**VERSATILITY RANCH HORSE - RANCH RIDING**

1 Point Penalties:
- Over-headed (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 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
- 1st or 2nd cumulative refusal

### MANEUVER SCORES

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

<table>
<thead>
<tr>
<th>Maneuver Description</th>
<th>3 Ext Walk</th>
<th>3 Ext Trot</th>
<th>5 Lope</th>
<th>7 Step 100</th>
<th>9 Lope</th>
<th>11 Ext Lope</th>
<th>13 Trot</th>
<th>15 Step 6 100</th>
<th>18 PENALTY</th>
<th>21 10 POINT PENALTY</th>
<th>24 TOTAL</th>
<th>27 SCORE</th>
<th>30 OFF PATTERN</th>
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**JUDGE'S NAME (PRINTED):** BOW ROGERS  
**JUDGE'S SIGNATURE:**

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

**PATTERN**

**SHOW:** World Show #1  
**CLASS:** #30 - SHTX NPPL - Non Pro Pleasure  
**DATE:** 10/26/2018

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<tr>
<th>1 Point Penalties:</th>
<th>10 Point Penalty:</th>
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<tr>
<td>- Over-bounced (2)</td>
<td>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</td>
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<tr>
<td>- Out of frame (2)</td>
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<tr>
<td>- Too slow (2)</td>
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<tr>
<td>- Gapping mouth</td>
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</tr>
<tr>
<td>- Break of gait at walk or trot for two (2) strides or less</td>
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<th>2 Point Penalties:</th>
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<tr>
<td>- Wrong lead or out of lead</td>
<td>- Breaking pattern</td>
</tr>
<tr>
<td>- Draped reins</td>
<td>- Leaving arena before pattern is complete</td>
</tr>
<tr>
<td>- Break of gait at lope</td>
<td>- Repeated blatant disobedience</td>
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<tr>
<td>- Break of gait at walk or trot for two (2) strides</td>
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<th>5 Point Penalties:</th>
<th>Disqualification (DQ):</th>
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<tr>
<td>- Spurring in front of cinch</td>
<td>- Abuse</td>
</tr>
<tr>
<td>- Blatant disobedience</td>
<td>- Lameness</td>
</tr>
<tr>
<td>- Use of either hand to instill fear/pain</td>
<td>- Disrespect or misconduct</td>
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<td>- Use of two hands except in snaffle bit or hackamore</td>
<td>- Illegal equipment</td>
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<tr>
<td>- More than one finger between split reins or any fingers between normal reins per maneuver</td>
<td>- Fall of horse/rider</td>
</tr>
<tr>
<td>- 1st or 2nd cumulative refusal</td>
<td>- Improper western attire</td>
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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 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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<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
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JUDGE'S NAME (PRINTED): Bobo Rogers  
JUDGE'S SIGNATURE: Bobo Rogers

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

**MANEUVER SCORES**
Each horse/ride 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

<table>
<thead>
<tr>
<th>W/O</th>
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**JUDGE'S NAME (PRINTED):** Bozo Rogers

**JUDGE'S SIGNATURE:** Bozo Rogers
SHOW: World Show #1  
CLASS: #3 SHQ TRX NP 1-30-18  
DATE: 10/28/2018  

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 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 loping over  

3 POINT PENALTIES:  
- Wrong lead or out of lead  
- Dressed 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:  
- Spurning in front of conch  
- Blatant disobedience  
- Use of either hand to instill fear/pain  
- Use of both 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)  

OUT-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 balanced during the drag  

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

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<th>SCORE</th>
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**JUDGE'S NAME (PRINTED):** Bozo Rogers  
**JUDGE'S SIGNATURE:** Bozo Rogers  
Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** World Show #1  
**CLASS:** #32 - SHTX NPTR - Non Pro Trail  
**DATE:** 10/26/2018

#### 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 lope over

#### 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 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

#### 15 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 0-101 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

<table>
<thead>
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<th>W/O</th>
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<th>PENALTY</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
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**JUDGE'S NAME (PRINTED):** BOBO ROGERS  
**JUDGE'S SIGNATURE:** [Signature]

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

**SHOW:** World Show #1  
**CLASS:** #32 - SHTX NPTR - Non Pro Trail  
**DATE:** 10/26/2018

### 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 falling into step into required space  
- Incorrect number of strides, if specified  
- One step on mount/dismount or ground tie (except shuffling or balance)  
- Split pole in lope over

### 5 Point Penalties:
- Spinning 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 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 out of 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  
- 3 Correct  
- 1/2 Good  
- 1 Very Good  
- 1/2 Excellent

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**JUDGE’S NAME (PRINTED):** BOBO ROGERS  
**JUDGE’S SIGNATURE:** BOBO ROGERS
### 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-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 trot-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 1/8 length of arena

**5 Point Penalties:**
- Spraying 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 oneinger between split reins or any fingers between normal reins (except two rein) per maneuver
- Attempts 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
- Dishonesty 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 10 points.

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</table>
# Versatility Ranch Horse - Reining

## 12 Point Penalties:
- Starting a circle or exiting a roll back at a trot or 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 roll back
- Over-spin or under-spin up to 1/8 turn

## 1 Point Penalties:
- Oversprinted (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 stop departure on trot in patterns
- Failure to be in a stop 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
- Blistant disobedience
- Use of either hand to instill fear/pressure
- 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
- 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
- Laming
- Disrespect or misconduct
- Illegal equipment
- Fail of horseman
- Improper western attire

## Maneuver Scores

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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
- Over or under spin up to 1/8th turn

**1 Point Penalties:**
- Over bridled (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 reins

**2 Point Penalties:**
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on test-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 chin
- Blairst disobedience
- Use of either hand to instil lass/pause
- Use of two hands (except in snaffles bit or hackamores) 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)

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

**JUDGE'S 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
- G: Slighting rein
- 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 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: Spurring or hitting in front of cinch at any time
- C: Blasphemous disobedience
- D: Use of either hand to instill fear/purpose
- E: Use of more than one finger between split reins or any fingers between normal reins (except two reins) per maneuver
- F: 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)

---

**SHOW:** Waskow Show #1  
**CLASS:** #36-SHTXNPWC-NonProWorking Cow  
**DATE:** 7/26/2018

---

**RUN CONTENT**
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: -1/2 Poor: 0 Correct: +1/2 Good: +1 Very Good: +1 1/2 Excellent

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<th>Roping</th>
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**JUDGE'S NAME (PRINTED):**

**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. Overbriddled (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
- F. Failure to catch if roping in amateur and youth classes

### 3 Point Penalties:
- E. Exhausiting or overworking the cow before circling or roping
- H. Hanging up on the fence (refusal 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. Spurning or hitting in front of cinch at any time
- C. Blatant disobedience
- E. Use of either hand to install lead/pair
- 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/cowboy classes

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

### RUN CONTENT

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<th>ROPING</th>
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<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
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### 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
- J. Illegal catch at end of run
- 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. Fall of horse/rodeo
- N. Improper western attire

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**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
- Y - Over-riding (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

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

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