**VERSATILITY RANCH HORSE - RANCH RIDING**

1 Point Penalties:
- Over-brided (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 chin
- Blatant disobedience
- Use of either hand to mistle toe/pass 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
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper Western attire

---

**MANEUVER SCORES**

Each horse/rider team is scored on 0-10 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, +2 Very Good, +3 Excellent

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<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Ext. Walk</th>
<th>Trot</th>
<th>Ext. Trot</th>
<th>Lope</th>
<th>Stop &amp; Step</th>
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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

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

**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

**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 canter
- Blatant disobedience
- Use of either hand to unroll tear/pause
- 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
- 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.

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<tr>
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**Score Calculation:**

- Total Score = 367.5

---

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

**JUDGE'S SIGNATURE:**

*Printed from HSW*
# 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.

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**SHOW:** Bryan Kickoff Classic-VRH

**CLASS:** #70 - SHTX VPLS - Novice Pleasure

**DATE:** 03/03/2018

**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
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire

**JUDGE'S NAME:**

**JUDGE'S SIGNATURE:**

Printed from HSW
# Versatility Ranch Horse - Ranch Riding

**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

**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
- Blatant disobedience
- Use of either hand to instill fear or to cause discomfort
- Use of excess rein (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
- Disrespect or misconduct
- Illegal equipment
- Fall of horse or rider
- Improper western attire

## Maneuver Scores

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**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 03/03/2018

### VERSATILITY RANCH HORSE - RANCH RIDING

#### 1 Point Penalties:
- Over-breded (per maneuver)  
- Out of frame (per maneuver)  
- Too slow (per maneuver)  
- Snapping 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:
- Spurting in front of cornich  
- Blistened disobedience  
- Use of either hand to instill tear-pulse  
- 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

### MANEUVER SCORES

| W/O | #  | Tie-Breaker | Maneuver Description | PENALTY | CONTENT | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | PENALTY | PENALTY TOTAL | OFF PATTERN |
|-----|----|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 33  | 101| 5           |                      | 0 -1/2 | 0 -1/2 | 0 | 0 | 0 | 0 | -1/2 | +1/2 |     |     |     |     |     |     |     |     |     |     | 1 | 68 |
| 34  | 849| 2           |                      | 0 +1/2 | 0 +1/2 | 0 | 0 | 0 | 0 | -1/2 | -1/2 |     |     |     |     |     |     |     |     |     |     | 1 | 70 |
| 35  | 827| 1           |                      |        |         | 1/2 | 0 +1/2 | 0 | 0 | 0 | 0 | +1/2 | -1/2 |     |     |     |     |     |     |     |     |     | 5 | 65 |
| 36  | 34 | 6           |                      | 0 +1/2 | 0 +1/2 | 0 | 0 | 0 | 0 | +1/2 | +1/2 |     |     |     |     |     |     |     |     |     |     | 73 |
| 37  | 939| 3           |                      | 1/2 | 0 +1/2 | 0 | 0 | 0 | 0 | +1/2 | +1/2 |     |     |     |     |     |     |     |     |     |     | 75 2 |
| 38  | 26 | 7           |                      | 1/2 | +1/2 | -1 | -1/2 | 0 | 0 | +1/2 | -1/2 |     |     |     |     |     |     |     |     |     |     | 61  |
| 39  | 872| 4           |                      | -1 | -3 | -1 | -1 | -1 | 0 | +1/2 | -1/2 |     |     |     |     |     |     |     |     |     |     | 60 2 |
| 40  | 961| 8           |                      | 0 +1/2 | 0 +1/2 | 0 | 0 | 0 | 0 | 0 | 0 | +1/2 |     |     |     |     |     |     |     |     |     | 71 2 |

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

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

**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

**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:**
- Spurring in front of chin
- Blatant disobedience
- Use of either hand to insist tear-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

---

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 03/03/2018

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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.

- 1/2 Extremely Poor
- 1/2 Very Poor
- 1/2 Poor
- 1/2 Correct
- 1/2 Good
- 1/2 Very Good
- 1/2 Excellent

---

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

**3 Point Penalties:**
- Wrong 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:**
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/raise
- Use of two hands (except in snaffle bit or hackamores) 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
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/ride
- Improper western attire

---

**MANEUVER SCORES**

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

- 1.0 - Extremely Poor
- 2.0 - Very Poor
- 3.0 - Poor
- 4.0 - Fair
- 5.0 - Good
- 6.0 - Very Good
- 7.0 - Excellent

| W/O | #  | Tie-Breaker | Maneuver Description | 5 | 7 | 1 | 6 | 4 | 3 | 9 | 10 | PENALTY | CONTENT | PENALTY | TOTAL | SCORE |
|-----|----|-------------|----------------------|---|---|---|---|---|---|---|---|-------|---------|---------|--------|-------|-------|
| 49  | 24 |             |                      | 0 | + | 1/2 | - | 1/2 | 0 | 0 | 0 | - | 3/2 | 3/2 | 0 | + | 3/2 | 3/2 | 3 | 3.662 |
| 50  | 925|             |                      | 0 | + | 1/2 | - | 1/2 | 0 | 0 | 0 | - | 3/2 | 3/2 | 0 | + | 3/2 | 3/2 | 6 | 69    |
| 51  | 57 |             |                      | 1 | 0 | + | 1/2 | 0 | - | 1/2 | 0 | 0 | + | 1/2 | 1/2 | 0 | + | 1/2 | 1/2 | 1 | 1.69   |
| 52  | 40 |             |                      | - | 1 | + | 1/2 | - | 1/2 | 0 | 0 | + | 1/2 | 1/2 | 0 | + | 1/2 | 1/2 | 7 | 71/2  |
| 53  | 886|             |                      | 0 | 0 | + | 1/2 | 0 | 0 | - | 1/2 | 0 | 0 | + | 1/2 | 0 | + | 1/2 | 0 | 1 | 69/2  |
| 54  | 809|             |                      | 0 | 0 | + | 1/2 | 0 | 0 | - | 1/2 | 0 | 0 | + | 1/2 | 1/2 | 0 | + | 1/2 | 1/2 | 1 | 1.682 |
| 55  | 843|             |                      | 0 | 0 | + | 1/2 | 0 | 0 | - | 1/2 | 0 | 0 | + | 1/2 | 1/2 | 0 | + | 1/2 | 1/2 | 7 | 73    |
| 56  | 116|             |                      | - | 1/2 | + | 1/2 | 0 | 0 | 0 | 0 | 0 | + | 1/2 | 1/2 | 0 | + | 1/2 | 1/2 | 7 | 70    |

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

**JUDGE'S SIGNATURE:**

*Printed from HSW*
### 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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<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Step 8 &amp; Back</th>
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<th>10 Point Penalty</th>
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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, corn, 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 a step into required space
- Incorrect number of strides, if specified
- One step on mound/dismount or ground tie (except shifting to balance)
- Split pole in loop over

**5 Point Penalties:**
- Spinning in front of cinch
- Ralliant 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
- 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 mound/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)

**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 stalled during the drag

**Disqualification (QD):**
- Abuse
- Lameness
- 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, 1/2 Correct, 1 Good, 1 Very Good, +1 1/2 Excellent

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**Score Sheet**

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

**Judge's Signature:**

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

1 Point Penalties:
- Over-bred or (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
- Skidding over or failing to step into required space
- Incurred number of grades, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in loop over

5 Point Penalties:
- Spurring in front of cinch
- Blatant 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 out of, or failing off of an obstacle
- Dropping an object required to be carried
- 1st and 2nd cumulative refusal
- Letting go of gait
- 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)

---

**OBSTACLE SCORES**

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

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

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

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

1. **Point Penalties:**
   - Over-brided (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 loop over

2. **Point Penalties:**
   - Wrong lead or out of lead
   - Dropped reins
   - Break of gait at loop
   - 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:**
   - Spurting in front of cinch
   - Blunt disobedience
   - Use of either hand to instill fear/pause
   - Use of two hands (except in snaffle bit or hackamore) per maneuver
   - More than one finger between split reins or any fingers between canal reins per maneuver
   - Knocking over, stepping out of, 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)

### OBSTACLE SCORES

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

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|     |     |             | 0       | -1      |
|     |     |             | 0       | +1/2    |
|     |     |             | 0       | +1/2    |

| 20  | 827 | 20          | 5       | 3       |
|     |     |             | 1       | 0       |
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|     |     |             | 0       | +1/2    |
|     |     |             | 0       | +1/2    |

| 21  | 835 | 21          | 5       | 3       |
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|     |     |             | 0       | +1/2    |
|     |     |             | 0       | +1/2    |

| 22  | 836 | 22          | 5       | 3       |
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|     |     |             | 0       | +1/2    |

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|     |     |             | 0       | +1/2    |

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|     |     |             | 0       | +1/2    |
|     |     |             | 0       | +1/2    |

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**JUDGE’S NAME (PRINTED):** [Signature]

**JUDGE’S SIGNATURE:** [Signature]
# Versatility Ranch Horse - Trail

## Point Penalties:
- Over-brinded (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 lope over

## 5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instil fear/praise
- Use of both hands (except in english bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between 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 obvious and consistently carried in an unnatural manner in every maneuver)

## Obstacle Scores

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<tr>
<th>Obstacle Description</th>
<th>W/O</th>
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<th>Penalty Total</th>
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### Off-pattern Offences:
- 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 stalled during the show

### Disqualification:
- Abuse
- Lameness
- Disrespected or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
### VERSATILITY RANCH HORSE - TRAIL

#### 1 Point Penalties:
- Over-brided (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 lope over

#### 3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait atlope
- 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 rein
- Blatant disobedience
- Use of either hand to instill fear/punish
- Use of two hands (except in an effective 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 failing off of an obstacle
- Dropping an object required to be carried
- Stopping or refusing two consecutive times at an obstacle
- Four or more steps on mount/dismount or ground tie

#### 10 Point Penalties:
- Natural 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
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain saddled during the drag

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

### OBSTACLE SCORES

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

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### Obstacle Scores

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

- **10 Point Penalty:**
  - Failing to complete pattern correctly
  - Breaking pattern
  - Leaving arena before pattern is complete
  - 3rd refusal
  - Repeated blatant disobedience
  - Failure to daily and maintain ridden during the drag

- **Disqualification (DG):**
  - Abuse
  - Laminas
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rode
  - Improper western attire

### Obstacle Description

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### Final Scores

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**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 03/03/2018

**VERSATILITY RANCH HORSE - TRAIL**

**1 Point Penalties:**
- Over-breded (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 lope over

**5 Point Penalties:**
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instil fear/praise
- Use of two hands (except in a small bit or bridleless) 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 Penalties:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner on every maneuver)

**TIE-BREAKER**

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**OBSTACLE SCORES**

Each horse/rider team is scored between 0-106 points and automatically begins the run with a score of 70 points.
- 1-1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 1/2 Correct, 1 Very Good, +1/2 Excellent

**JUDGE'S SIGNATURE:** 

Printed from HSW
SHOW: Bryan Kickoff Classic-VRH
CLASS: #71 - SHTX VTRL - Novice Trail
DATE: 03/03/2018

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- Over-bredled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacles
- Incorrect or break of gait at walk or trot for two strides or less
- Sixth front or hind feet in a single-stride space at a walk or trot
- Slipping 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

5 Point Penalties:
- Spurring in front of cinch
- Blantant 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 roman 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 obvious and constantly carried in unnatural manner in every maneuver)

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 dalled during the day

Disqualification (DQ):
- Abuse
- Lemaingness
- Disrespect or misconduct
- Illegal equipment
- Fall of horserider
- Improper western attire

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JUDGE'S NAME (PRINTED): [Signature]
JUDGE'S SIGNATURE: [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-spin or under-spin up to 1.8 turn

### 1 Point Penalties:
- Over-birdied (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 reins

### 2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on lope 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/prance
- 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 stirrup to the rein hand

### 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
- 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

### MANEUVER SCORES

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

**JUDGE’S SIGNATURE:**

Printed from HSW
**PATTERN 6**

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 03/03/2018

### 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 at 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-birdied (per maneuver)  
- Out of frame (per maneuver)  
- Out of lead in the circle, 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:
- Spinning in front of cinch  
- Blatant disobedience  
- Use of either hand to instill tear/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 rein) per maneuver  
- Attempt to alter tension or length of reins from the bit to the rein hand

### 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  
- 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

---

### MANEUVER SCORES

Each horse/rider team is scored on 0-100 points and automatically begins the run with a score of 75 points.  
-1/2 Extremely Poor  
-1 Very Poor  
-1/2 Poor  
-1 Correct  
-1/2 Good  
+1 Very Good  
+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-spin or under-spin up to 1/6 turn

1 Point Penalties:
- Over-braced (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

MANEUVER SCORES

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JUDGE’S NAME (PRINTED): Marilyn Peters

PATTERN 6

SHOW: Bryan Kickoff Classic-VRH
CLASS: #72 - SHTX VRNN - Novice Reining
DATE: 03/03/2018

10 POINT PENALTY | PENALTY TOTAL | SCORE | OFF PATTERN
----------|---------------|-------|-----------------|
2.5 | 65.5 | | |
6 | 62.5 | | |
3 | 62.5 | | |
4 | 63 | | |
69.5 | | | |
6 | | | |
15.5 | 48 | | |
11 | 54 | | |
# Versatility Ranch Horse - Reining

## Pattern

**SHOW:** Bryan Kickoff Classic - VH

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 03/03/2018

### 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 the-in patterns
- Failure to be in a lope prior to the first marker on the-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:
- Spinning in front of circl
- 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 roman reins (except for two rein) per maneuver
- Attempt to alter tension or length of reins from the circle to the rein hand

### 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 piece above others with 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
- Lamentness
- 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: 

Printed from HSW
# Versatility Ranch Horse - Reining

**Pattern:**

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 03/03/2018

**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  
- 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/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 rein) 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 an unnatural manner in every maneuver)

**Off-Pattern (OP):**
- Cannot place above others who complete pattern correctly

**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.  
- Less Than 70 Points: 1/10 Points deducted  
- 70 Points: 0 Points deducted  
- 71 Points: 1/10 Point deducted  
- 72 Points: 2/10 Points deducted  
- 73 Points: 3/10 Points deducted  
- 74 Points: 4/10 Points deducted  
- 75 Points: 5/10 Points deducted  
- 76 Points: 6/10 Points deducted  
- 77 Points: 7/10 Points deducted  
- 78 Points: 8/10 Points deducted  
- 79 Points: 9/10 Points deducted  
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- 99 Points: 29/10 Points deducted  
- 100 Points: 30/10 Points deducted

**W/O#**  
**Maneuver Description**  
**Penalty**  
**Content**  
**10 Point Penalty**  
**Penalty Total**  
**Score**  
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**Judge's Name (Printed):**  
**Judge's Signature:**

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

12 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-trotted (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:
- Spinning in front of cinch
- Bilateral disobedience
- Use of either hand to unseat lead/leg
- Use of two hands except in sitzblitzen or hackamores 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 bit to the rein hand

15 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 with complete pattern correctly
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, loping more than two strides)
- Leaving arena before pattern is complete
- Repeated bilateral disobedience

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

---

### MANEUVER SCORES

Each horse/ rider 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):** Marilyn Peters  **JUDGE’S SIGNATURE:** Printed from HSW
### MANEUVER SCORES

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

| W/O | #  | Tie-Breaker | Maneuver Description | PENALTY | CONTENT | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | PENALTY TOTAL | SCORE | OFF PATTERN |
|-----|----|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|-------------|-------|-------------|
| 49  | 911|             |                      | -1/2    | 0       | 0 | 0 | -1/2 | 0 | -1/2 |           |       |             | 64.5  |             |
| 50  | 9  |             |                      | -1/2    | 0       | -1/2 | -1/2 | +1/2 | -1/2 | 0       |       |             | 68.5  |             |
| 51  | 959|             |                      | 0       | 0       | 1  | 51| 2   |     |         |       |             | 9     | 60          |
| 52  | 849|             |                      | 1/2     | -1/2    | -1/2 | -1/2 | -1 | -1  | -1       |       |             | 2     | 61          |
| 53  | 934|             |                      | 1/2     | 0       | -1/2 | -1/2 | 2   |     |         |       |             | 42.5  | 14.5 @      |
| 54  | 967|             |                      | 1/2     | 0       | -1/2 | -1/2 | 0   | 0   | 0       |       |             | 9     | 58.5        |
| 55  | 892|             |                      | 1/2     | 0       | -1/2 | -1/2 | 0   |     | -1/2   |       |             | 13    | 50.5        |

JUDGE'S NAME (PRINTED): Marilyn Peters

JUDGE'S SIGNATURE: [Signature]
### NOVICE/YOUTH COW WORK

#### 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: Spanning in front of cinch
- C: Blatant disobedience
- D: Use of either hand to instill fear/pain
- H: Use of two hands (except in snaffle bit or hackamore) per maneuver
- F: More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver

#### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- A: Turning tail
- B: Repeated blatant disobedience
- C: Schooling after entering the arena prior to calling for cow
- K: Schooling horse between cows, if new cow is awarded
- NE: Failure to attempt any part of the class

#### DO:
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- H: Improper western attire
- I: Fail to hide horse, credit will be given for work done

---

#### RUN CONTENT
Each horse/riders team is scored between 0-100 points and automatically begins the run with a score of 70 points.
1-1 1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

##### BOXING MANEUVERS

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#### JUDGE'S SIGNATURE: [Signature]
## NOVICE/YOUTH COW WORK

### 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: Spurting in front of clinch
- C: Blatant disobedience
- D: Use of either hand to instill tear/praise
- H: Use of two hands (except in snaffles bit or hackamore) per maneuver
- F: More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

### Off-Pattern (OP):
- A: Turning tail
- B: Repeated blatant disobedience
- C: Schooling after entering the arena prior to calling for cow
- K: Schooling horse between cows. If new cow is awarded
- NE: Failure to attempt any part of the class

### DQ:
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- M: 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, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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### JUDGE'S SIGNATURE: [Signature]
**NOVICE/YOUTH COW WORK**

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

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 cich
- C: Blatant disobedience
- D: Use of one hand to install bridle/rope
- H: Use of two hands (except in snaffle bit or hackamore) per maneuver
- F: More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver

**RUN CONTENT**
Each horserider team is scored between 0-10 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 SIGNATURE: [Signature]
## NOVICE/YOUTH COW WORK

### RUN CONTENT

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

### Penalty (DP)

- A: Turning tail
- B: Repeated blatant disobedience
- C: Schooling after entering the arena prior to calling for cow
- D: Schooling horse between cows, if new cow is awarded
- E: Failure to attempt any part of the class
- F: More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

### Tie-Breakers

- B: Blatant disobedience
- D: Disrespect or misconduct
- G: Illegal equipment
- H: Improper western attire
- I: Fall horse/cover run ends; credit will be given for work done

### Run Schedule

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