**VERSATILITY RANCH HORSE - RANCH RIDING**

**PATTERN**

- 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
- 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 circh
- Eclipsed 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
- 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

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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.

**W/O**

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<th>Cut Lope</th>
<th>Trot</th>
<th>Step &amp; Reverse</th>
<th>Cut Walk</th>
<th>Trot</th>
<th>Cut Trot</th>
<th>Lope</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
# VERSATILITY RANCH HORSE - RANCH RIDING

## 1 Point Penalties:
- Overbridled (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 take
- Break of gait at walk or trot for more than two (2) strides

## 5 Point Penalties:
- Spurring in front of cinch
- Bistart 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
- 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/handler
- 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 Excellent, 1 Very Good, +1/2 Good, 1/2 Fair, 0 Poor

### MANEUVER DESCRIPTION

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### SCORE

| 168 |

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## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Overbidding (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 a walk or trot
- Skipping over or falling into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in pole over

### 3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gate at lope
- Break of gate at walk or trot for more than two (2) strides
- Two-three steps on mount/dismount or ground tie

### 5 Point Penalties:
- Spurning in front of cinch
- Bital or 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 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 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 dailed during the drag

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

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

**Judge's Signature:**

Printed from HSW
### VERSATILITY RANCH HORSE - REINING

#### Pattern
- **SHOW:** Sweetwater - Versatility
- **CLASS:** SHTX JRNN - Junior Reining
- **DATE:** 08/04/2018

#### 1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

#### 1 Point Penalties:
- Over-extended (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
- Fraises up in spins or rollback
- Failure to stop or walk before executing a lope departure on set-in patterns
- Failure to be in a lope prior to the first marker on set-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 fear or praise
- Use of two hands (except in small 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
- 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
- Lamenness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

### MANEUVER SCORES

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

**Judge's Signature:**

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

**SHOW:** Sweetwater: Versatility  
**CLASS:** #43 - SHTX JWCH - Junior Working Cow  
**DATE:** 08/04/2018

### 1 Point Penalties:
- A: Loss of working advantage  
- D: Failure to drive cow passed middle marker on second drive before time expires  
- F: Working out of position  
- S: Slipping reign  
- V: Over-bridled (per maneuver)  
- W: Out of frame (per maneuver)

### 2 Point Penalties:
- K: Knocking down the cow without having a working advantage  
- L: Losing a cow while boxing

### 3 Point Penalties:
- B: Spursing in front of cinch  
- C: Blatant disobedience  
- E: Use of either hand to instill fear/punish  
- 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 roman 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):
- Given place above others who complete pattern correctly

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

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### RUN CONTENT

Each horse/rode team is scored between 0-100 points and automatically begins the run with a score of 76 points.

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

### PENALTIES

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<th>BOXING</th>
<th>DRIVE</th>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

Printed from HSW