- Spurring in front of a circle
- Blazing disobedience
- Use of the other hand to instill fear/prise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver

## DQ 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 blazing disobedience
- Lameness
- Abuse
- Fall of horse/walker: run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

## MANEUVER SCORES

Each horse/rider team is scored between 1-120 points, and automatically begins the run with a score of 75 points.

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**MANEUVER SCORES**

Each horse/rider combination is scored between 1-150 points and automatically begins the run with a score of 70 points.

- 1/2: Excellent
- 1/2: Very Good
- 1/2: Good
- 1/2: Fair
- 0: Poor

**10 Point Penalties:**
- Stalling or lagging
- 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

**5 Point Penalties:**
- Spurring in hand of cheek
- Biting
- Use of either hand to instill fear/pride
- 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 reins) 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

**DQ:**
- Lameness
- Abusive
- Fail of horse/rider: run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
### VRH - LIMITED RANCH COW WORK (Amateur)

**SHOW:** Bryan - Versatility  
**CLASS:** #66-SHTXIWCH-IntermediateWorkingCow  
**DATE:** 09/22/2017

#### 1 Point Penalties:
- A - Loss of working advantage  
- P - Working out of position  
- S - Slipping rein

#### 2 Point Penalties:
- X - Knocking down the cow without having a working advantage  
- Z - Losing a cow while boxing

#### 5 Point Penalties:
- B - Spurring in front of cow  
- C - Biaxial disobedience  
- E - Use of either hand to instill fear/raise  
- 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 reins) per maneuver

#### Off-Parter (OP): Cannot place above others who complete pattern correctly
- A - Turning tail  
- E - Repeated blatant disobedience  
- 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  
- D - Disrespect or misconduct  
- G - Illegal equipment  
- F - Fall of horse/ rider; run ends  
- N - Improper western attire

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**JUDGE'S SIGNATURE:**

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Printed from HBW
**SHOW:** Bryan -- Versatility  
**CLASS:** #66-SHTXIWCH-IntermediateWorkingCow  
**DATE:** 09/22/2017

### VRH - LIMITED RANCH COW WORK (Amateur)

**1 Point Penalties:**  
A - Loss of working advantage  
P - Working out of position  
S - Slipping rein

**3 Point Penalties:**  
K - Knocking down the cow without having a working advantage  
L - Losing a cow while boxing

**5 Point Penalties:**  
B - Spurring in front of cinch  
C - Blatant disobedience  
E - Use of either hand to instill fear/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-PATTERNS (OP): Cannot place above others who complete pattern correctly**  
A - Turning tail  
E - Repeated blatant disobedience  
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  
D - Disrespect or misconduct  
G - Illegal equipment  
F - Fall of horse/rider, run ends  
N - Improper western attire

### RUN CONTENT

Each horse/rider combination starts at 1/2 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):**  
**JUDGE'S SIGNATURE:**

Printed from HSW
### VRH - LIMITED RANCH COW WORK (Amateur)

#### 1 Point Penalties:
- A - Loss of working advantage
- P - Working out of position
- S - Slipping rein

#### 2 Point Penalties:
- R - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

#### 3 Point Penalties:
- B - Spuming in front of cinch
- C - Blaek disobedience
- E - Use of either hand to listl terrified
- 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 ronial reins (except two rein) per maneuver

#### Off Pattern (OP): Cannot place above others who complete pattern correctly
- A - Turning tail
- E - Repeated blatant disobedience
- 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

#### DG:
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/riders, running
- N - Improper western attire

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

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

**JUDGE'S SIGNATURE:**

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