**VERBILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**
- Over-trained (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 rostral reins per maneuver
- 1st or 2nd cumulative refusal

<table>
<thead>
<tr>
<th>Maneuver Description</th>
<th>10 POINT PENALTY</th>
<th>TOTAL</th>
<th>SCORE</th>
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<tr>
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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.
- 1:2 Extremely Poor, 1:1 Very Poor, 1:0 Poor, 0:1 Correct, 1:2 Good, 1:1 Very Good, 1:0 Excellent

**SHOW:** World Show #1
**CLASS:** #10 - SHTX OPLS - Open Pleasure
**DATE:** 10/28/2018

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

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

**SHOW:** World Show #1  
**CLASS:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 10/26/2018

**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

**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

**3 Point Penalties:**
- Spurring in front of conch  
- Blatant disobedience  
- Use of one 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  
- 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
- Disregard or misconduct
- Illegal equipment
- Fall of horseman
- Improper western attire

---

### MANEUVER SCORES

Each horseman team is scored between 9-100 points and automatically begins the run with a score of 70 points.

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<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Walk</th>
<th>Trot</th>
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<th>Walk</th>
<th>10</th>
<th>Loop</th>
<th>Cap 100</th>
<th>Trot</th>
<th>Cap &amp; Gate</th>
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<th>PENALTY TOTAL</th>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

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

**SHOW:** World Show #1  
**CLASS:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 10/26/2018

#### 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

#### 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/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

#### 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 1-100 points and automatically begins the run with a score of 70 points.
1 = Excellent, 2 = Very Good, 3 = Good, 4 = Fair, 5 = Poor, 6 = Very Poor, 7 = Extremely Poor.

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

BUDDY FISHER
### OBSTACLE SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 100 points: 1) 1/2 Schnepple; 2) Very Poor; 3) Poor; 4) Correct; 5) Good; 6) Very Good; 7) 1/2 Excellent.

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**Score:**
- **Penalty Total:** 76
- **Score:** 76.2

**Judges' Comments:**

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

**Judge's Signature:**

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

**SHOW:** World Show #1  
**CLASS:** #13 - SHTX OTRL - Open Trail  
**DATE:** 10/26/2018

**1 Point Penalties:**
- Over bridled (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 hind or hind feet in a single stride space at a walk or trot  
- Slipping 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 pace in rope over

**3 Point Penalties:**
- Wrong lead or out of lead  
- Dropped reins  
- Break of gait at pace  
- 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 cinch  
- Blatant disobedience  
- Use of either hand to instill fear/punish  
- 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 tripping 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 hordriver is scored between 0-100 points and automatically begins the run with a score of 70 points  
**- 1:0 Extremely Poor, -1:0 Very Poor, -1:0 Poor, -1:0 Good, +1:0 Excellent**

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**SHOW:** World Show #1  
**CLASS:** #13 - SHTX OTRL - Open Trail  
**DATE:** 10/26/2018

**VERSATILITY RANCH HORSE - TRAIL**

1 Point Penalties:  
- Over-bridled (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 gat 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 rope over

3 Point Penalties:  
- Wrong lead or out of lead  
- Draped reins  
- Break of gat at rope  
- Break of gat 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 cinch  
- Blatant disobedience  
- Use of either hand to knell, learn, 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)

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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 Very Poor  
- 2-1/2 Poor  
- 3-1/2 Moderate  
- 4-1/2 Good  
- 5-1/2 Excellent

**Judge's Name:**  
**Judge's Signature:**

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

**SHOW:** World Show #1

**CLASS:** #15 - SHTX ORNN - Open Reining

**DATE:** 10/26/2018

---

### 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):** BUDDY FISHER

**JUDGE'S SIGNATURE:**

Printed from HSW
VEREATILITY 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-slip or under-slip up to 1/8 turn

1 Point Penalties:
- Overslipped (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 rollback
- 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
- Treating beyond 2 strides, but less than 1/2 circle or 1/5 length of arena

5 Point Penalties:
- Spurring in front of cinch
- Baiting 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 regular reins (except two reins) 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
- Lame
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/riding
- 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
- 1/2 Extremely Poor: -1 Very Poor: -12 Poor: 1 Correct: 12 Good: 1 Very Good: 1/2 Excellent

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Score 72

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Penalty
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Score 61 1/2

11 533

Penalty
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Score 69

12 661

Penalty
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Score 66

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Penalty
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Score 70

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Score 72

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Score 66 1/2

16 524

Penalty
Content
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Score 72 1/2

JUDGE'S NAME (PRINTED): AUDDY FISHER

JUDGE'S SIGNATURE: [Signature]

Printed from HSW
VERSATILITY RANCH HORSE - REINING

SHOW: World Show #1
CLASS: #16 - SHTX ORNN - Open Reining
DATE: 10/26/2018

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-brided (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
- Slip or rein

2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure or 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:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to insist to a pace
- 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 (except two reins) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

10 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 two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

Disqualification (DO):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rodeo
- 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
- 1/2 Extremely Poor, 1/4 Very Poor, 1/2 Poor, 3/4 Correct, 1/2 Good, 1 Very Good, 3/4 Excellent

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JUDGE'S NAME (PRINTED): BUDDY FISHER
JUDGE'S SIGNATURE: Printed from HSW
## Versatility Ranch Horse - Ranch Cow Work

### 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
- F: For each length horse runs past cow
- P: Working out of position
- R: Two-loop catch in amateur and youth classes
- S: Slippery rein
- T: Failure to drive cow past middle marker on last turn
- V: Over-bred (per maneuver)
- W: Out of frame (per maneuver)

### Additional Rules:
- **Disqualification (DQ)**:
  - A: Abuse
  - B: Lameness
  - D: Disrespect or misconduct
  - G: Illegal equipment
  - F: Fall of horse/rope
  - N: Improper western attire

### Displacement (DP):
- Cannot place above others who complete pattern correctly
- A: Turning tail
- E: Repeated blatant disobedience
- H: Leaving arena before run is complete
- I: Illegal catch at end of run
- J: Schooled horse between cows, if new cow is awarded
- K: Failure to attempt any part of the class
- L: Complete loss of rope

### Run Content

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### Scoring Table

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<th>Ropin</th>
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<th>Degree of Difficulty</th>
<th>Eye Appeal</th>
<th>Score</th>
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### Penalties

- **Run Content**
  - Each horse/rodeo 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, +1/2 Excellent

### Judge's Name (Printed): [Signature]

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

**SHOW:** World Show #1  
**CLASS:** #19 - SHTX OWCH - Open Working Cow  
**DATE:** 10/26/2018

### 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

---

### RUN CONTENT

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
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<th>RATING (Form &amp; Quality)</th>
<th>CIRCLING</th>
<th>ROPE</th>
<th>POSITION &amp; CONTROL</th>
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**SCORE**

### PENALTIES

- **2 Points**
- **3 Points**
- **5 Points**
- **10 Points**

**TOTAL**

---

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

**JUDGE'S SIGNATURE:**

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

**SHOW:** World Show #1  
**CLASS:** #19 - SHTX OWCH - Open Working Cow  
**DATE:** 10/26/2018

## 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)

## Point Penalties:
- A - Exhauisting or overworking the cow before circling or roping  
- E - 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

## 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 - Blistast 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 normal reins (except two) 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)

## Off-Phase (OP):
- Cannot place above others who complete pattern correctly  
- A - Turning tail  
- E - Repeated blatant disobedience  
- H - Leaving arena before run is complete  
- I - Illegal 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 - Lamesness  
- D - Disrespect or misconduct  
- G - Illegal equipment  
- F - Fall of horse/rider  
- N - Improper western attire

### RUN CONTENT

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

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