

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

DD:

- 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				
<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>															
<small>Tie-Breaker</small>															
Maneuver Description		2 Circles Left Change	2 Circles Right Change	Run Stop	3 1/2 Spins Left	Run Stop	3 1/2 Spins Right	Stop & Back							
1	964	PENALTY 1 1/2			2								3	64 1/2	
		CONTENT -1/2	0	-1/2	-1/2	-1/2	-1/2	0							
2	874	PENALTY												70 1/2	
		CONTENT 0	+1/2	0	-1/2	0	0	+1/2							
3	936	PENALTY 2	1 1/2		1/2								4	64 1/2	
		CONTENT 0	0	0	-1/2	-1/2	0	-1/2							
4	957	PENALTY	1/2										1/2	67	OP
		CONTENT -1/2	0	-1	-1/2	0	0	-1/2							
5	915	PENALTY												69 1/2	
		CONTENT 0	-1/2	0	0	-1/2	+1/2	0							
6	893	PENALTY 1/2						1/2					1	73 1/2	
		CONTENT +1/2	+1/2	+1	+1	-0	+1	+1/2							
7	883	PENALTY 1	1, 2, 2										6	63	
		CONTENT 0	-1/2	+1/2	0	-1/2	-1/2	0							
8	880	PENALTY												68 1/2	
		CONTENT 0	0	0	-1/2	-1/2	0	-1/2							

JUDGE'S NAME (PRINTED):

Frederick Gillispie

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 roman 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																
Maneuver Description		2 Circles Left Change	2 Circles Right Change	Run Stop	3 1/2 Spins Left	Run Stop	3 1/2 Spins Right	Stop & Back								
9	976	PENALTY														
		CONTENT	0	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2					67 1/2	
			68													
10	908	PENALTY														
		CONTENT	+1/2	-1/2	0	0	-1/2	0	+1/2						70	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

Frederick Gillespie

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - TRAIL

SHOW: Athens-VRH

CLASS: #4 SFTX JTRL - Junior 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

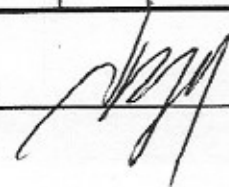
DQ:

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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
<p>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</p>																
<p>Tie-Breaker</p>																
Obstacle Description		L Logs LL	SP R	Walk Bridge	Back L. Walk	Trot Drag	Trot Zig-Zag	RH Push Gate								
1	915	PENALTY	-1 -1			-1							3	68		
		CONTENT	+1/2 -1/2	-1/2	+1/2	0	+1/2	+1/2								
2	957	PENALTY	-1			-1							4	67		
		CONTENT	-1/2 +1	-1/2	-1/2	+1/2	+1/2	+1/2								
3	908	PENALTY	-1			-1	-1						3	71		
		CONTENT	+1/2 +1/2	+1/2	+1/2	+1/2	+1	+1/2								
4	883	PENALTY	-1/2	-1		-5							10	62 1/2		
		CONTENT	-1/2	0	+1/2	0	+1	+1	+1/2							
5	874	PENALTY	-1										1	75		
		CONTENT	+1/2	+1	+1/2	+1	+1	+1	+1							
6	976	PENALTY	-1	-1									3	68 1/2		
		CONTENT	0	-1/2	-1/2	+1/2	+1	+1/2	+1/2							
7	964	PENALTY	-1										1	75		
		CONTENT	+1/2	+1	+1/2	+1	+1	+1	+1							
8	880	PENALTY	-1			-5		-1					7	63 1/2		
		CONTENT	0	+1/2	0	-1/2	+1/2	-1/2	+1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - TRAIL

SHOW: Athens-VRH
CLASS:#41 - SHTX JTRL - Junior Trail
DATE: 07/22/2017

- | | | |
|---|--|---|
| <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/riders |
|---|--|---|

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		Each horse/riders 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		L Logs LL	SP R	Walk Bridge	Back L, Walk	Trot Drag	Trot Zig-Zag	RH Push Gate							
9	893	PENALTY	5										2	72 1/2	
		CONTENT	0	+1/2	+1/2	+1/2	+1	+1	+1						
10	936	PENALTY	-1			-1							3	70 1/2	
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1						
11	875	PENALTY	-1										1	73 1/2	
		CONTENT	0	+1/2	+1/2	+1	+1	+1/2	+1/2						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - RANCH RIDING

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-brided 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>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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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		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back			
1	883	PENALTY								3				
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1	0		69
2	908	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1/2		74
3	964	PENALTY												
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1	+1/2	+1		75
4	893	PENALTY												
		CONTENT	+1/2	-1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2		73.5
5	875	PENALTY												
		CONTENT	0	0	0	0	OP back	0	0	+1/2	0	0	OP	70.5 stop + wave
6	976	PENALTY												
		CONTENT	0	0	0	-1/2	0	+1/2	+1/2	+1/2	-1/2	-1/2		70
7	874	PENALTY						1						
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	1	73
8	880	PENALTY												
		CONTENT	0	0	+1/2	0	0	+1/2	0	-1	0	0	3 loped over 2s	67

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Merissa Duke
Printed from HSW

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>DD:</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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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														
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back			
9	911	PENALTY												
		CONTENT	0	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2		73
10	915	PENALTY			3								switched leads	
		CONTENT	0	0	-1/2	0	0	0	0	0	0	+1/2	3	67
11	957	PENALTY												
		CONTENT	0	0	0	0	0	-1/2	0	+1/2	+1/2	0		70.5
12	936	PENALTY				1								
		CONTENT	0	0	+1/2	0	+1/2	+1/2	0	0	+1/2	0	1	71
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Melissa Duff
Printed from HSW

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
		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	875	PENALTY													73 1/2
		CONTENT	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2	+1				
2	883	PENALTY					P								68
		CONTENT	+1/2	+1/2	0	-1	-1/2	0	-1/2	0	0				
3	880	PENALTY													66 1/2
		CONTENT	-1	-1/2	0	0	-1/2	0	-1	-1/2	0				
4	915	PENALTY													69 1/2
		CONTENT	-1/2	0	0	-1/2	0	+1/2	0	0	0				
5	957	PENALTY										L		6	60
		CONTENT	-1	-1	0	0	-1/2	0	-1	-1/2	0				
6	893	PENALTY										L		3	60
		CONTENT	+1/2	+1/2	+1/2	-1/2	0	+1/2	-1	-1/2	0				
7	964	PENALTY	AA									L		5	60 1/2
		CONTENT	-1	-1/2	0	-1/2	0	-1/2	-1	-1/2	-1/2				
8	874	PENALTY					A							1	62
		CONTENT	-1	-1	0	-1	-1	0	-1	-1	-1				

JUDGE'S NAME (PRINTED):

STEVE BROWN

JUDGE'S SIGNATURE:

Steve Brown

KW

VRH - LIMITED RANCH COW WORK (Amateur)

SHOW: Athens-VRH
CLASS: #43 - SHTX JWCH - Junior Working Cow
DATE: 07/22/2017

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

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

DO:
 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
		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					
9	976	PENALTY										L		3	61
		CONTENT	-1	-1	0	-1	0	0	-1	-1	-1				
10	936	PENALTY										L		3	68
		CONTENT	0	0	+1/2	0	-1/2	0	+1/2	0	+1/2				
11	908	PENALTY										L		3	65 1/2
		CONTENT	0	0	0	-1/2	-1/2	0	0	0	-1/2				
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): STEVE Brown

JUDGE'S SIGNATURE: *Steve Brown*