# Versatility Ranch Horse - Ranch Riding

## 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

## 2 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 cinch
- Blatant disobedience
- Use of either hand to stall or fear/raise
- 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

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

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

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

## Maneuver Scores

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**Judge's Name (Printed):** Marilyn Peters  **Judge's Signature:** Marilyn Peters
### VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #30 - SHTX NPPL - Non Pro Pleasure  
**DATE:** 03/04/2018

**PATTERN** 1

#### 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

#### 2 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
- 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 normal reins per maneuver
- 1st or 2nd cumulative refusal

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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.  
- 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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**JUDGE'S NAME (PRINTED):** Marilyn Peters  
**JUDGE'S SIGNATURE:** Marilyn Peters

Printed from HSW
VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:
- Over-bidled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Capping 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:
- Spanning 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 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)

Off-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
- Disrespected or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

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<th>W/O</th>
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JUDGE'S NAME (PRINTED): Marilyn Peters

Printed from HSW
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 failing 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 lope over

2 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
- Two-three steps on mount/dismount or ground tie

5 Point Penalties:
- Spinning in front of onich
- Blisters about dismount
- Use of either hand to instill fear or reason
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one fingers between split reins or any fingers between normal reins per maneuver
- Knocking out, 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 obvious and consistently carried in an unnatural manner in every maneuver)

SHOW: Bryan Kickoff Classic-VRH
CLASS: #32 SHX-Non-Pro Trail
DATE: 03/04/2018

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

Printed from HSW
### Obstacle 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

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VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- Over-bred (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 failing to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Slip pole in lope over

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
- Two-three steps on mount/dismount or ground tie

6 Point Penalties:
- Suspension in front of cinch
- Bland 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 normal reins per maneuver
- Knocking over, stepping off, or failing 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 obvious and consistently carried in an unnatural manner in every maneuver)

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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

Printed from HSW
VERSATILITY RANCH HORSE - REINING

SHOW: Bryan Kickoff Classic-VRH
CLASS: #34 - SHTX NPRN - Non Pro Reining
DATE: 03/04/2018

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-bridled (per maneuver)
- Out of frame (per maneuver)
- 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
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

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

10 Points Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an 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, backing 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/rode
- Improper western attire

MANEUVER SCORES
Each horse/rider team is scored between 610 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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JUDGE'S NAME (PRINTED): 

JUDGE'S SIGNATURE: 

Printed from HSW
# Versatility Ranch Horse - Reining

### 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-rotate or under-rotate up to 1/8 turn

### 1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

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**Judges' Name (Printed):**

**Judge's Signature:**

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-bended (per maneuver)
- Out of frame (per maneuver)
- 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 spurs 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 or 1/2 length of arena

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to indelibly mark/prise
- 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
- Attempt to alter tension or length of reins from the bridle to the rein hand

16 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse’s tail is obvious and consistently carried in an 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, backing 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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**VERSATILITY RANCH HORSE - RANCH COW WORK**

**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 to turn cow
- I: For each length horse runs past cow
- P: Working out of position

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

**3 Point Penalties:**
- E: Exhausting or overpowering the cow before clinching or roping
- H: Hanging up on the fence (refusing to turn)
- K: Knocking down the cow without having a working advantage
- P: Two-loop catch when roping in open/cowboy classes

**5 Point Penalties:**
- A: Failure to turn the cow both directions on the fence
- B: Spinning or hitting in front of cinch at any time
- C: Bistart disobedience
- E: Use of other 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 normal reins (except two reins) per maneuver
- R: Failure to catch when roping in open/cowboy classes

**10 Point Penalty:**
- J: Unnatural Ranche Horse Appearance (Horse’s tail is obvious and consistently carried in an unnatural manner in every maneuver)

---

**RUN CONTENT**

Each horse/leader 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: -5 Poor: 0 Correct: +1/2 Good: +1 Very Good: +1 Excellent

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

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

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
- L - Changing sides of arena to turn 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-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 if roping in amateur and youth classes

### RUN CONTENT
Each horse/rider team is scored from 0-100 points and automatically begins the run with a score of 75 points:

- 11/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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### JUDGE'S SIGNATURE:

[Signature]

Printed from HSW
### Versatility Ranch Horse - Ranch Cow Work

#### 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 to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rope
- 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
- E - In an open field turn animal on 3 feet of the end fence before turning
- R - Failure to catch it roping in amateur and youth classes

#### 3 Point Penalties:
- E - Exhastuting 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

#### 4 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Sparring or hitting in front of pinch at any time
- C - Blatant disobedience
- D - Use of either hand to spin/leer/pray
- 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 rein) per maneuver
- R - Failure to catch when roping in open/cowboy classes

#### 5 Point Penalties:
- J - Schooling horse 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

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

**Judge's Signature:**

Printed from HSW