**VERSATILITY RANCH HORSE - REINING**

<table>
<thead>
<tr>
<th>POINT PENALTIES:</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Starting a circle or cutting a rollback at a trot for up to two strides</td>
</tr>
<tr>
<td>- Delayed change of lead by one stride where the lead change is required by the pattern description</td>
</tr>
<tr>
<td>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 3 Youth Reining Pattern #1)</td>
</tr>
<tr>
<td>- Over spin or under spin up to 1 1/2 turn</td>
</tr>
</tbody>
</table>

**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 1/2 to 1 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 stop departure on non-rail patterns |
- Failure to be in a circle prior to the first marker on non-rail patterns |
- Failure to completely pass the specified marker before initiating a stop position |
- Troting beyond 2 strides, but less than 1 1/2 circle

**5 POINT PENALTIES:**
- Spinning in front of circh |
- Blatant disobedience |
- Use of either hand to instill fear/pause |
- Use of two hands (except in traffic blit or hackamore) per maneuver |
- More than one finger between split reins or any fingers between control 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:**
- Lack of respect |
- Abuse |
- Full of horsehair; run ends |
- Illegal equipment |
- Disrespect or misconduct |
- Improper western attire

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**MANEUVER SCORES**

Each horse/rider combination is scored between 1-120 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

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>MANEUVER DESCRIPTION</th>
<th>PENALTY</th>
<th>SCORE</th>
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<tbody>
<tr>
<td></td>
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<td>65.0</td>
</tr>
</tbody>
</table>

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

**JUDGE'S SIGNATURE:**

Printed from HSW
## AQHA - VERSATILITY RANCH HORSE - REINING

### SHOW: Sweetwater-VRH
### CLASS: #86 - SHTX YRNN - Youth Reining
### DATE: 08/05/2017

#### PATTERN:

### 10 Point Penalties:
- Starting a circle or exiting a rollback at a walk 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 1/2 turn

### 5 Point Penalties:
- Spinning in front of cinch
- Bilateral disobedience
- Use of either hand to incite start/stop
- 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 bilateral disobedience
- Lameness
- Abuse
- Pull of horse rider: 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.

| WIO | # | Tie-Breaker | Maneuver Description | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | PENALTY TOTAL | SCORE | OP |
|-----|---|-------------|----------------------|---|---|---|---|---|---|---|---|---|---|---|--------------|-------|----|
| 11  | 126|            |                      |   |   | +1/2 | +1/2 | 0 | +1/2 | 0 | +1/2 | 0 |               | 71 1/2 |     |
| 12  | 91 |            |                      |   |   | +1/2 | +1/2 | 0 | +1/2 | 0 | +1/2 | 0 |               | 72    |     |
| 14  | 29 |            |                      |   |   | +1/2 | +1/2 | 0 | +1/2 | 0 | +1/2 | 0 |               | 75    |     |
| 15  | 70 |            |                      |   |   | -1  | -1  | -1/2 | -1 | -1/2 | -1 |               | 8      | 55  |
| 16  | 95 |            |                      |   |   | 0   | -1/2 | -1 | -1/2 | 0 | +1/2 | 0 |               | OP/DQ |     |
| 17  | 80 |            |                      |   |   | 0   | 0   | 0   | 0   | 0   | 0   | 0   |               | 2      | 67  |
| 18  | 88 |            |                      |   |   | -1/2 | -1/2 | -1 | -1/2 | -1 | -1/2 | -1 |               | 9      | 52  |
| 19  | 1Y |            |                      |   |   | 0   | -1  | -1  | 0   | -1 | 0   | +1/2 | -1/2 |               | 62     |     |

**JUDGE'S SIGNATURE:**

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

### Pattern 8

**SHOW:** Sweetwater-VRH  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 08/05/2017

**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 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 run-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

**5 Point Penalties:**  
- Spinning 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 (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  
- Poor: Lameness  
- Abuse  
- Fall of horse/finder; run ends  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire

### MANEUVER SCORES

Each horse/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  
- 2 Poor  
- 3 Fair  
- 4 Good  
- 5 Very Good  
- 6 Excellent

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<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>MANEUVER DESCRIPTION</th>
<th>PENALTY</th>
<th>CONTENT</th>
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<tbody>
<tr>
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<td>$CH$</td>
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<td>-2</td>
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**PENALTY TOTAL**  
49 5/8

**SCORE**  
10 49 5/8

**OP**  
FR

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

**JUDGE'S SIGNATURE:**  

Printed from HSW


### Reining Pattern

**SHOW:** Sweetwater-VRH  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 08/05/2017  

<table>
<thead>
<tr>
<th>1/2 Point Penalties:</th>
<th>5 Point Penalties:</th>
</tr>
</thead>
</table>
| - Starting a circle or rolling back at a halt 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  | - Spinning in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/pressure  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between rein rens (except two (2) per maneuver)  |

<table>
<thead>
<tr>
<th>1 Point Penalties:</th>
<th>Off Pattern (OP): Cannot place above others who complete pattern correctly</th>
</tr>
</thead>
</table>
| - 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 reins  | - 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  |

<table>
<thead>
<tr>
<th>2 Point Penalties:</th>
<th>DISQUALIFICATIONS</th>
</tr>
</thead>
</table>
| - Break of gait  
- Prelie 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 trot-in patterns  
- Failure to completely pass the specified marker before initiating a stop position  
- Trotting beyond 2 strides, but less than 1/2 circle  | - Laxness  
- Abuse  
- Fall of horse rider; run outs  
- Illegit equipment  
- Disrespect or misconduct  
- Improper western attire  |

### Maneuver Scores

<table>
<thead>
<tr>
<th>Manuever Description</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>SCORE</th>
<th>OP</th>
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<tbody>
<tr>
<td>Tie-Breaker</td>
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<tr>
<td>12 90</td>
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<td>12 91</td>
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<tr>
<td>2 62</td>
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<tr>
<td>3 60</td>
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</tbody>
</table>

### Judge's Signature

Printed from NSW
## VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:**

**CLASS:** #80 - SHTX YPLS - Youth Pleasure

**DATE:** 08/05/2017

### 1 Point Penalties:
- Over-britted per maneuver
- Out of rate 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
- Dropped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

### 5 Point Penalties:
- Spanning in front of cinch
- Blazier disobedience
- Use of either hand to instill fear/punishment
- 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

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

### MANEUVER SCORES

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

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

<table>
<thead>
<tr>
<th>WO #</th>
<th>Tie-Breaker</th>
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</table>

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

**JUDGE'S SIGNATURE:**
# VERSATILITY RANCH HORSE - RANCH RIDING

## MANEUVER SCORES

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

<table>
<thead>
<tr>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Reversing</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Stop &amp; Back</th>
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<td>64 1/2</td>
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### Judge's Name (Printed):

[Signature]

### Judge's Signature:

[Signature]

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

**SHOW:** Sweetwater-VRH  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 08/05/2017

**PATTERN** 1

<table>
<thead>
<tr>
<th>1 Point Penalties:</th>
<th>Off-Pattern (OP): Cannot place above others who complete pattern correctly</th>
</tr>
</thead>
</table>
| - 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 | - Breaking pattern  
- Leaving arena before pattern is complete  
- Repeated blatant disobedience |

<table>
<thead>
<tr>
<th>3 Point Penalties:</th>
<th>DO:</th>
</tr>
</thead>
</table>
| - 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 | - Lammensness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire  
- Fall of horse/horse rider |

<table>
<thead>
<tr>
<th>5 Point Penalties:</th>
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</table>
| - Sparring in front of cinch  
- Blatant disobedience  
- Use of either hand to insult fear/praise  
- Use of two hands (except in saddle 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 | |

**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 Very Poor  
- 2 Poor  
- 3 Fair  
- 4 Good  
- 5 Very Good  
- 6 Excellent  

- **Penalty (Pen):**  
- **Content (Con):**

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<th>WID #</th>
<th>Tie-Breaker</th>
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<th>Trot</th>
<th>EXT Trot</th>
<th>Lope</th>
<th>Shop &amp; Walk</th>
<th>Lope</th>
<th>EXT Lope</th>
<th>Trot</th>
<th>Shop &amp; Back</th>
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**JUDGE'S NAME (PRINTED):** Darby S. Caruth  
**JUDGE'S SIGNATURE:** [Signature]

Printed from HSW
### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and annually 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):** [Signature]

**JUDGE'S SIGNATURE:** [Signature]
## VERSATILITY RANCH HORSE - RANCH RIDING

### SHOW: Sweetwater-VRH
### CLASS: #80 - SHTX YPLS - Youth Pleasure
### DATE: 08/05/2017

### PATTERN

**1 Point Penalties:**
- Over-bredled 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:**
- Sparring in front of each
- Blasphemy disobedience
- Use of other hand to instill head/pause
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between nasal 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 blister disobedience

### DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse rider

### MANEUVER SCORES

Each maneuver 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.

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<th>Ext Test</th>
<th>Ext Test</th>
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# NOVICE/YOUTH COW WORK

1. **1 Point Penalties:**
   - Loss of working advantage
   - Working out of position
   - Slipping rein

2. **3 Point Penalties:**
   - Knocking down the cow without having a working advantage
   - Losing a cow while boxing

3. **5 Point Penalties:**
   - Sparring in front of cinch
   - Blatant disobedience
   - 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 rolled reins (except two reins) per maneuver

**OFF-Pattern (OP):** Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Full horse/killer; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

**DO:**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

## RUN CONTENT
Each horse/cow team is scored between 0-100 points. The run has a score of 70 points.
- 112 Extremely Poor
- 1 Very Poor
- 2 Poor
- 3 Correct
- 4 Very Good
- 5 Excellent

### BOXING MANEUVERS

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**JUDGE'S SIGNATURE:**

Printed from HSW
**NOVICE/YOUTH COW WORK**

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

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

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly.
- Turning tail
- Repeated material disobedience
- Fall horse/rider: run ends; credit will be given for work done.
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

**Dis:**
- Looiness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### RUN CONTENT
Each horse/rider 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, -2 Poor, 0 Correct, +1 Good, +1 1/2 Very Good, +2 Excellent

#### BOXING MANEUVERS

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**JUDGE'S SIGNATURE:**

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Printed from HSW
# NOVICE/YOUTH COW WORK

## POINT PENALTIES:
- Loss of working advantage
- Working out of position
- Slipping rein

## 3 POINT PENALTIES:
- Knocking down the cow without having a working advantage
- Losing a cow while boxing

## 5 POINT PENALTIES:
- Spurring in front of cinch
- Unruly disobedience
- Use of either hand to instill fear/praise
- 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 (except two reins) per maneuver

## OFF-PATTERN (OP): Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horse/hider; run ends; credit will be given for work done
- Schooling: after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

## DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

---

### RUN CONTENT

Each horse/ rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 1.5: Extremely Poor, 1: Very Poor, 0.5: Poor, 0: Correct, +0.5: Good, +1: Very Good, +1.5: Excellent

### BOXING MANEUVERS

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

### 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, 3/4 Correct, +1/2 Good, +1 Very Good, +1/2 Excellent

### Penalties
- 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

- DO:
  - A - Abuse
  - B - Lameness
  - D - Disrespect or misconduct
  - G - Illegal equipment
  - F - Full of horse/rider; run ends
  - N - Improper western attire

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**JUDGE'S SIGNATURE:**

Printed from HSW
# Versatility Ranch Horse - Ranch Cow Work

## Rules

**1 Point Penalties:**
- A - Loss of working advantage
- C - Using the center 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 - Skipping 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 goes 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 - Failing to turn cow both directions on the fence
- B - Spurning or hitting in front of cow at any time
- C - Blistest disobedience
- E - Use of either hand to instill least prize
- 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 horsemanship team is scored between 1-100 points and automatically begins the run with a score of 70 points:
- 70 - Excellent
- 60 - Very Good
- 50 - Good
- 40 - Fair
- 30 - Poor

### Penalties

#### Boxing

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<th>Circling</th>
<th>Roping</th>
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**Judge's Signature:**

Printed from HSW
# AQHA VERSATILITY RANCH HORSE - TRAIL

## SHOW: Sweetwater-VRH

## CLASS: #83 - SHTX YTRL - Youth Trail

## DATE: 08/05/2017

### 3 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 or failing 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:
- Spumming in front of echelon
- Blatant disobedience
- Use of either hand to insist on fear/pace
- 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
- 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

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

### OBSTACLE 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, 3 Correct, 1 Very Good, 1 Excellent

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<th>Obstacle Description</th>
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### JUDGE'S NAME (PRINTED):

### JUDGE'S SIGNATURE:

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

**SHOW:** Sweetwater-VRH  
**CLASS:** #83 - SHTX YTRL - Youth Trail  
**DATE:** 08/05/2017

### 1 Point Penalties:
- Each bit, bridle, 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 the course or ground tie except shifting to balance  
- Split pole at log

### 2 Point Penalties:
- Spinning in front of each  
- Blatant disobedience  
- Use of either hand to instill head raise  
- Use of two hands (except in snatch bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between dental 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 pole  
- 4 or more steps on dissuasion or ground tie

### Off-Route (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

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

### Obstacle Scores

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**Judge's Name (Printed):** [Signature]  
**Judge's Signature:** [Signature]  
*Printed from HSW*
### Obstacle Scores

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

- 1/2: Extremely Poor
- 1 Very Poor
- 2 Poor
- 3-9 Fours, Fives
- 10-12: Good
- 13 Very Good
- 14/2: Excellent

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**Obstacle Description:**
- LH Push
- SP R Logs
- Walk Bridge
- Ex T Logs
- LL L Logs
- Box, 270 R
- Back
d

**Penalties:**
- Off Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leasing arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Requested blatant disobedience

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

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

**Judge's Signature:**

Printed from HSW
<table>
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<th>WIO</th>
<th>#</th>
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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.

- 912 Extremely Poor, 1 Very Poor, 12 Poor, 12 Correct, 12 Good, 1 Very Good, 12 Excellent

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**PENALTY TOTAL**

**SCORE**

**OP**
# Versatility Ranch Horse - Trail

## 1 Point Penalties:
- Each hit, bite, or stepping on a log, cone, plant, or any component of the obstacle
- Incomplete or break of gate 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 off to side or ground tie except shifting to balance
- Split pole at gate

## 5 Point Penalties:
- Spinning in front of catch
- Breed or disloyalty
- Use of either hand to instill fear or pressure
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rein or rein 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

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

## Obstacle 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, -2 Poor, 3 Correct, +3 Good, +4 Very Good, +5 Excellent

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<th>WO</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Obstacle Description</th>
<th>LH Push</th>
<th>SIP R Logs</th>
<th>Walk Bridge</th>
<th>Ex T Logs</th>
<th>LL L Logs</th>
<th>Box, 2/10 R</th>
<th>Dots</th>
<th>Test Stumps</th>
<th>Walk Cones</th>
<th>PENALTY</th>
<th>CONTENT</th>
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**Judge's Name (Printed):**

**Judge's Signature:**

Printed from HSW