## VERSATILITY RANCH HORSE - RANCH RIDING

### 1 Point Penalties:
- Over-reacted (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gappling 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:
- Spurring in front of croup
- Blistant 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
- Fat or 2nd cumulative refusal

### 10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

#### Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/ rider
- Improper western attire

## MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1.0 Extremely Poor, -1 Very Poor, -2 Poor, 0.0 Fair, +1.0 Good, +1.5 Very Good, +2.0 Excellent

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### MANEUVER 3 SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

1-1.2 Extremely Poor, 1-2 Poor, 1.2-2.5 Fair, 2.5-3.5 Good, 3-4 Very Good, +1 Excellent.

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### Judge's Signature

[Signature]

Printed from HSW
### OBSTACLE SCORES

Each horse/riders team is scored between 0-100 points and automatically begins the run with a score of 70 points.

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**JUDGE’S NAME (PRINTED):** [Michelle Tidwell]

**JUDGE’S SIGNATURE:** [Signature]

**Printed from HSW**
# Versatility Ranch Horse - Trail

## Obstacle Scores

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

- 12 Extremely Poor, -1 Very Poor, -12 Poor, 0 Correct, +12 Good, +1 Very Good, +112 Excellent

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## Off-Pattern (OP)
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain disciplined during drive

## Disqualification (DG)
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

---

**Judge's Name (Printed):** Michelle Tidwell  
**Judge's Signature:** Michelle Tidwell

Printed from HSW
## SHOW: Bryan-Versatility

### CLASS: #19 - SHTX OWCH - Open Working Cow

### DATE: 09/22/2018

### 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 around the fence
- E: Changing sides of arena to turn cow
- L: For each length horse runs past cow
- P: Working out of position
- S: Stepping rein
- T: Failure to drive cow past middle marker on first turn
- V: Over-bridled (per maneuver)
- W: Out of frame (per maneuver)

**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
- R: Failure to catch & roping in amateur and youth classes

**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
- R: Two-loop catch when roping in open/cowboy classes

**OFF-PATTERN (OP):** Cannot place aboves who complete pattern correctly
- A: Turning tail
- E: Repeated blatant disobedience
- H: Leaving arena before run is complete
- I: Illegal catch at end of run
- J: Schooling after entering 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
- P: Complete loss of rope

**DISQUALIFICATION (DQ):**
- A: Abuse
- B: Lamesness
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse/rider
- I: 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: Extremely Poor
- 2: Very Poor
- 3: Poor
- 4: Good
- 5: Very Good
- 6: Excellent

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

**JUDGE'S SIGNATURE:** Marilyn Peters

Printed from HSW
### VERSATILITY RANCH HORSE - RANCH COW WORK

**SHOW:** Bryan-Versatility  
**CLASS:** #19 - SHTX OWCH - Open Working Cow  
**DATE:** 09/22/2018

#### 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 too soon  
- L - For each length horse runs past cow  
- P - Working out of position  
- R - Two-loop catch in amateur and youth classes  
- S - Slipping rein  
- T - Failure to drive cow past middle marker on first turn  
- V - Over-bidding (per maneuver)  
- W - Out of frame (per maneuver)

#### 2 Point Penalties:
- A - Going around the corner of the arena before turning cow  
- B - In open field turn animal gets within 3 feet of the end fence before being turned  
- R - Failure to catch if roping in amateur and youth classes

#### 3 Point Penalties:
- E - Exhausting or overworking the cow before circling or roping  
- F - Hanging up on the fence (refusing to turn)  
- K - Knocking down the cow without having a working advantage  
- R - Two-loop catch when roping in open/cowboy classes  
- S - Spinning or hitting in front of cinch at any time  
- T - Blatant disobedience  
- U - Use of either hand to instill fear/praise  
- H - Use of 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  
- R - Failure to catch when roping in open/cowboy classes

#### Off-Pattern (OP):
- A - Turning tail  
- E - Repeated blatant disobedience  
- H - Leaving 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  
- R - Complete loss of rope

#### Disqualification (DQ):
- A - Abuse  
- B - Lameness  
- D - Disrespect or misconduct  
- G - Illegal equipment  
- F - Fall of horse/rider  
- N - 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  
- 1-20 Extremely Poor  
- 21-60 Very Poor  
- 61-70 Poor  
- 71-80 Correct  
- 81-90 Good  
- 91-100 Excellent

#### PENALTIES:

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<th>W/O</th>
<th>F</th>
<th>BOXING</th>
<th>RATING</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
<th>2 POINTS</th>
<th>1 POINTS</th>
<th>5 POINTS</th>
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**JUDGE'S NAME (PRINTED):** Marilyn Peters  
**JUDGE'S SIGNATURE:** Marilyn Peters  
Printed from HSW