**VERSATILITY RANCH HORSE - RANCH RIDING**

**MANEUVER SCORES**

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

| W/O | #  | Maneuver Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Penalty | Total | Score |
|-----|----|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|----|-------|------|-------|
| 1   | 47 |                       | 0 + ½ - ½ - 0 | 0 | 0 | - 0 | - 0 | - 0 | - 0 |   |   |   |   | 68 ½ |
| 2   | 107|                       | 2 - 0 - ½ - 0 | 0 | 0 | - 0 | - 0 | - 0 | - 0 |   |   |   |   | 60   |
| 3   | 117|                       | 0 + ½ - 2 + ½ | 0 | 0 | - 0 | - 0 | - 0 | - 0 |   |   |   |   | 71 ½ |
| 4   | 108|                       | 0 + ½ - 0 + ½ | 0 | 0 | - 0 | - 0 | - 0 | - 0 |   |   |   |   | 56 ½ |
| 5   | 19 |                       | 0 - ½ - 1 + ½ | 0 | 0 | - 0 | - 0 | - 0 | - 0 |   |   |   |   | 46 ³/₄|
| 6   | 987|                       | 0 + ½ - 1 + ½ | - 3 |    | - 0 | - 0 | - 0 | - 0 |   |   |   |   | 36 ³/₄|
| 7   | 993|                       | 0 + ½ - 0 - ½ | 0 | 0 | + 1 | + ½ - ½ | - 2 | - 2 | - 2 | - 2 | 76 ²/₃|
| 8   | 110|                       | 0 - ½ - ½ - ½ | 0 | 0 | + ½ - ½ | - 2 | - 2 | - 2 | - 2 | 69 ²/₃|
## MANEUVER SCORING

Each horse/rider team is scored on a 0-100 scale and automatically begins the run with a score of 75 points. 

### MANEUVER DESCRIPTION

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### PENALTY TOTALS

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### 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 two (2) strides

### 5 Point Penalties:
- Spurring in front of rider
- 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
- Larenness
- Disrespect or misconduct
- Illegal equipment
- Fail of horse/ rider
- Improper western attire

### MANEUVER SCORES

Each handler's pattern is scored between 0-100 points and automatically begins he run with a score of 70 points.  
- 10 Excellent
- 9 Very Good
- 8 Good
- 7 Very Poor
- 6 Poor
- 5 Very Poor
- 4 Poor
- 3 Very Poor
- 2 Poor
- 0 Extremely Poor

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### 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.

- 1.0 Extremely Poor
- 1.5 Very Poor
- 2.0 Poor
- 2.5 Correct
- 3.0 Good
- 3.5 Very Good
- 4.0 Excellent

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

**JUDGE'S SIGNATURE:**

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

### 1 Point Penalties:
- Over-bunched (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 lunge
- Break of gait at walk or trot for more than one (1) stride

### 5 Point Penalties:
- Spurring at front of cinch
- Instant disobedience
- Use of either hand to assist hair/pole
- Use of both hands (except in snaffle bit or hackamore) per maneuver
- More than one hand 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

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

---

### MANEUVER SCORES

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

- 1-2 Extremely Poor
- 3-4 Very Poor
- 5-6 Poor
- 7-8 Fair
- 9-10 Good
- 11-12 Excellent

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

**JUDGE'S SIGNATURE:**

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

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #80 - SHTX YP - Youth Pleasure  
**DATE:** 03/03/2018

**MANEUVER SCORES**

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

- 1-1.2 Extremely Poor
- 1.3 Very Poor
- 1.2-2 Poor
- 1.1 Very Good
- 1-1.1 Excellent

| W/O | #  | Tie Breaker | 2 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | 100 | Net 10 | OVERALL | SCORE |
|-----|----|-------------|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-----|-------|
| 41  | 96 | 5  | 3  | 2  | 2  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 3  | 68  |
| 42  | 7  | 5  | 3  | 2  | 2  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 72  |
| 43  | 119 | 5  | 3  | 2  | 2  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 73  |
| 44  | 864 | 5  | 3  | 2  | 2  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 73  |
| 45  | 843 | 5  | 3  | 2  | 2  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 73  |
| 46  | 25 | 5  | 3  | 2  | 2  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 72  |
| 47  | 36 | 5  | 3  | 2  | 2  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 72  |
| 48  | 997 | 5  | 3  | 2  | 2  | 1  | 1  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 72  |
### Obstacle Scores

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
### 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
- Stopping 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

**5 Point Penalties:**
- Spotted in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/prise
- 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 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.

<table>
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**Off-Penalty (OP):** Cannot place above others who complete pattern correctly.

- Breaking pattern
- Leaving arena before pattern is complete
- Test refusal
- Repeated blatant disobedience
- Failure to daily and received during the drag

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

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

**Judge's Signature:**

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 rope over

#### 5 Point Penalties:
- Spurring in front of orch
- 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 roman reins per maneuver
- Knocking over, stepping out of, or failing to step 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

#### 3 Point Penalties:
- Wrong lead or out of lead
- Dropped reins
- Break of gait at lop
- Break of gait at walk or trot for more than two (2) strides
- Two-three 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 scored between 0-100 points and automatically begins the run with a score of 70 points.

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**SCORE:** 50.5

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**SCORE:** 42.19.5

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**SCORE:** 59

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**SCORE:** 68

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**SCORE:** 69.5

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**SCORE:** 68
### VERSATILITY RANCH HORSE - TRAIL

#### 1 Point Penalties:
- Over-bred/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 gate at walk or trot for two strides or less
- Both front or hind feet in a single stride space at 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 loop over

#### 5 Point Penalties:
- Spurting 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
- 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

#### 9 Point Penalties:
- Wrong lead or out of lead
- Uprooted rails
- Break of gate at lope
- Break of gate at walk or trot for more than two strides
- Two-three steps on mount/dismount or ground tie

#### 15 Point Penalties:
- 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 on 0-100 points and automatically begins the run with a score of 70 points.

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### Score Table

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### Scores

- W/O 100: Score 60.5
- W/O 110: Score 28.335
- W/O 112: Score 28.335
- W/O 114: Score 19.44
- W/O 115: Score 76
- W/O 117: Score 52.00
- W/O 119: Score 275
- W/O 121: Score 56.00
- W/O 123: Score 57.50

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

**Judge's Signature:** 
[Signature]

---

**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
- Stepping 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 steps on mount/dismount or ground tie

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

### 5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instil 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 bridle 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

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

- 1-1.5 Extremely Poor
- 1.6-2.5 Very Poor
- 2.6-3 Good
- 3.1 Very Good
- 3.1 Excellent

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

**JUDGE'S SIGNATURE:** [Signature]
**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #83 - SHOT YTRL - Youth Trail  
**DATE:** 03/03/2018

**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)  
- Split pole in lope over

**5 Point Penalties:**
- Spurring in front of cinch  
- Blatant 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 romal 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**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 79 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 NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

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

## 1 Point Penalties:
- Over-handled (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:
- Failure to execute a lope pattern
- 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 clock
- Blistat disobedience
- Use of both hands to instill fear or devise
- 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
- Attempts 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
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatan 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
VERSEATILITY RANCH HORSE - REINING

1 Point Penalties:
- Over-toned (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 lope position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:
- Spurring in front of inch
- 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 roman 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)

OF Pattern (OP)
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuvers 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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JUDGE'S NAME (PRINTED): Marilyn Peters

JUDGE'S SIGNATURE: Marilyn Peters
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #66 - SHTX YRNN - Youth 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-switch or under-switch up to 1/8 turn

### 1 Point Penalties:
- Over-bred (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
- Ritaltine 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 (except two rein) 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
- Repetition of blatant disobedience

### Disqualification (DQ):
- Abuse
- Lame or ill
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- 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.

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**JUDGE'S NAME (PRINTED):** Marilyn Peters  
**JUDGE'S SIGNATURE:** Marilyn Peters
**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
- Loss of balance or unseat up to 1/8 turn

1 Point Penalties:
- Over-bred (per occurrence)
- Misjudged (per occurrence)
- 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 or 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 rollback
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in the 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

**JUDGE'S SIGNATURE:** Marilyn Peters

**SHOW:** Bryan Kickoff Classic-VRH

**CLASS:** #86 - SXTYRNN - Youth Reining

**DATE:** 03/03/2018
# VERSATILITY RANCH HORSE - REINING

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #86 - SHTX YRNN - Youth 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 circle 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-tripped (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 spots 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  
- Turning beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

**MANEUVER SCORES**

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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

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

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

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #86 - SHTX YRNN - Youth 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-bonded (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
- Rattan 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 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 between 0-100 points and automatically begins the run with a score of 70 points.

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<th>SCORE</th>
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**JUDGE'S NAME (PRINTED):** Marilyn Peters  
**JUDGE'S SIGNATURE:** [Signature]

Printed from HSW
# Versatility Ranch Horse - Ranch Cow Work

## 1 Point Penalties:
- A: Loss of working advantage
- B: Using the corner or the end of the arena to turn the cow when going down the fence
- C: Changing sides of arena to turn cow
- D: For each length horse runs past cow
- E: Working out of position
- F: Two-loop catch in amateur and youth classes

## 5 Point Penalties:
- A: Excessive or overworking the cow before circling or roping
- B: Hanging up on the fence (refusing to turn)
- C: Knocking down the cow without having a working advantage
- D: Two-loop catch when roping in open/cowboy classes

## Off-Pattern (OP): Cannot place above others who complete pattern correctly
- A: Tuming tail
- B: Repeated blatant disobedience
- C: Leaving arena before run is complete
- D: Illegal catch at end of run
- E: Schooling after entering the arena prior to calling for cow
- F: Schooling between runs, if new cow is awarded
- G: Failure to attempt any part of the class
- H: Complete loss of rope

## Disqualification (DQ):
- A: Abuse
- B: Lameness
- C: Disrespect or misconduct
- D: Illegal equipment
- E: Fall of horse/rider
- F: Improper western attire

## RUN CONTENT

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<th>CIRCLING</th>
<th>ROPING</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
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## PENALTIES

- 2 POINTS
- 3 POINTS
- 10 POINTS
- TOTAL

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

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

#### 1 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
- S - Slipping rein
- V - Over-brinded (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 boxing

#### 6 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 nasal reins (except two rein) per maneuver

#### 10 Point Penalty:
- U - 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
- A - Turning tail
- B - Regarded blatant disobedience
- H - Leaving arena before run is complete
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between coves, if horse is awarded
- N - Failure to attempt any part of the class

#### Disqualification (DQ):
- Abuse
- B - Lameeness
- 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:

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#### PENALTIES

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#### SCORE

- 1
- 3
- 4
- 5

#### OP

- 72.5
- 63 (OP)
- 60 (OP)
- 58 (OP)
### VRH - LIMITED COW WORK (Amateur/Youth)

### Benchmarks
- **1 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
  - G - Slipping rein
  - V - Over-handled (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 boxing

- **5 Point Penalties:**
  - B - Spurring in front of cinch
  - E - Bristle disobedience
  - 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

### 10 Point Penalty:
- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- Off-Pattern (OP): Cannot pass above other who complete pattern correctly

### Disqualification (DQ):
- A - Abuse
- B - Lameness
- C - 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:
- 1/2 - Extremely Poor
- 0-1/2 - Poor
- 1/2-3/4 - Fair
- 3/4-1 - Good
- 1 - Excellent

### Penalties

#### BOXING

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#### PENALTIES

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### Judge's Name (Printed): Frank Coughen
### Judge's Signature: [

Printed from HSW
# NOVICE/YOUTH COW WORK

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**RUN CONTENT**

Each horse/holder is scored between 0-100 points and automatically begins the run with a score of 0 points.
- 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correkt, +1/2 Good, +1 Very Good, +1 1/2 Excellent
### NOVICE/YOUTH COW WORK

#### 1 Point Penalties:
- A: Loss of working advantage
- P: Working out of position
- G: Dipping 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 cow
- C: Blistat disobedience
- D: Use of either hand to instill fear/pause
- 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 iothal 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

#### DD:
- A: Abuse
- B: Lamenness
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- L: Failed horse/ride/run ends; credit will be given for work done

#### RUN CONTENT

Each horse/cow 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 Good, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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### NOVICE/YOUTH COW WORK

#### Point Penalties:
- A: Loss of working advantage
- P: Working out of position
- S: Slipping rein

#### 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

#### EQ:
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fall horse rider; run ends; credit will be given for work done

#### RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points;
- 1-1.9 Extremely Poor, -1 -2 Poor, -2 Poor, 0 Correct, +2 Good, +3 Very Good, +4 Excellent

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

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #89 - SHTX YWCH - Youth Working Cow  
**DATE:** 03/03/2018

#### 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 taking a working advantage
- L: Losing a cow while boxing

#### 5 Point Penalties:
- B: Spurring in front of onch
- C: Biatant disobedience
- D: Use of other hand to instill fear/pierce
- H: Use of two hands (except in onch or lass) per maneuver
- F: More than one finger between split reins or any fingers between normal reins (except two) 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

#### DQ:
- A: Abuse
- B: Lame or
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fall horse rider; run ended; credit will be given for work done

### RUN CONTENT

Each horn/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 Excellent

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#### Judge's Signature

[Signature]

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