

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
		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		1	2	3	4	5	6	7	8	9	10			
Maneuver Description		Trot to Canter & Stop	3 Spins both Dir.	2 Fast Circles Rt. Lead	2 Fast Circles Lt. Lead	Left Rollback	Right Rollback	Stop & Back						
1	840	PENALTY												
		CONTENT	+1/2	+1/2	0	0	+1/2	+1/2	+1/2					72 1/2
			-1		-2	1								
2	856	PENALTY				1								
		CONTENT	+1	+1/2	+1/2	0	+1/2	+1/2	1/2				1	72 1/2
3	825	PENALTY		OP	1	1 1/2								
		CONTENT	0	+1/2	0	-1/2	0	0	0				4	66 OP
4	864	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	0	0					71 1/2
5	865	PENALTY		1/2 1/2	1									
		CONTENT	+1/2	1/2	+1/2	+1/2	+1/2	0	+1/2				2	71
6	824	PENALTY				8	2							
		CONTENT	+1/2	-1/2	-1	1	0	0	-1/2				10	57 1/2
7	857	PENALTY		1/2										
		CONTENT	+1/2	-1/2	0	-1/2	-1	-1/2	0				4	67 1/2
				1 1/2	1 0									
8	862	PENALTY			1									
		CONTENT	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			1	73

JUDGE'S NAME (PRINTED):

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

WO	#	MANUEVER 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		1	2	3	4	5	6	7	8	9	10			
Maneuver Description		Trot to Center & Stop	3 Spins both Dir	2 Fast Circle Rt. Lead	2 Fast Circle Lt. Lead	Left Rollback	Right Rollback	Stop & Back						
9	814	PENALTY			5									
		CONTENT	+1/2	-1/2	+1/2	0	+1/2	0	0				5	66
					63 1/2	63	63							
10	815	PENALTY			4									
		CONTENT	+1/2	+1/2	0	-1/2	-1/2	0	+1/2				4	67 1/2
11	826	PENALTY			1									
		CONTENT	+1/2	+1/2	0	+1/2	-1/2	0	+1/2				1	70 1/2
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Ryane*

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bidled 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

DO:

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

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		
Tie-Breaker			1					2								
Maneuver Description		EW	J	ET	L	SR	W	L	EL	J	SB					
1	789	PENALTY	11												2	66
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	0	-1/2	0	+1/2	0				
2	857	PENALTY														
		CONTENT														
3	864	PENALTY													0	79 1/2
		CONTENT	+1	+1	+1/2	+1	+1	+1	+1	+1/2	+1	+1/2				
4	767	PENALTY													0	74 1/2
		CONTENT	0	+1/2	+1/2	+1/2	0	+1	+1/2	+1/2	0	+1				
5	840	PENALTY													0	72 1/2
		CONTENT	0	0	+1/2	0	+1/2	-1/2	0	+1/2	+1/2	+1				
6	862	PENALTY													0	81
		CONTENT	+1/2	+1	+1	+1	+1/2	+1	+1	+1/2	+1	+1/2				
7	825	PENALTY													0	69 1/2
		CONTENT	+1	0	+1/2	0	-1/2	0	-1/2	0	-1/2	-1/2				
8	815	PENALTY													0	74
		CONTENT	+1	+1/2	+1	0	+1	+1/2	0	+1/2	-1/2	0				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Kelley Haylen

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

DO:

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

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		
Tie-Breaker			1						2							
Maneuver Description		EW	J	ET	L	SR	W	L	EL	J	STR					
		PENALTY														
		CONTENT														
9	865															
10	814			3												
		PENALTY														
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1	+1	+1	0	+1/2		3	72 1/2	
11	856															
		PENALTY														
		CONTENT	0	+1	+1	+1/2	+1/2	+1	+1	+1	+1	+1/2		0	77 1/2	
12	824															
		PENALTY														
		CONTENT	0	0	+1/2	0	0	+1	+1/2	0	+1/2	0		0	72 1/2	
13	826															
		PENALTY														
		CONTENT	+1/2	0	+1	+1/2	0	0	0	0	+1/2	+1		0	73 1/2	
	857															
		PENALTY														
		CONTENT	0	+1/2	+1	+1/2	+1/2	+1	0	+1	+1/2	0		0	75	
	865															
		PENALTY														
		CONTENT	+1/2	+1/2	+1/2	0	+1	0	-1/2	+1/2	+1/2	0		0	73	
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Kelley Hayden

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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W/O	#	OBSTACLE 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		1	2	3	4	5	6	7	8	9	10				
Obstacle Description		RH Gate-Back	T Serp	Ditch & Log	Ext Trot Logs	L Log to Chute	Back Chute	SPL, Walk	Drag & walk						
1	767	PENALTY				1						1	66 1/2		
		CONTENT	-1	-1/2	0	-1/2	-1/2	0	+1/2	-1/2					
2	815	PENALTY					1		1 1/2			4	66 1/2		
		CONTENT	0	-1/2	+1	+1/2	-1/2	+1	-1	0					
3	840	PENALTY										0	72 1/2		
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	-1/2	+1	+1/2					
4	814	PENALTY				1						1	73		
		CONTENT	+1	+1	+1	1/2	+1	-1/2	0	+1					
5	857	PENALTY		1 1/2		1 1/2			1			6	62 1/2		
		CONTENT	0	-1/2	0	-1	-1/2	0	-1/2	+1					
6	789	PENALTY	5			1		1 1/2	1 1/2	1		12	54		
		CONTENT	-1	-1	+1	-1/2	0	-1/2	-1/2	-1/2					
7	826	PENALTY	[Wavy line]												
		CONTENT	[Wavy line]												
8	862	PENALTY					1					1	75		
		CONTENT	+1/2	+1/2	+1	0	-1	+1	+1	+1					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Kelley Hayden HRO

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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WO	#	OBSTACLE 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		1	2	3	4	5	6	7	8	9	10				
Obstacle Description		RH Gate-Back	T Serp	Ditch & Log	Ext Trot Logs	L Log to Chute	Back chute	SP L, Walk	Drag 8 walk						
9	825	PENALTY				3		11				5	69		
		CONTENT	-1/2	+1	+1 1/2	+1	-1/2	+1	-1/2	+1					
10	864	PENALTY										0	77 1/2		
		CONTENT	+1 1/2	+1	+1	+1	+1	+1/2	+1/2	+1					
11	856	PENALTY	1			1			1			3	69		
		CONTENT	+1/2	0	+1	-1	0	+1/2	0	+1					
12	824	PENALTY					1		1			2	74		
		CONTENT	+1/2	+1	+1	+1	0	+1	+1/2	+1					
			70 1/2	71 1/2	72 1/2	73 1/2		74 1/2	75	76					
13	826	PENALTY			1	1		1				3	75		
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1	0	+1	+1					
			71 1/2	73	74 1/2	75	76		77	78					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Kelley Hayden *KHW*

VRH - LIMITED RANCH COW WORK (Amateur)

<p>1 Point Penalties: A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p>3 Point Penalties: K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p>5 Point Penalties: 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>Diff-Pattern (OP): 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>DQ: 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	#	PENALTY	RUN CONTENT									PENALTIES			SCORE	OP	
			1 BOXING			DRIVE			4 BOXING 3			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	789	P	-1/2	0	0	+1	+1	-1/2	-1	0	0			1	69	
✓	2	856	A	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2			2	71 1/2	
✓	3	826		+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				74 1/2	
✓	4	840		+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0				73 1/2	
✓	5	815		0	0	0	Fall off horse										DQ
✓	6	864		+1	+1	+1 1/2	+1	+1	+1/2	+1	+1	+1/2				78 1/2	
✓	7	825		A	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2			11	50	
✓	8	814	A	-1	0	0	+1/2	0	0	0	+1/2	+1/2			1	69 1/2	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

SHOW: Dripping Springs-SHTX
CLASS: #56-SHTXLNPW-Ltd Non Pro Working Cow
DATE: 07/01/2017

VRH - LIMITED RANCH COW WORK (Amateur)

- 1 Point Penalties:**
A - Loss of working advantage
P - Working out of position
S - Slipping rein
- 3 Point Penalties:**
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing
- 5 Point Penalties:**
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

- Off-Pattern (OP):** 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
- DQ:**
A - Abuse
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/rider; run ends
N - Improper western attire

W/O	#	RUN CONTENT									PENALTIES			SCORE	OP		
		1 BOXING			2 DRIVE			4 BOXING 3			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							
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															
9	857	PENALTY															
		CONTENT	-1/2	-1/2	0	0	0	0	-1 1/2	-1 1/2	-1 1/2			2		62 1/2	
10	865	PENALTY															
		CONTENT	+1 1/2	+1	1 1/2	0	0	0	+1 1/2	+1	0					93 1/2	
11	862	PENALTY															
		CONTENT	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1	+1 1/2	+1					82 1/2	
					92		96		90		82 1/2						
12	767	PENALTY	0						PA								
		CONTENT	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1	-1 1/2			3		54	
					67		64		61	59 1/2	58 1/2	57 1/2					
13	824	PENALTY															
		CONTENT	0	-1/2	0	0	0	0	0	0	+1/2					70	
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Mike Crumpler

JUDGE'S SIGNATURE: Mike Crumpler