

**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

**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

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		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		8	2	1	3	10	7	5	4	6	9					
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back					
1	216	PENALTY														
		CONTENT	0	+1/2	+1	+1/2	+1/2	0	+1/2	+1	+1/2	+1/2				75
2	995	PENALTY														
		CONTENT	-1/2	0	+1/2	+1/2	+1/2	-1/2	0	0	-1	+1/2				70
3	174	PENALTY														
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2				74
4	996	PENALTY														
		CONTENT	-1/2	-1/2	-1/2	0	0	0	-1/2	-1/2	-1/2	-1/2				66 1/2
6	240	PENALTY														
		CONTENT	0	0	0	-1/2	0	+1/2	0	+1/2	0	0				70 1/2
7	228	PENALTY														
		CONTENT	0	-1/2	-1	-1	-1/2	1	-1/2	-1/2	0	0	0		1	65
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: 

SHOW: Sweetwater-Versatility

CLASS:#32 - SHTX NPTR - Non Pro Trail

DATE: 08/04/2018

**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 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 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 pole in lope over

**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
- 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/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
- Four or more steps on mount/dismount or ground tie

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag

**Disqualification (DQ):**

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN				
		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		1	2	3	4	5	6	7	8	9	10								
Obstacle Description		Gate	Trot Cedars	Lope LL Logs	Slop SP R	Bridge	Back L	Trot Drag	Trot Logs/Cedar										
1	216	PENALTY			3										4	69 1/2			
		CONTENT	+1	+1/2	-1	+1/2	+1/2	+1/2	+1/2	+1									
		71 1/2																	
2	995	PENALTY													2	68 1/2			
		CONTENT	0	+1/2	0	+1/2	0	+1/2	-1	0									
		71																	
3	174	PENALTY			3										4	69			
		CONTENT	+1/2	+1	-1	+1/2	+1/2	0	+1/2	+1									
4	996	PENALTY		1	3	1									7	58 1/2			
		CONTENT	+1/2	0	-1	-1/2	-1/2	-1	-1	-1									
5	968	PENALTY													1	69 1/2			
		CONTENT	0	0	0	+1/2	0	-1/2	+1/2	0									
6	240	PENALTY			3										4	68 1/2			
		CONTENT	+1/2	0	-1	0	+1/2	-1/2	+1/2	+1/2									
7	228	PENALTY													3	63 1/2	OP		
		CONTENT	+1/2	+1/2	-1/2	-1/2	-1/2	-1	-1	-1									
		71 69																	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Steph* *mat*

**VERSATILITY RANCH HORSE - REINING**

**PATTERN 9**

<b>SHOW:</b>	Sweetwater-Versatility
<b>CLASS:</b>	#34 - SHTX NPRN - Non Pro Reining
<b>DATE:</b>	08/04/2018

**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-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

**2 Point Penalties:**

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

**5 Point Penalties:**

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

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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											
		1	2	3	4	5	6	7	8				
<b>Tie-Breaker</b>		1	2	3	4	5	6	7	8				
<b>Maneuver Description</b>		LX	RLX	Stop	3/2 spin	Stop	3/2 spin	Stop	back				
1	995	PENALTY											
		CONTENT	0	0	+1/2	+1/2	+1/2	0	+1/2			72	
2	174	PENALTY											
		CONTENT	0	0	0	+1/2	0	+1/2	0			71	
3	216	PENALTY											
		CONTENT	0	0	0	+1/2	0	+1/2	+1/2			71.5	
4	240	PENALTY		1									
		CONTENT	0	0	+1/2	+1/2	-1/2	+1/2	+1/2		1	70.5	
5	228	PENALTY											
		CONTENT	0	0	-1/2	-1/2	-1	0	+1/2			68.5	
6	996	PENALTY											
		CONTENT	-1/2	0	0	+1/2	-1/2	-1/2	-1/2			68.5	
		PENALTY											
		CONTENT											

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*[Handwritten Signature]*  
HCU

SHOW: Sweetwater-Versatility

CLASS: #36 - SHTX NPWC - Non Pro  
Working Cow

DATE: 08/04/2018

**VERSATILITY RANCH HORSE - RANCH COW WORK**

- 1 Point Penalties:**  
 A - Loss of working advantage  
 C - Using the corner or the end of the arena to turn the cow when going down the fence  
 E - Changing sides of arena to turn cow  
 L - For each length horse runs past cow  
 P - Working out of position  
 R - Two-loop catch in amateur and youth classes  
 S - Slipping rein  
 T - Failure to drive cow past middle marker on first turn  
 V - Over-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

- 3 Point Penalties:**  
 E - Exhausting or overworking the cow before circling or roping  
 H - Hanging up on the fence (refusing to turn)  
 K - Knocking down the cow without having a working advantage  
 R - Two-loop catch when roping in open/cowboy classes
- 5 Point Penalties:**  
 A - Failure to turn the cow both directions on the fence  
 B - Spurring or hitting in front of cinch at any time  
 C - 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  
 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-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  
 R - Complete loss of rope
- Disqualification (DQ):**  
 A - Abuse  
 B - Lameness  
 D - Disrespect or misconduct  
 G - Illegal equipment  
 F - Fall of horse/rider  
 N - Improper western attire

W/O	#	RUN CONTENT										PENALTIES					SCORE	OP			
		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										2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL					
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL		
		L	R	L	R	TRACK & RATE	STOP & HOLD														
		Tie-Breaker																			
1	968	PENALTY		A	A	A															
		CONTENT	+1/2	-1/2	-1/2	-1/2	-1/2	0			-1/2	-1/2	-1/2					3	64		
2	996	PENALTY		A	C			R													
		CONTENT	0	-1/2	+1/2	-1/2				-1/2	-1/2	-1/2	-1/2	0		A			5	6 1/2	
3	216	PENALTY																			
		CONTENT	0	+1/2	0	+1/2	0	-1/2			0	+1/2	0							71	
4	228	PENALTY						R													
		CONTENT	+1/2	+1/2	+1/2	0				-1/2	-1/2	0	0	0		A				3	6 1/2
5	174	PENALTY																			
		CONTENT	0	0	0	-1/2	+1/2	+1/2			0	+1/2	0			A				2	69
6	240	PENALTY																			
		CONTENT	+1/2	0	+1/2	+	+	+1/2			+1/2	+1/2	+1/2							75	
7	995	PENALTY		T		A															
		CONTENT	+1/2	0	-1/2	+1/2	-1/2	+1/2			-1/2	0	0							2	68
		PENALTY																			
		CONTENT																			

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: 