# Versatility Ranch Horse - Ranch Riding

**Pattern 1**

### Point Penalties:
- Over-bred 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 clinch
- Blunt disobedience
- Use of either hand to instill fear
- 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-Patters (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

### DC:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fail of handler

### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 10 points.

- 1-2 Extremely Poor, 1 Very Poor, 2-5 Poor, 6-8 Correct, 9-12 Good, 13-17 Very Good, 18-20 Excellent

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

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

**1 Point Penalties:**
- Over-sirtied 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:**
- Searing in front of cinch
- Batant disobedience
- Use of either hand to stall roll/graze
- Use of hands (except snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between oral reins per maneuver
- 1st or 2nd cumulative refusal

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**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>Lope</th>
<th>Step &amp; Walk</th>
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**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
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

3 missing from Score Sheet that were in drawn.
So - Wrong DP.
# VERSATILITY RANCH HORSE - TRAIL

## 1 Point Penalties:
- Each tie, tie, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gate at walk or trot for two strides or less
- Both front and hind leg in a single stride space at a walk or trot
- Stopping or failing to step into a required space
- Incomplete number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Split pole at loss

## 2 Point Penalties:
- Wrong lead or out of lead
- Diagonal reins
- Break of gate at Loss
- Break of gate at Walk or Trot for more than two (2) strides
- 2-5 strides on dismount or ground tie

## 5 Point Penalties:
- Spinning in front of cinch
- Braiding disobedience
- Use of either hand to assist horse/pole
- 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
- Four 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 dismount disobedience

## PENALTY TOTAL

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JUDGE'S NAME (PRINTED): 
JUDGE'S SIGNATURE: 
Printed from HSW
# Versatility Ranch Horse - Trail

**SHOW:** Hamilton-Versatility  
**CLASS:** #52 - SHTX LNPT - Ltd Non Pro Trail  
**DATE:** 06/10/2017

## Obstacle Scores

Each horse/team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
- 1/2 Extremely Poor, 1 Very Poor, 1.5 Poor, 2 Correct, 2.5 Good, 3 Very Good, 3.5 Excellent.

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**Judge's Signature:**

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**Tie-Breaker**

- Each horse/rider team is scored between 5-100 points and automatically begins the run with a score of 75 points.
- 1/10 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +3 Very Good, +5 Excellent.

**Penalties**:
- Incorrect or break of gait at walk, trot or for two strides or less.
- Stopping over or failing to step into required space.
- Incorrect number of strides, if specified.
- One step on a mount or ground tie except shifting to balance.
- Split foot at takeoff.

**Off-Pattern (OPI):** 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.

**BQ:**
- Lack of effort.
- Abuse.
- Illegal equipment.
- Disrespect or misconduct.
- Improper western attire.
- Fall of horse/rider.

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

**Judge's Signature:**

Printed from HSW
# VERSATILITY RANCH HORSE - REINING

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### Note
- Each horse/rider team is scored between 1-10 points and automatically begins the run with a score of 10 points.
- 1½ Extremely Poor, 1 Very Poor, 1½ Poor, 0 Correct, +1½ Good, +1 Very Good, +1½ Excellent

---

**JUDGE'S NAME (PRINTED):** Frank Craighead  
**JUDGE'S SIGNATURE:** [Signature]

Printed from HSW
**SHOW:** Hamilton-Versatility  
**CLASS:** #54 - SHTX LNPR - Ltd Non Pro Reining  
**DATE:** 06/10/2017

**VERSATILITY RANCH HORSE - REINING**

### MANEUVER SCORING

Each horse/rider team is scored on 1-10 points and automatically begins the run with a score of 75 points:

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

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

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

**SHOW:** Hamilton-Versatility  
**CLASS:** SHTX LNPR - Ltd Non Pro Reining  
**DATE:** 06/10/2017

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/Men 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 rein

2 Point Penalties:
- Treat of foot
- 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

5 Point Penalties:
- Spinning in front of conch
- Blazing disobedience
- Use of either hand to install footgear
- 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 reins) per maneuver

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

**NO:**
- Lameress
- Abuse
- Fall of horse, rider, or constraints
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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### MANEUVER SCORES

Each horse/rider team is scored between 1-108 points and automatically begins the run with a score of 70 points.  
- 1/2 Trot-107, 1.0 Trot-105, 1.2 Trot-103, 1.4 Trot, 1.6 Trot, 1.8 Trot, 2.0 Trot, 2.2 Trot

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**Penalty**

**Content**

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**Judge's Name (Printed):** Frank Craighead  
**Judge's Signature:** [Signature]

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**SHOW:** Hamilton-Versatility  
**CLASS:** #56-SHTX LPW - Ltd Non Pro Working Cow  
**DATE:** 06/10/2017

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

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

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

**5 Point Penalties:**
- D - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to insul-fair/poise
- 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-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 rear cow is awarded
- N - Failure to attempt any part of the class

**DD:**
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall or translocated; run ends
- N - Improper western attire

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### RUN CONTENT

Each horse/riders team is scored between 1-100 points and automatically begins their run with a score of 10 points.

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

#### PENALTIES

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### OP

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