

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback as 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 normal 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

DD:

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

MANUEVER SCORES

Each horseside 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																
Manuever Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead	2 Circles Left, Lead Change	Stop & Back							
1	7 ✓	PENALTY														
		CONTENT	0	+1/2	0	-1/2	0	0	-1/2	+1/2					70	
2	30 ✓	PENALTY		-1/2				1								
		CONTENT	-1/2	0	-1/2	0	0	0	0	0				1 1/2	67 1/2	
3	15 ✓	PENALTY														
		CONTENT	-1/2	0	+1	-1/2	0	-1	-1/2	0					68 1/2	
4	127 ✓	PENALTY			-1/2				22							
		CONTENT	-1	-1/2	-1	-1/2	-1/2	-1/2	-1	-1				4 1/2	59 1/2	
7	81	PENALTY	Scratch													
		CONTENT	Scratch													
8	34 ✓	PENALTY				OP										
		CONTENT	0	-1	-1/2	-1	-1/2	0	0	-1					(66)	OP
9	122 ✓	PENALTY						5								
		CONTENT	0	0	-1/2	-1	-1/2	-1	-1/2	-1				5	60 1/2	
10	50 ✓	PENALTY			2											
		CONTENT	+1/2	+1/2	-1	0	0	0	0	0				2	68	

JUDGE'S NAME (PRINTED):

6 51 0 +1/2 +1/2 OP +1/2 +1/2 +1/2

JUDGE'S SIGNATURE:

[Signature]
(73)

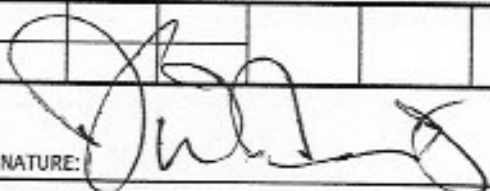
VERSATILITY RANCH HORSE - REINING

- 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
- OO:**
- 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		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead	Slip & Back					
11	✓	PENALTY					1					1	67	
		CONTENT	0	-1/2	-1/2	-1/2	+1/2	-1/2	-1/2	0				
5	17	PENALTY		-1/2								1/2	68	
		CONTENT	-1/2	-1/2	0	-1/2	+1/2	-1/2	0	0				
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

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/raise
- 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

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		9	8	2	5	1	7	6	4	10	3					
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back					
1	59	✓	PENALTY													
		✓	CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2		74	
2	30	✓	PENALTY													
		✓	CONTENT	0	0	0	+1/2	0	0	0	+1/2	0	+1/2		71 1/2	
3	1	✓	PENALTY													
		✓	CONTENT	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0	+1/2		73	
4	127	✓	PENALTY													
		✓	CONTENT	0	0	0	0	0	0	0	0	0	0		70	
5	51	✓	PENALTY		-1											
		✓	CONTENT	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	1	73
6	7	✓	PENALTY						-1							
		✓	CONTENT	0	+1/2	+1/2	0	+1/2	-1	0	-1/2	-1/2	+1/2		1	69
7	34	✓	PENALTY													
		✓	CONTENT	0	0	0	0	0	0	+1/2	0	+1/2	+1/2		71 1/2	
8	134	✓	PENALTY				-3									
		✓	CONTENT	0	0	0	-1 1/2	0	0	-1	0	0	+1/2		3	65

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Melissa Neely
Printed from HSW *max*

VERSATILITY RANCH HORSE - RANCH RIDING

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <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 <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 - 1st or 2nd cumulative refusal 	<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 - Repeated blatant disobedience <p>DO:</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	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
		<small>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</small>												
Tie-Breaker		9	8	2	5	1	7	6	4	10	3			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
9	81	Sweetwater												
		Sweetwater												
10	15													70 1/2
11	17													70 1/2
12	116													70

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Melissa Peck*
Printed from HSW

VRH - LIMITED RANCH COW WORK (Amateur)

SHOW: Sweetwater-VRH

CLASS: #56-SHTXLNPW-Ltd Non Pro Working Cow

DATE: 08/05/2017

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

Diff-Pattern (DP): 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

DO:

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

W/O	#	RUN CONTENT									PENALTIES			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									3 POINTS	5 POINTS	TOTAL			
		BOXING			DRIVE			BOXING								
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY								
Tie-Breaker																
1	15	PENALTY														
		CONTENT	+1/2	0	0	0	0	0	-1/2	0	0	L		3	67	
2	34	PENALTY							A							
		CONTENT	+1/2	0	+1/2	+1/2	0	0	0	0	+1/2	L		4	68	
3	51	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0	0			0	72 1/2	
4	30	PENALTY														
		CONTENT	+1	+1/2	+1/2	+1/2	0	0	+1	0	+1/2			0	74	
5	134	PENALTY														
		CONTENT	-1	0	0	0	0	0	0	0	0			0	69	
6	122	PENALTY							A							
		CONTENT	0	0	+1/2	0	0	0	-1	0	0	L		4	65 1/2	
7	1	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	+1/2			0	73 1/2	
8	84	PENALTY	Scratched													
		CONTENT	Scratched													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*

XCC

VRH - LIMITED RANCH COW WORK (Amateur)

SHOW: Sweetwater-VRH

CLASS: #56-SHTXLNPW-LtdNonProWorkingCow

DATE: 08/05/2017

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 remal 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

WID	#	RUN CONTENT									PENALTIES			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									3 POINTS	5 POINTS	TOTAL		
		BOXING			DRIVE			BOXING							
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY							
Tie-Breaker															
9	59	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	L		3	70 1/2
10	17	PENALTY				A									
		CONTENT	+1/2	0	+1/2	-1	-1	+1/2	-1/2	0	-1/2			1	67 1/2
11	127	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0	+1/2			0	73
12	7	PENALTY													
		CONTENT	+1/2	+1/2	0	+1/2	0	0	0	0	0				71 1/2
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Dublin*

VERSATILITY RANCH HORSE - TRAIL

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 fore 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 dismount or ground tie except shilling to balance
- Spill pole at lops

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 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
- 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

DO:

- Lateness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/riders

OBSTACLE SCORES

Each horse/ride 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	#	PENALTY	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker			9	8	7	6	4	5	1	2	3					
Obstacle Description			LH Push	L L Bridge	Ex T Logs	RL L	SP L, Moll	W Bridge, T Box	270 R, Back Chute	T Serp	Drag Fig 8 Walk					
1	59	PENALTY				-1		-1								
		CONTENT	0	0	+1/2	-1/2	0	0	+1/2	+1/2	+1/2			-2	69 1/2	
2	30	PENALTY		-3/2				-1	-							
		CONTENT	+1/2	-1 1/2	0	0	0	-1/2	-1/2	+1/2	0	0		7	61 1/2	
3	134	PENALTY			-1			-1-1			OP					
		CONTENT	0	-1/2	-1/2	-1/2	0	0	0	0	-1 1/2			-3	64	OP
4	15	PENALTY			-1		-1									
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1			-2	73	
5	7	PENALTY					-1									
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	0			-1	71 1/2	
6	51	PENALTY				-1-1		-1			-1					
		CONTENT	+1/2	+1/2	+1/2	-1	+1/2	0	+1/2	+1/2	+1/2	+1/2		-4	68 1/2	
7	17	PENALTY				-1-1		-1								
		CONTENT	+1/2	=1/2	0	-1	-1	0	0	+1/2	-1			-3	64 1/2	
8	34	PENALTY			-1-1	-1		-1								
		CONTENT	+1/2	+1/2	-1	-1/2	0	+1/2	0	+1/2	+1/2			-4	67	

JUDGE'S NAME (PRINTED):

Diana Sawin

JUDGE'S SIGNATURE:

Ref. Sawin

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-VRH
CLASS: #52 - SHTX LNPT - Ltd Non Pro Trail
DATE: 08/05/2017

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 - 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 gait - 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 rider
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W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
<p>Each rider/team is scored between 1-100 points and automatically begins the run with a score of 75 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent</p>															
<p>Tie-Breaker</p>															
<p>Obstacle Description</p>															
		LH Push	L I Bridge	Ex T Logs	HL L	SP L, Mail	T, W Bridge	270 R, Back	T Serp	Drag Fig 8					
9	81	PENALTY		-1	-1					-1					
		CONTENT	-1	-1	-1/2	-1/2	0	-1/2	0	+1/2	+1		-4	64	
10	1	PENALTY				-1									
		CONTENT	+1/2	-1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2	-1/2		-1	70 1/2	
11	127	PENALTY													
		CONTENT	-1/2	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2			72	
12	116	PENALTY										-1			
		CONTENT	0	-1/2	+1/2	0	0	+1/2	+1/2	+1/2	-1		-1	69 1/2	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): DEBBY SANDOZ JUDGE'S SIGNATURE: [Signature] HW

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