## VERSATILITY RANCH HORSE - RANCH RIDING

### MANEUVER 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 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

| W/O | #   | Tie-Breaker | 10 Penalty | 9 Penalty | 8 Penalty | 7 Penalty | 6 Penalty | 5 Penalty | 4 Penalty | 3 Penalty | 2 Penalty | 1 Penalty | 10 Point Penalty | Penalty | Total | Score | Off Pattern |
|-----|-----|-------------|------------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|------------|------------|---------|-------|--------|-------------|
| 1   | 929 | 0           | 0          | +1/2      | +1/2      | 0         | 0         | +1/2      | +1/2      | 0         | 0         | 72        |             |          |       |        |              |
| 2   | 958 | 0           | +1/2       | 0         | 0         | -1/2      | 0         | +1/2      | 0         | -1/2      |           |           | 70        |             |          |       |        |              |
| 3   | 697 | 0           | 0          | 0         | 0         | +1/2      | -1/2      | 0         | 0         | -1/2      | 11        | 68 1/2 |           |           |          |       |        |              |
| 4   | 675 | +1/2        | 0          | 0         | +1/2      | +1/2      | 0         | 0         | 0         | +1/2      | 72        |           |           |          |       |        |              |
| 6   | 830 | +1/2        | 0          | +1/2      | -1/2      | -1/2      | -1/2      | -1/2      | -1/2      | -1/2      | 11        | 50 1/2 |           |           |          |       |        |              |
| 7   | 938 | -1/2        | -1/2       | -1/2      | -1       | 1         | 1         | 1         | 1         | 1         | 2         | 62       |           |           |          |       |        |              |
| 8   | 841 | +1/2        | +1/2       | 0         | +1/2      | +1/2      | +1/2      | +1/2      | +1/2      | 73 1/2 |           |           | 72       |           |          |       |        |              |
| 9   | 831 | 0           | +1/2       | -1/2      | 0         | -1/2      | 0         | +1/2      | 0         | 10        |           |           |           |           | 10      |        |        |              |

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

**JUDGE'S SIGNATURE:**

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

**SHOW:** Athens-Versatility  
**CLASS:** #50 - SHTX IMLS - Intermediate Pleasure  
**DATE:** 07/21/2018

**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  
- 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 cinch  
- Eminent 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 romal reins per maneuver  
- 1st 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)

**OH Pattern (OP):** Cannot place above others who complete pattern correctly:  
- Breaking pattern  
- Leaving arena before pattern is complete  
- Repeated blatant disobedience

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

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### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points  
- 0 to 60: Poor  71 to 80: Good  81 to 90: Excellent

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**JUDGE'S SIGNATURE:**

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

**JUDGE'S SIGNATURE:**

**SHOW:** Athens-Versatility  
**CLASS:** #62 - SHTX ITRL - Intermediate Trail  
**DATE:** 07/21/2018

**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 dailed during the drag

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

**OBSTACLE SCORES**
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, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent
### VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Over-biddyed (per maneuver)
- Out of frame (per maneuver)
- 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 falling to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in tape over

**1 Point Penalties:**
- Stopping in front of cinch
- Elliott disobedience
- Use of either hand to fill task/praise
- 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 mount/dismount or ground tie

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

### OBSTACLE SCORES

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, + Very Poor, +/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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<td>8</td>
<td>51.5</td>
<td>69.5</td>
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</table>
### Versatility Ranch Horse - Trail

**1 Point Penalties:**
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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 falling to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in line over

**2 Point Penalties:**
- Wrong lead or out of lead
- Draped reins
- Break of gait at line
- Break of gait at walk or trot for more than two (2) strides
- Two-three steps on mount/dismount or ground tie

**5 Point Penalties:**
- Spurring in front of clinch
- Blunt 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 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
- Leaving go of gate
- Four or more steps on mount/dismount or ground tie

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

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### Obstacle Scores

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

| W/O | #  | Tie-Breaker | Obstacle Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Penalty Total | Score |
|-----|----|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|----------|-------|
| 17  | 938| 1 Pole, W  | Back Chute           | 4       | 3       | 1 | 2 | 5 | 6 | 7 | 8 | 9 | 10       | 1 675 |
| 18  | 969| Scratch     | C                   | 1       | 0       | -1/2 | -1/2 | -1/2 | 0 | t1/2 | -1/2 |       |       |       |
| 19  | 996|            |                      | 1/2     | 1       | 1/2 | 1 | 1/2 | 1/2 | t1/2 |     |       |       | 745       |       |

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**SHOW:** Athens-Versatility  
**CLASS:** #62 - SHTX ITRL - Intermediate Trail  
**DATE:** 07/21/2018  
**OFF-PATTERNS (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 dailied during the drag

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

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

**Judge's Signature:**

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Printed from HSW
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
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:
- Over-bodied (per maneuver)
- Out of frame (per maneuver)
- Out of lead in 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 spin or rollback
- 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 or 1/2 length of arena

3 Point Penalties:
- Spurting in front of cinch
- Blatant 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 normal reins (except two reins) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

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

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

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

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

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

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<tr>
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<tr>
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<tr>
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</tr>
<tr>
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#### Scoring

- 10 POINT PENALTY
- PENALTY TOTAL
- SCORE
- OFF PATTERN

---

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### VRH - LIMITED COW WORK (Amateur/Youth)

#### Point Penalties:
- A: Loss of working advantage
- D: Failure to drive cow passed middle marker on second drive before time expires
- P: Working out of position
- Q: Slipping rein
- V: Over-bred (per maneuver)
- W: Out of frame (per maneuver)

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

#### 3 Point Penalties:
- B: Spurring in front of crinch
- C: Banton disobeyed
- E: Use of either end to instill fear/punishment
- 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 roman reins (except two rein) per maneuver

### RUN CONTENT

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

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### PENALTIES

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

---

**SHOW:** Athens-Versatility  
**CLASS:** #66-SHTXIVCH-IntermediateWorkingCow  
**DATE:** 07/21/2018
### Run Content

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

-1 1/2 Extraordinary Poor, + 1/2 Very Good, + 3 Poor, + 3 Good, + 1/2 Excellent

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<tr>
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**JUDGE'S NAME (PRINTED):** Frank Craighead

**JUDGE'S SIGNATURE:** [Signature]
VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:
A - Loss of working advantage
B - Failure to drive cow passed middle marker on second drive before time expires
F - Working out of position
S - Slipping reins
V - Over-bred (per maneuver)
W - Out of frame (per maneuver)

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

5 Point Penalties:
B - Spurring in front of cinch
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 roman reins (except two) per maneuver

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

Off-Pattern (OP): Cannot place above others who complete pattern correctly
A - Turning tail
E - Repeated blatant disobedience
H - Leaving arena before run is complete
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

Disqualification (DQ):
A - Abuse
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Full of horse/rider
N - Improper western attire

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<tr>
<th>W/O</th>
<th>#</th>
<th>RUN CONTENT</th>
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<tbody>
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JUDGE'S NAME (PRINTED): Frank Craighead
JUDGE'S SIGNATURE: [Signature]

Printed from HSW