

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Athens-VRH

CLASS: #83 SHHX YTRL - Youth Trail

DATE: 07/22/2017

**1 Point Penalties:**

- 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 dismount or ground tie except shifting to balance
- Split pole at lope

**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
- 2-3 steps on 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 snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal 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
- 4 or more steps on dismount or ground tie

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/ rider

**OBSTACLE SCORES**

Each horse/ rider team is scored between 1-100 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	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		3	6	4	7	1	5	2								
Obstacle Description		L Logs LL	SP R	Walk Bridge	Back L, Walk	Trot Fig 8	Trot Zig-Zag	RH Push Gate								
1	975	PENALTY -1												2	69 1/2	
		CONTENT 0	0	0	0	+1/2	+1/2	+1/2								
2	882	PENALTY -1	-1		-3	-5								14	52	
		CONTENT +1/2	-1/2	-1	-1	-1/2	0	-1/2								
3	955	PENALTY -1												1	75 1/2	
		CONTENT +1	+1	+1/2	+1	+1	+1	+1								
4	941	PENALTY													69 1/2	
		CONTENT 0	0	-1/2	-1/2	+1/2	0	0								
5	917	PENALTY -1						-5						7	63 1/2	
		CONTENT +1/2	+1/2	-1	0	+1/2	-1/2	+1/2								
6	742	PENALTY													73 1/2	
		CONTENT +1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2						
7	872	PENALTY -1												2	73	
		CONTENT 0	+1/2	+1	+1/2	+1	+1	+1								
8	920	PENALTY -3			-1			-1						6	66 1/2	
		CONTENT -1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Athens-VRH

CLASS:#83 - SHTX YTRL - Youth Trail

DATE: 07/22/2017

**1 Point Penalties:**

- 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 dismount or ground tie except shifting to balance
- Split pole at lope

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- 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
- 2-3 steps on 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 snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal 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
- 4 or more steps on dismount or ground tie

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- Repeated blatant disobedience

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of rider

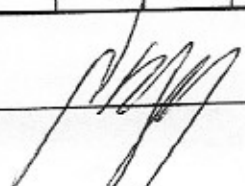
**OBSTACLE SCORES**

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-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	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
		Tie-Breaker													
		Obstacle Description													
		L Logs LL	SP R	Walk Bridge	Back L, Walk	Trot Fig 8	Trot Zig-Zag	RH Push Gate							
9	910	PENALTY -1											2	73 1/2	
		CONTENT +1/2	+1/2	+1	+1	+1	+1/2	+1							
10	983	PENALTY -1			-5								7	65	
		CONTENT 0	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2							
11	945	PENALTY	SCRATCH												
		CONTENT	SCRATCH												
12	878	PENALTY -1											1	74	
		CONTENT +1/2	+1	0	+1	+1/2	+1	+1							
13	963	PENALTY -5			-5								19	50 1/2	
		CONTENT 0	0	-1/2	-1/2	+1	+1/2	0							
14	891	PENALTY	Scratch												
		CONTENT	Scratch												
15	933	PENALTY -3											4	71	
		CONTENT 0	+1/2	+1/2	+1	+1	+1	+1							
16	871	PENALTY -3						-1					8	61 1/2	
		CONTENT -1	-1/2	0	+1	+1/2	-1/2	0							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Athens-VRH

CLASS:#83 - SHTX YTRL - Youth Trail

DATE: 07/22/2017

**1 Point Penalties:**

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- 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 dismount or ground tie except shifting to balance
- Split pole at lope

**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
- 2-3 steps on 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 snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal 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
- 4 or more steps on dismount or ground tie

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- Breaking pattern
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- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

**OBSTACLE SCORES**

Each horse/rider team is scored between 1-100 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	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker																
Obstacle Description		L Logs LL	SPR	Walk Bridge	Back L, Walk	Trot Fig 8	Trot Zig-Zag	RH Push Gate								
17	949	PENALTY														76
		CONTENT	+1	+1/2	+1/2	+1	+1	+1	+1							
18	939	PENALTY	-1												4	69 1/2
		CONTENT	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW: Athens-VRH

CLASS: #89 SHTX YWCH - Youth Working Cow

DATE: 07/22/2017

**NOVICE/YOUTH COW WORK**

**1 Point Penalties:**

- Loss of working advantage
- Working out of position
- Slipping rein

**3 Point Penalties:**

- Knocking down the cow without having a working advantage
- Losing a cow while boxing

**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 romal reins (except two rein) per maneuver

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly

- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	OP	RUN CONTENT					PENALTY TOTAL	SCORE
			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						
			BOXING MANEUVERS						
Tie-Breaker			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES		
			1	2	3	4			
1	878		PENALTY						72
			CONTENT	+ 1/2	+ 1/2	+ 1	0		
2	910		PENALTY						69 1/2
			CONTENT	0	- 1/2	+ 1/2	- 1/2		
3	955		PENALTY	1, 1					2
			CONTENT	- 1/2	- 1/2	0	0		67
4	891		PENALTY						DQ
			CONTENT						lame
5	882		PENALTY	1					1
			CONTENT	- 1	- 1	- 1	- 1/2		65 1/2
6	872		PENALTY						
			CONTENT	+ 1/2	+ 1/2	0	0		71
7	949		PENALTY						
			CONTENT	+ 1	+ 1	+ 1/2	+ 1/2		73
8	939		PENALTY						
			CONTENT	+ 1	+ 1	+ 1/2	0		72 1/2
9	920		PENALTY						
			CONTENT	- 1	- 1	- 1	- 1		66
10	917		PENALTY						
			CONTENT	- 1	- 1	- 1/2	0		67 1/2

JUDGE'S SIGNATURE: \_\_\_\_\_

*Styler*



SHOW: Athens-VRH

CLASS: #89 - SHTX YWCH - Youth Working Cow

DATE: 07/22/2017

**NOVICE/YOUTH COW WORK**

**1 Point Penalties:**

- Loss of working advantage
- Working out of position
- Slipping rein

**3 Point Penalties:**

- Knocking down the cow without having a working advantage
- Losing a cow while boxing

**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 romal reins (except two rein) per maneuver

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**

- Turning tail
- Repeated blatant disobedience
- Fall horse/ rider; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	OP	RUN CONTENT					PENALTY TOTAL	SCORE	
			BOXING MANEUVERS							
			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES			
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										
Tie-Breaker										
11	933		PENALTY	1					1	68 1/2
			CONTENT	0	0	+1/2	0			
12	975		PENALTY	1					1	66 1/2
			CONTENT	-1	-1/2	-1/2	-1/2			
13	941		PENALTY							66
			CONTENT	-1	-1	-1	-1			
14	745		PENALTY	1					1	64 1/2
			CONTENT	-1 1/2	-1	-1	-1			
15	742		PENALTY	3					3	62
			CONTENT	-1 1/2	-1	-1 1/2	-1			
16	871		PENALTY						OP	66 1/2
			CONTENT	-1	-1	-1/2	-1	SCHOOLING	bridle	
17	945		PENALTY	SCRATCH						
			CONTENT							
			PENALTY							
			CONTENT							
			PENALTY							
			CONTENT							

JUDGE'S SIGNATURE: \_\_\_\_\_

*[Handwritten Signature]*

SHOW: Athens-VRH  
CLASS: #91 [REDACTED] 485000 - Todd VRH Limited  
DATE: 07/22/2017

**VRH - LIMITED RANCH COW WORK (Amateur)**

<p><b>1 Point Penalties:</b> A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p><b>3 Point Penalties:</b> K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p><b>5 Point Penalties:</b> B - Spurring in front of cinch C - Blatant 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 romal reins (except two rein) per maneuver</p>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly A - Turning tail E - Repeated blatant disobedience 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</p> <p><b>DQ:</b> A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/rider; run ends N - Improper western attire</p>
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W/O	#	RUN CONTENT									PENALTIES			SCORE	OP		
		BOXING			DRIVE			BOXING			3 POINTS	5 POINTS	TOTAL				
		POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY							
Tie-Breaker		1	4	2	3	6	5	7	8	9							
1	891	PENALTY											LL		6	58	
		CONTENT	-1	-1	0	-1	0	0	-1	-1	-1						
		68									64						
2	871	PENALTY	P										H	6	55	OP	
		CONTENT	-1	-1	-1	-1	-1	-1	-1	-1	-1						
		61															
3	949	PENALTY													7 1/2		
		CONTENT	-1/2	0	0	+1/2	0	+1/2	+1/2	0	+1/2						
		70			71												
4	939	PENALTY	A						A					2	64 1/2		
		CONTENT	-1/2	0	+1/2	-1/2	0	-1/2	-1	-1	-1/2						
		69															
5	945	PENALTY	SCRATCH														
		CONTENT	SCRATCH														
6	872	PENALTY													70		
		CONTENT	+1/2	0	0	0	0	+1/2	-1/2	-1/2	0						
		71															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): STEVE BROWN

JUDGE'S SIGNATURE: [Signature] KW

**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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

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 romal reins (except two rein) per 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

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		1	2	3	4	5	6	7								
Maneuver Description		2 Circles Left Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back								
1	955	PENALTY	2	2										4	64 1/2	
		CONTENT	0	0	-1/2	-1/2	0	0	-1/2							
2	963	PENALTY	2,1	2,2		1/2								1 1/2	59 1/2	
		CONTENT	-1	-1	0	-1/2	-1/2	0	0							
3	878	PENALTY	1/2, 1/2											1	69 1/2	
		CONTENT	-1/2	-1/2	0	+1/2	+1/2	0	+1/2							
4	975	PENALTY	1	1/2		2								3 1/2	64	OP
		CONTENT	-1/2	0	-1/2	-1	0	0	-1/2							
5	910	PENALTY		1/2										1/2	71	
		CONTENT	+1/2	+1/2	0	+1/2	0	0	0							
6	742	PENALTY													61	OP
		CONTENT	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				
7	933	PENALTY	1	2										3	66 1/2	
		CONTENT	0	0	0	0	0	0	-1/2							
8	871	PENALTY													69 1/2	
		CONTENT	0	+1/2	0	0	-1/2	0	-1/2							

JUDGE'S NAME (PRINTED):

Frederick Gillespie

JUDGE'S SIGNATURE:

*[Handwritten Signature]*

**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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**

- 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

**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 romal reins (except two rein) per 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

**DQ:**

- Lameness
- Abuse
- Fall of horse/rider: run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**MANUEVER SCORES**

Each horse/rider team is scored between 1-100 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	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		1	2	3	4	5	6	7								
Manuever Description		2 Circles Left Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back								
9	941	PENALTY	1	1/2		2		2						5 1/2	60	OP
		CONTENT	-1/2	0	-1	-1/2	-1	-1	-1/2							
10	939	PENALTY		2										2	67	
		CONTENT	0	0	0	0	0	-1/2	-1/2							
11	882	PENALTY		1/2							2			5	62	
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2							
12	949	PENALTY									1/2			1/2	70 1/2	
		CONTENT	+1/2	0	-1/2	+1/2	0	0	0	+1/2						
13	945	PENALTY	<del>S C R A T C H</del>													
		CONTENT	<del>S C R A T C H</del>													
14	920	PENALTY	1, 2, 2	2, 2		1					2			12	53 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1							
15	872	PENALTY		1/2										1/2	68	OP
		CONTENT	0	-1/2	-1/2	0	0	0	-1/2							
16	891	PENALTY	1/2	1		1					2			4 1/2	63 1/2	
		CONTENT	-1/2	-1/2	0	-1/2	0	0	-1/2							

JUDGE'S NAME (PRINTED):

<sup>69</sup> Frederick Gillespie

JUDGE'S SIGNATURE:



**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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**

- 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

**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 romal reins (except two rein) per 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

**DQ:**

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**MANEUVER SCORES**

Each horse/rider team is scored between 1-100 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	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		1	2	3	4	5	6	7								
Maneuver Description		2 Circles Left Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back								
17	917	PENALTY	1/2				5						5 1/2	62		
		CONTENT	-1/2	0	-1/2	0	0	-1	-1/2							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

Frederick Gilgano

JUDGE'S SIGNATURE:

*[Signature]* 7/22/17

**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

**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 romal reins per maneuver
- 1st or 2nd cumulative refusal

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP	
		Each horse/rider team is scored between 1-100 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													
Tie-Breaker		10	5	1	8	3	4	7	2	6	9				
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back				
1	871	PENALTY									3				
		CONTENT	+1/2	0	0	-1/2	+1/2	0	0	+1/2	-1/2	0	3	67.5	
2	983	PENALTY				OP							OP	70	
		CONTENT	0	+1/2	+1/2	0	0	0	0	0	0	-1	OP	70	
3	742	PENALTY				1			1	1			3	65	
		CONTENT	0	0	+1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0	3	65	
4	955	PENALTY												75.5	
		CONTENT	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2		75.5	
5	941	PENALTY												69	
		CONTENT	0	0	+1/2	-1/2	0	0	-1/2	-1/2	-1/2	+1/2		69	
6	878	PENALTY				OP								71 1/2	
		CONTENT	0	+1/2	+1/2	+1 1/2	+1/2	0	0	+1/2	+1/2	+1/2		71 1/2	
7	882	PENALTY												72.5	
		CONTENT	0	+1/2	0	+1/2	0	0	0	+1/2	+1/2	+1/2		72.5	
8	975	PENALTY												72	
		CONTENT	0	0	0	+1/2	0	+1/2	+1/2	0	+1/2	0		72	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Melissa Dukes* HW  
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

**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 romal reins per maneuver
- 1st or 2nd cumulative refusal

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

MANEUVER SCORES												PENALTY TOTAL	SCORE	OP																																																																																																																																																																																																																																	
W/O	#	Each horse/rider team is scored between 1-100 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																																																																																																																																																																																																																																													
Tie-Breaker																																																																																																																																																																																																																																															
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		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back																																																																																																																																																																																																																																				
9	939	PENALTY															CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0		74	10	910	PENALTY															CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2		73.5	11	949	PENALTY								1,1							CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	0	-1/2	0	0	2	69.5	12	963	PENALTY															CONTENT	0	-1/2	-1/2	0	-1	0	0	0	-1	-1	5	61	13	933	PENALTY															CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2		73	14	872	PENALTY															CONTENT	0	0	0	+1/2	+1/2	+1/2	0	-1	0	+1/2	3 lost	68	15	920	PENALTY															CONTENT	-1/2	-1/2	-1/2	0	-1	0	-1/2	0	0	0	5 two wrong	62	<del>16</del>	<del>945</del>	PENALTY															CONTENT												
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0		74																																																																																																																																																																																																																																	
10	910	PENALTY															CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2		73.5	11	949	PENALTY								1,1							CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	0	-1/2	0	0	2	69.5	12	963	PENALTY															CONTENT	0	-1/2	-1/2	0	-1	0	0	0	-1	-1	5	61	13	933	PENALTY															CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2		73	14	872	PENALTY															CONTENT	0	0	0	+1/2	+1/2	+1/2	0	-1	0	+1/2	3 lost	68	15	920	PENALTY															CONTENT	-1/2	-1/2	-1/2	0	-1	0	-1/2	0	0	0	5 two wrong	62	<del>16</del>	<del>945</del>	PENALTY															CONTENT																																										
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2		73.5																																																																																																																																																																																																																																	
11	949	PENALTY								1,1							CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	0	-1/2	0	0	2	69.5	12	963	PENALTY															CONTENT	0	-1/2	-1/2	0	-1	0	0	0	-1	-1	5	61	13	933	PENALTY															CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2		73	14	872	PENALTY															CONTENT	0	0	0	+1/2	+1/2	+1/2	0	-1	0	+1/2	3 lost	68	15	920	PENALTY															CONTENT	-1/2	-1/2	-1/2	0	-1	0	-1/2	0	0	0	5 two wrong	62	<del>16</del>	<del>945</del>	PENALTY															CONTENT																																																																								
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	0	-1/2	0	0	2	69.5																																																																																																																																																																																																																																	
12	963	PENALTY															CONTENT	0	-1/2	-1/2	0	-1	0	0	0	-1	-1	5	61	13	933	PENALTY															CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2		73	14	872	PENALTY															CONTENT	0	0	0	+1/2	+1/2	+1/2	0	-1	0	+1/2	3 lost	68	15	920	PENALTY															CONTENT	-1/2	-1/2	-1/2	0	-1	0	-1/2	0	0	0	5 two wrong	62	<del>16</del>	<del>945</del>	PENALTY															CONTENT																																																																																																						
		CONTENT	0	-1/2	-1/2	0	-1	0	0	0	-1	-1	5	61																																																																																																																																																																																																																																	
13	933	PENALTY															CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2		73	14	872	PENALTY															CONTENT	0	0	0	+1/2	+1/2	+1/2	0	-1	0	+1/2	3 lost	68	15	920	PENALTY															CONTENT	-1/2	-1/2	-1/2	0	-1	0	-1/2	0	0	0	5 two wrong	62	<del>16</del>	<del>945</del>	PENALTY															CONTENT																																																																																																																																				
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2		73																																																																																																																																																																																																																																	
14	872	PENALTY															CONTENT	0	0	0	+1/2	+1/2	+1/2	0	-1	0	+1/2	3 lost	68	15	920	PENALTY															CONTENT	-1/2	-1/2	-1/2	0	-1	0	-1/2	0	0	0	5 two wrong	62	<del>16</del>	<del>945</del>	PENALTY															CONTENT																																																																																																																																																																		
		CONTENT	0	0	0	+1/2	+1/2	+1/2	0	-1	0	+1/2	3 lost	68																																																																																																																																																																																																																																	
15	920	PENALTY															CONTENT	-1/2	-1/2	-1/2	0	-1	0	-1/2	0	0	0	5 two wrong	62	<del>16</del>	<del>945</del>	PENALTY															CONTENT																																																																																																																																																																																																
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Melissa Dukes* HSW  
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

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 romal reins per maneuver
- 1st or 2nd cumulative refusal

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	MANEUVER SCORES											PENALTY TOTAL	SCORE	OP													
		Each horse/rider team is scored between 1-100 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																										
Tie-Breaker																												
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back																	
17	917	PENALTY												CONTENT	0	-1/2	0	+1/2	+1/2	0	0	+1/2	+1/2	0		71.5		
18	891	PENALTY				1								CONTENT	0	0	-1/2	0	0	0	0	+1/2	0	0	1	69		
		PENALTY												CONTENT														
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JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_

*Melissa [Signature]* HSW  
Printed from HSW



SHOW: Athens-VRH

CLASS: #90 - AQHA 483000 - Youth VRH  
Working Ranch Horse

DATE: 07/22/2017

**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
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

**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

**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

**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 - Blatant 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 romal reins (except two rein) per maneuver

**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
- 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

**DO:**

- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse/rider

W/O	#	RUN CONTENT											PENALTIES				SCORE	OP
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	TOTAL		
				L	R	L	R	TRACK & RATE	STOP & HOLD									
Each horse/rider team is scored between 1-100 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																		
				1	2	8	9	3	4	5	6	7						
1	878	PENALTY															72	
		CONTENT	0	0	+1/2	+1/2	0	+1/2	---	0	+1/2	0						
2	955	PENALTY			C	C											2 6A 1/2	
		CONTENT	-1/2	+1/2	-1	-1/2	-1/2	-1/2	---	-1/2	0	-1/2						
3	933	PENALTY			LL												5 6D	
		CONTENT	-1/2	-1/2	-1	0	-1	-1/2	---	-1	0	-1/2						
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED):

STEVE BROWN

JUDGE'S SIGNATURE:

*Steve Brown*