# Versatility Ranch Horse - Ranch Riding

## Regulations

- **Point Penalties:**
  - 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
  - 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 circus
  - Blatant disobedience
  - Use of either hand to stall fillip/prise
  - Use of too 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

## Maneuver Scores

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

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## Judge's Signature

[Signature]

Printed from HSW
# VERSATILITY RANCH HORSE - RANCH RIDING

## 1 Point Penalties:
- 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

## 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

## 3 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 central 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:
- 1-1.5 Extremely Poor
- 1.5-2 Very Poor
- 2-2.5 Poor
- 2.5-3.5 Correct
- 3.5-4.5 Good
- 4.5-5 Very Good
- 5-5.5 Excellent

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### MANEUVER SCORING

**Pattern:** 2  
**Show:** World Show #2  
**Class:** #30 - SHTX NPPL - Non Pro Pleasure  
**Date:** 10/27/2018

**Penalties:**
- Over-briddled (per maneuver)  
- Out of frame (per maneuver)  
- Too slow (per maneuver)  
- Gapping mouth  
- Break of gait at walk or not for two (2) strides or less  
- Spurring in front of cinch  
- Blatant disobedience  
- Use of either hand to instill tear/praise  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between nasal reins per maneuver  
- 1st or 2nd cumulative refusal  
- 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  
- Abuse  
- Lameness  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

**Maneuver Description**

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### 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 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

| W/O | #  | Tie-Breaker | Obstacle Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 10 POINT PENALTY | PENALTY TOTAL | SCORE | OFF PATTERN |
|-----|----|-------------|---------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|---|---|--------------|--------------|------|-------------|
| 1   | 688| 2           | Walk Logs           | 0       | +1/2    | +1/2| +1/2| 0 | +1/2 | +1 | 4 | 1 | 2 | 71           |               |      |             |
| 2   | 705| 1           | Lope Lk            | 0       | +1/2    | +1/2| +1/2| 0 | +1/2 | +1 | 2 | 73          |               |      |             |
| 3   | 722| 1           | Lope Lk            | 0       | +1/2    | +1/2| +1/2| 0 | +1/2 | +1 | 2 | 73          |               |      |             |
| 4   | 605| 1           | Lope Lk            | 1       | +1      | +1/2| +1/2| 0 | +1/2 | +1 | 1 | 73          |               |      |             |
| 5   | 538| 1           | Lope Lk            | 0       | 0       | 0   | +1/2| 0 | +1/2 | +1 | 3 | 68          |               |      |             |
| 6   | 603| 1           | Lope Lk            | 1       | +1/2    | +1/2| +1/2| 0 | +1/2 | +1 | 2 | 72          |               |      |             |
| 7   | 644| 1           | Lope Lk            | 1       | -1/2    | -1/2| -1/2| +1/2| -1/2 | +1 | 2 | 70          |               |      |             |
| 8   | 550| 1           | Lope Lk            | 1       | +1/2    | +1/2| +1/2| +1/2| 0   | +1 | 74         |               |      |             |

### Judge’s Signature:

[Signature]

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

**SHOW:** World Show #2  
**CLASS:** #32 - SHTX NPTR - Non Pro Trail  
**DATE:** 10/27/2018

**1 Point Penalties:**  
- Over-briddled (per maneuver)  
- Out of frame (per maneuver)  
- Each hit, bite, or stepping on a leg, 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  
- Slipping 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  
- 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 conch  
- Blatant disobedience  
- Use of either hand to injure/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, stopping out of, or falling off of an obstacle  
- Dropping an object not 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 stay and remain stalled during the drag

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

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**OBSTACLE SCORES**  
Each horse/rider is scored between 0-180 points and automatically begins the run with a score of 70 points  
- 1/2 Excellent  
- 1/2 Very Good  
- 0 Correct  
- -1/2 Good  
- -1 Very Poor  
- -1/2 Poor  
- -1/2 Poor

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

**JUDGE'S SIGNATURE:**

*Printed from HSW*
**SHOW:** World Show #2  
**CLASS:** #32 - SHTX NPTR - Non Pro Trail  
**DATE:** 10/27/2018

### 1 Point Penalties:
- Over-bred (per maneuver)  
- Out of frame (per maneuver)  
- Each hit, bite, or stepping on a leg, cone, plant or any component of the obstacle  
- 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 roman reins per maneuver  
- Knocking over, stepping on, 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 dallied during the drag

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

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### Obstacle Scores

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**
### MANEUVER SCORES

Each horse/riders team is scored between 5-100 points and automatically begins the run with a score of 70 points.

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

Bozo Roger

**JUDGE'S 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 and/or rollback
- Over-spin or under-spin 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 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

**MANEUVER SCORES**

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

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**JUDGE'S NAME:** Bozo Roger

Printed from HSW
# PATTERN 6

**SHOW:** World Show #2  
**CLASS:** #34 - SHTX NPRN - Non Pro Reining  
**DATE:** 10/27/2018

### 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-bitted (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:
- Spurning in front of clinch
- Blatant disobedience
- Use of either hand to instill fear/bruise
- 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 bride 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

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**JUDGE'S NAME (PRINTED):** Bozo Rogers  
**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-bred (per maneuver)
- W: Out of frame (per maneuver)

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

### 3 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/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: Blearns disobedience
- E: Use of either hand to instill fear/raise
- 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

- Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:
  - 1.5 Excellent, 2.0 Very Good, 2.5 Good, 3.0 Fair, 3.5 Poor

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

### JUDGE’S SIGNATURE: [Signature]

**SHOW:** World Show #2

**CLASS:** 356 - SHX NPWC - Non Pro Working Cow

**DATE:** 10/27/2018

**Score:**

1 69

2 60

3 65

4 65

5 70

6 64

7 67

8 69
### VERSATILITY RANCH HORSE - RANCH COW WORK

**1 Point Penalties:**
- A - Loss of working advantage
- C - Using the corner at 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-birded (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 - Exhustion 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 - Swiping or hitting in front of cinch at any time
- C - Blatant disobedience
- F - Use of either hand to instill fear/awe

**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 10 points. 1.25 Extremely Poor, .5 Very Poor, 1.0 Poor, 1.33 Correct, +1.0 Good, +1.25 Very Good, +1.5 Excellent

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**Judge's Signature:**

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**SHOW:** World Show #2  
**CLASS:** #36 - SHTX NPWC - Non Pro Working Cow  
**DATE:** 10/27/2018  
**Off-Pattern (OP):** Cannot place above others who complete pattern correctly  
- A - Turning 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 - Attempt 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

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

**Printed from HSW**
### Versatility Ranch Horse - Ranch Cow Work

#### 1 Point Penalties:
- A: Loss of working advantage
- C: Using the corner 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-brided (per maneuver)
- W: Out of frame (per maneuver)

#### 6 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/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: Bilateral 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 roller reins (except two reins) 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)

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### Show: World Show #2
### Class: #36 - SHTX NWC - Non-Pro Working Cow
### Date: 10/27/2018

#### Run Content

Each horse/handler team is scored between 0-100 points and automatically begins the run with a score of 50 points.

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<tr>
<th>W/O #</th>
<th>B Overall</th>
<th>B Rating</th>
<th>Fencing (Form &amp; Quality)</th>
<th>Circling</th>
<th>Roping</th>
<th>Position &amp; Control</th>
<th>Degree of Difficulty</th>
<th>Eye Appeal</th>
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#### Judge's Signature:

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