# 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.

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>CONTENT</th>
<th>EXT Walk</th>
<th>Trot</th>
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**Judge's Name (Printed):** A. Walmi

**Judge's Signature:** [Signature]

Printed from HSW
### Versatility Ranch Horse - Ranch Riding

#### Pattern 1

**SHOW:** Bryan – Versatility  
**CLASS:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 09/22/2017

**1 Point Penalties:**
- Over bridled 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

**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

**5 Point Penalties:**
- Spurring in front of cloth  
- Biting 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

**DO:**  
- Lameness  
- Abuse  
- Illegal equipment  
- Incompetence or misconduct  
- Improper western attire  
- Fall of horse/riders

---

#### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 74 points.  
- 1½ Extremly Poor, 1 Very Poor, 1½ Poor, 2 Fair, 3½ Good, 4 Very Good, 5 Excellent

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<tr>
<th>WO</th>
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<th>Tie-Breaker</th>
<th>MANEUVER DESCRIPTION</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Step (180°)</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Step &amp; Track</th>
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**PENALTY TOTAL**  
**SCORE**  
**OP**

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

Printed from HSW
# VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Bryan – Versatility  
**CLASS:** #13 - SHTX OTRL - Open Trail  
**DATE:** 09/22/2017

**VERSATILITY RANCH HORSE - TRAIL**

<table>
<thead>
<tr>
<th>1 Point Penalties:</th>
<th>3 Point Penalties:</th>
<th>Off-Pattern (OP): Cannot place obstacle above obstacles: Complete pattern incorrectly</th>
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| - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle. | - Spurring in front of cinch  
- Blantant 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 rein reins per maneuver  
- Knocking over, stepping out of, or falling over an obstacle  
- Dropping an object required to be carried  
- 1st or 2nd cumulative refusal  
- Noting go of gate  
- 4 or more steps on dismount or ground tie. | - 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  
- Fail of horse/rider |

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**OBSTACLE SCORES**

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.  
- 1-10 Extremely Poor  
- 11-20 Very Poor  
- 21-30 Poor  
- 31-40 Fair  
- 41-50 Good  
- 51-60 Very Good  
- 61-70 Excellent

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

**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
- Skipping over or failing to stop into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Split pole at lope

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
- 2-3 steps on dismount or ground tie

5 Point Penalties:
- Spurring in front of clitch
- Blatant disobedience
- Use of either hand (except in saddle bit or Hackamore) per maneuver
- More than one finger between split reins or any fingers between roman 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
- Lifting 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

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

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<th>Obstacle Description</th>
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**OBSTACLE SCORES**

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

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

**JUDGE'S SIGNATURE:**

Printed from HSW
#1 376  
**MANEUVER DESCRIPTION**
- 3 circles
- 3 1/2 circles

**PENALTY**
- 1/2

**SCORE**
- 6 1/2

#2 521  
**MANEUVER DESCRIPTION**
- 4 circles
- 5 circles

**PENALTY**
- 0

**SCORE**
- 2

#3 413  
**MANEUVER DESCRIPTION**
- 4 circles
- 5 circles

**PENALTY**
- 1/2

**SCORE**
- 2

#4 402  
**MANEUVER DESCRIPTION**
- 4 circles
- 5 circles

**PENALTY**
- 1/2

**SCORE**
- 2

#5 502  
**MANEUVER DESCRIPTION**
- 4 circles
- 5 circles

**PENALTY**
- 1/2

**SCORE**
- 2

#6 533  
**MANEUVER DESCRIPTION**
- 4 circles
- 5 circles

**PENALTY**
- 1/2

**SCORE**
- 2

#7 418  
**MANEUVER DESCRIPTION**
- 4 circles
- 5 circles

**PENALTY**
- 1/2

**SCORE**
- 2

#8 447  
**MANEUVER DESCRIPTION**
- 4 circles
- 5 circles

**PENALTY**
- 1/2

**SCORE**
- 2

---

**JUDGE'S SIGNATURE:**

Printed from HSW
# VERSATILITY RANCH HORSE - REINING

## SHOW: Bryan – Versatility

CLASS: #16 - SHTX ORRN - Open Reining

DATE: 09/22/2017

### PATTERN

Pattern 5

### 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 1/2 Excellent

### W/O

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### Tie-Breaker

- 1/2 Circle Left Stop
- 1/2 Circle Right Stop
- 1/2 Circle Left Stop & Back

### Maneuver Description

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### JUDGE'S NAME (PRINTED): [Signature]

### JUDGE'S SIGNATURE:

Printed from HSW
# VERSATILITY RANCH HORSE - REINING

## Pattern 5

### 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/Youth Reining Pattern #1)
- 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 rest

### 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 markers before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

## Maneuver Scores

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<th>#</th>
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### Pattern Penalties:
- Spurring or nipping
- Blind disobedience
- Use of either hand to instill fear/puzzle
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between two reins (except two reins per maneuver)

### Off-Pattern (Op): Cannot place ahead others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuvers (i.e., over or under spinning, backing more than 2 strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

### EOS:
- Laminens
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

---

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

**Judge's Signature:**
### VERSATILITY RANCH HORSE - RANCH COW WORK

**SHOW:** Bryan - Versatility  
**CLASS:** #19 - SHTX OWCH - Open Working Cow  
**DATE:** 09/22/2017

#### 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 half animal gets within 3 feet of the end fence before being turned  
- C - Failure to catch  

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

#### 5 Point Penalties:
- A - Failure to turn the cow both directions on the fence  
- B - Spinning or hitting in front of cow at any time  
- C - Blatant disobedience  
- E - Use of either hand to install head rope  
- 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

---

#### RUN CONTENT

- Each horse/rider pair is scored between 1-100 points and automatically begins the run with a score of 75 points.  
- 1.2 Extremity Poor, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 Excellent

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**  
Printed from HSW
## VERSATILITY RANCH HORSE - RANCH COW WORK

### 1 Point Penalties:
- A - Loss of working advantage
- C - Using the corner 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 - Exhustion or overworking the cow before circling or roping
- H - Hanging 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 cinch at any time
- C - Blunt disobedience
- E - Use of either hand to install or remove
- H - Use of two hands (except on snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between reins reins (except two reins) per maneuver

### DR-Penalties (90%): Cannot place above others who complete pattern correctly
- A - Turning tail
- E - Repeated blatant disobedience
- H - Looming 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

### DQ:
- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse rider

### RUN CONTENT

Each horse/rider team is scored between 1-160 points and automatically begins the run with a score of 70 points.
- 1-10 Extremely Poor; 11 Very Poor; 12 Poor; 13 Correct; 14 Good; 15 Very Good; 16 Excellent

### PENALTIES

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<th>FACE TURN</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
### 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 circling 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 line
B - Spurring or hitting in front of cinch at any time
C - Blunt disobedience
E - Use of either hand to insist forward
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

### RUN CONTENT

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

**10 Point System:**
- 10 - Excellent
- 9 - Very Good
- 8 - Good
- 7 - Adequate
- 6 - Fair

#### PENALTIES

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