### Versatility Ranch Horse - Reining

**Show:** Sweetwater-VRH  
**Class:** #64 - SHTX IRNN - Intermediate Reining  
**Date:** 08/05/2017

**Pattern 4**

**Half Point Penalties:**
- Stalling at a circle or rolling back at the top 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 rollback (except in Level 1/Youth Reining Pattern #1)
- Over spin or under spin up to 1/8 turn

**One 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

**Two 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 marker before initiating a stop position
- Tying beyond 2 strides, but less than 1/2 circle

### Maneuver Scores

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

<table>
<thead>
<tr>
<th>Maneuver Description</th>
<th>Run, Step</th>
<th>3 Tavers</th>
<th>3 Figure Eights</th>
<th>3 Lope</th>
<th>Right Lead</th>
<th>Left Lead</th>
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**Total Scores:**

- 1: 52
- 2: 55 1/2
- 3: 59
- 4: 71 1/2
- 5: 10 1/2
- 6: 16 2
- 7: 0
- 8: 0

**Judge's Signature:**

Printed from HSW
# Versatility Ranch Horse - Reining

## Rules

- **10 Point Penalties:**
  - Starting a circle or exiting a rollback as 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 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 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
  - Trailing beyond 2 strides, but less than 1/2 circle

## Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- Breathing 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:
- Lamentness
- Abuse
- Fall of horse/riders; run 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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### MANEUVER SCORES

Each horse/rider pair 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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**Total Score: 68**

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**JUDGE'S SIGNATURE:**

Printed from HSW
**SHOW:** Sweetwater-VRH  
**CLASS:** #60 - SHTX IPLS - Intermediate Pleasure  
**DATE:** 08/05/2017

## VERSATILITY RANCH HORSE - RANCH RIDING

**1 Point Penalties:**
- Over-briddled 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:**
- Missing 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

**5 Point Penalties:**
- Sparring orCENT or in cinch  
- Bizarre disobedience  
- Use of either hand to instill fear or praise  
- 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  
- 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 bizarre disobedience

**DO:**
- Lajerness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire  
- Fall of horn rider

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## MANEUVER SCORES

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<tr>
<th>W/O #</th>
<th>Maneuver Description</th>
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**JUDGE’S NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**  
Printed from HSW
**VERSATILITY RANCH HORSE - RANCH RIDING**

**POINT PENALITIES:**
- Over bridle per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gagging mouth
- Break of gait at Walk or trot for two (2) strides or less

**3 POINT PENALITIES:**
- 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 PENALITIES:**
- Spinning in frame of cinch
- Blatant disobedience
- Use of either hand in instill fear/irritation
- 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
- 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
- Disrespect or misconduct
- Improper western attire
- Fail of handler

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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. 
1/10 Extremely Poor, 1/2 Very Poor, 3/5 Poor, 4/6 Fair, 5/7 Good, 6/8 Very Good, 7/8 Excellent.

<table>
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<tr>
<th>WIO</th>
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<th>Trot</th>
<th>Ext Trot</th>
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**JUDGE'S SIGNATURE:** [signature]

**JUDGE'S NAME (PRINTED):** [name]
### VRH - LIMITED RANCH COW WORK (Amateur)

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

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

#### 5 Point Penalties:
- B - Spurning in front of coach
- C - Blatant disobedience
- E - Use of either hand to instill fear/pain
- 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 torimal reins (except two) per maneuver

#### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- A - Turning tail
- D - Repeated blatant disobedience
- G - Schooling horse between cows, if new cow is awarded
- H - Failure to attempt any part of the class

#### DD:
- A - Abuse
- B - Lameness
- C - Disease or misconduct
- G - Illegal equipment
- F - Fall of horseman; run ends
- J - Improper western attire

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

- 1-12 Extremely Poor, -1 Very Poor, -2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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

#### JUDGE'S SIGNATURE: [Signature]
### VRH - LIMITED RANCH COW WORK (Amateur)

**SHOW:** Sweetwater-VRH  
**CLASS:** #66-SHTXIWCH-IntermediateWorkingCow  
**DATE:** 08/05/2017

#### 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 cow  
- C: Blatant disobedience  
- E: Use of either hand to nail/steer  
- 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

#### Gift Pattern (GP): Cancel place above others who complete pattern correctly
- A: Turning tail  
- E: Repeated blatant disobedience  
- J: Schooling after raining 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  
- D: Disrespect or misconduct  
- G: Illegal equipment  
- F: Fall of horse/rider; run ends  
- 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.
- 1-10 Extremely Poor, 11-20 Poor, 21-30 Fair, 31-40 Good, 41-50 Very Good, 51-70 Excellent

#### PENALTIES
- **BOXING**
  - Position & Control
  - Eye Appeal
  - Degree of Difficulty
- **DRIVE**
  - Position & Control
  - Eye Appeal
  - Degree of Difficulty
- **BOXING**
  - Position & Control
  - Eye Appeal
  - Degree of Difficulty

#### Tie-Breaker
- WO 60
- WO 82
- WO 98
- WO 2
- WO 100
- WO 124
- WO 105

#### SCORE
- **0 70**
- **73 7**
- **63 6**
- **46 5**
- **43 6**
- **44 3**
- **46 5**

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## VERSATILITY RANCH HORSE - TRAIL

### PROJECT PENALTIES:
- Each fit, bite, or stepping on a leg, cage, plant or any component of the obstacle
- Inherent 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
- Stepping 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
- Slip pole on rope

### 3 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 discount or ground tie

### 5 POINT PENALTIES:
- Spurring in front of cinch
- Blunt dissidence
- Use of either hand to instill fear/punish
- 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 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 discount 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 blunt disobedience

### DO:
- Lateness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/strider

## OBSTACLE SCORES

Each obstacle from 1-100 points and automatically begins the run with a score of 10 points:
- +1 1/2 Excellent, +1 Very Good, +1 Good, +1 Fair, +1 Poor

<table>
<thead>
<tr>
<th>WIO</th>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Tie-Breaker</th>
<th>Score</th>
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<td>67 1/2</td>
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### JUDGE'S NAME (PRINTED):
Deren Sours

### JUDGE'S SIGNATURE:
[Signature]

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## OBSTACLE SCORES

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

- 70 Excellent
- 60 Good
- 57 Very Good
- 52 Very Poor
- 45 Poor
- 35 Extremely Poor
- 10 Less than "Poor"

### Penalties

1. **Point Penalties:***
   - Each bit, bridle, or excess of 2 strides or less
   - Break of gait at walk or trot
   - One step on dismount or ground tie

2. **Penalty Column:**
   - Penalties for 1-10 points are as follows:
   - 1 point: 0.125
   - 2 points: 0.25
   - 3 points: 0.375
   - 4 points: 0.5
   - 5 points: 0.625
   - 6 points: 0.75
   - 7 points: 0.875
   - 8 points: 1
   - 9 points: 1.125
   - 10 points: 1.25

### Scoring

- **Total Penalty Score:** Calculated by adding penalty points
- **Score:** 100 - Total Penalty Score

### Example Entries:

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**JUDGE'S SIGNATURE:**

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