# Versatility Ranch Horse - Ranch Cow Work

## 1 Point Penalties:
- A - Loss of working advantage
- B - Changing sides of arena to turn cow when going down the fence
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- D - For each length horse runs past cow
- E - Working out of position
- F - Two-loop catch in amateur and youth classes
- G - Slippery run
- H - Failure to drive cow past middle marker on first turn
- I - Over-bridled (per maneuver)
- J - Out of frame (per maneuver)

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

## 3 Point Penalties:
- A - Exhausting 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

## 4 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blacklist disobedience
- D - Use of either hand to instill fear/putter
- E - Use of two hands (except in snaffle bit or hackamore) per maneuver
- F - More than one finger between split reins or any fingers between reins (except two reins) per maneuver
- G - Failure to catch when roping in open/cowboy classes

## 10 Point Penalty:
- A - 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 - Tuning 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 horse between cows, 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

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, 13 Very Poor, 12 Poor, 0 Correct, +12 Good, +1 Very Good, +11.2 Excellent

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JUDGE'S NAME (PRINTED): [Signature]

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

#### POINT PENALTIES:
- **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 rein
  - T - Failure to drive cow past middle marker on first turn
  - V - Over-bid (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

#### POINT PENALTIES:
- **5 Point Penalties:**
  - E - Exhausting or overworking the cow before circling or roping
  - H - Hanging up on the fence (refusing to turn)
  - K - Knocking down the cow without having a working advantage
  - R - Two-loop catch when roping in open/ranch cow work classes

- **6 Point Penalties:**
  - A - Failure to turn the cow both directions on the fence
  - B - Spurring or hitting in front of cinch at any time
  - 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 normal reins (except two rein) per maneuver
  - R - Failure to catch when roping in open/ranch cow work classes

#### PENALTIES:
- Off-Pattern (OP): Cannot place above others who complete pattern correctly
  - A - Turning tail
  - E - Repeated blatant disobedience
  - H - Leaving arena before run is complete
  - I - Legal catch at end of run
  - J - Schooling after entering the arena prior to calling for cow
  - K - Schooling horse between cows, if new cow is awarded
  - N - Failure to attempt any part of the class
  - R - Complete loss of rope

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

### RUN CONTENT

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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.

### PENALTIES

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

### 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
- 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 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

**3 Point Penalties:**
- E - Exhauising 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

**5 Point Penalties:**
- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- 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 reins (except two rein) per maneuver
- R - Failure to catch when roping in open/cowboy classes

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

### Run Content

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points
- 1-5 Extremely Poor, 6-10 Very Poor, 11-15 Poor, 16-20 Fair, 21-30 Good, 31-40 Very Good, 41-50 Excellent

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**Penalties**

- Penalty
- Contract

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

**Judge's Signature:**

Printed from HSW
### VERSATILITY RANCH HORSE - REINING

**SHOW:** Hamilton

**CLASS:** 431 - SHTX NPRN - Non-Pro Riding

**DATE:** 09/08/2018

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**10 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

**9 Point Penalties:**
- Spinning in front of circle
- 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 (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

**10 Point Penalty:**
- Unrealistic 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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### MANEUVER SCORES

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

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

#### Tie-Breaker:
- Run, Stop
- 3/4 Spins Left
- Run, Stop
- 3/4 Spins Right
- Run, Stop
- 2 Circles Right
- 2 Circles Left
- Stop & Back

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

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

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**Tie-Breaker:**
- Run, Stop
- 3 1/2 Spins Left, 3 1/2 Spins Right
- Run, Stop, 2 Circles Right, 2 Circles Left, Stop & Hack

**Penalties:**
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead or going from a trot to a walk 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 3/4 turn

**Off-Pattern (O/P):**
- Cannot place above others who complete pattern correctly

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

**SHOW:** Hamilton-Versatility  
**CLASS:** #34 - SHTX NPRN - Non Pro Reining  
**DATE:** 09/08/2018

**JUDGES NAME (PRINTED):** Cyndi Robbins  
**JUDGE'S SIGNATURE:** [Signature]  
Printed from HSW
### Versatility Ranch Horse - Trail

**1 Point Penalties:**
- Overbidding (per maneuver)
- Out of frame (per maneuver)
- Each kick, 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 foot 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 line (except shifting to balance)
- Split pole in line over

**5 Point Penalties:**
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to stall fear/praise
- Use of two hands (except lass flies or bridle) 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 line

**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:**

*Printing from HSW*
### VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- Over-halted (per maneuver)
- Out of frame (per maneuver)
- Each lost bit, bridle, leads, or any component of the bridle
- 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

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

5 Point Penalties:
- Spurring in front of cirque
- Bland or disobedience
- Use of either hand to disturb 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 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. -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Cued, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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**SHOW:** Hamilton-Versatility  
**CLASS:** #32 - SHTX NPTR - Non Pro Trail  
**DATE:** 09/08/2018

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

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

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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:
- 1-10 Extremely Poor, 11-20 Poor, 21-30 Fair, 31-40 Good, 41-50 Very Good, 51-70 Excellent.

**Tie-Breaker**
- 5, 6, 7, 8
- First tour of loop, then step 100:
- First tour of loop, then step 100:
- First tour of loop, then step 100:
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**JUDGE'S SIGNATURE:**
### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 75 points. 
- 1/2 Extremely Poor, -1 Very Poor, -5 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