# 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 cut of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

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

1.5 Extremely Poor, -1.5 Very Poor, -1 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1.5 Excellent

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<th>9 Point Penalty</th>
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## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Over-birdled (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 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

### 3 Point Penalties:
- Wrong lead or out of lead
- Omniped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two strides
- Three steps on mount/dismount or ground tie

### 5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in exselle 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

### Off-Penalty (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

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

### OBSTACLE SCORES

Each horse/riders 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):**

**JUDGE'S SIGNATURE:**

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### MANEUVER SCORES

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

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### 6 POINT PENALTIES
-   Spurring in front of neck
-   Blatant disobedience
-   Use of either hand to instill fear or raise
-   Use of any other hand (except in snaffle bit or hackamore) per maneuver
-   More than one finger between split reins or any fingers between normal reins (except left rein) per maneuver
-   Attempt to alter tension or length of reins from the bridle to the rein hand

### 5 POINT PENALTIES
-   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 2 strides)
-   Leaving arena before pattern is complete
-   Repeated blatant disobedience

### DISQUALIFICATION (DQ)
-   Abuse
-   Lameress
-   Disrespect or misconduct
-   Illegal equipment
-   Fall of horse or rider
-   Improper western attire
### 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
- G: Slipping
- H: Failure to drive cow past middle marker on first turn
- I: Over-handled (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 turn 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

**5 Point Penalties:**
- A: Failure to turn the cow both directions on the fence
- B: Sparring or hitting in front of cinch at any time
- C: Blisters or dandelion
- D: Use of either hand to instill fear/pain
- E: Use of two hands (except in snaffle bit or hackamore) per maneuver
- F: More than one finger between split reins or any reins between normal reins (except two reins) per maneuver
- G: 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)

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### RUN CONTENT

Each horse/holder team is scored between 0-100 points and automatically begins the run with a score of 70 points. Scores are based on the order of the points:
- 1-10: Excellent - 10; 9 Very Good - 9; 8 Good - 8; 7 Fair - 7; 6 Poor - 6; 5 Fair - 5

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<th>BOXING RATING (Form &amp; Quality)</th>
<th>HENCING PMARKS (Fence &amp; Qualty)</th>
<th>CIRCLING PMARKS</th>
<th>ROPING PMARKS</th>
<th>POSITION &amp; CONTROL PMARKS</th>
<th>OVERALL DIFFICULTY</th>
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**JUDGE'S NAME (PRINTED):**

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