

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Sweetwater VEH  
CLASS: #32 - SHTX NPTR - Non Pro Trail  
DATE: 08/05/2017

**1 Point Penalties:**

- Each hit, bite, or stepping on a log, cone, plank 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
- Slipping over or falling 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 round 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

**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

**DC:**

- 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		4	8	7	6	4	5	1	2	3						
Obstacle Description		LH Push	LL Bridge	Ex T Log	RL	SP L, Mail	J, W Bridge, T Box	270 R, Back Obste	T Serp	Drag Fig 8 Walk						
1	53				-3								3	67		
		PENALTY														
		CONTENT	0	0	+1/2	-1 1/4	0	+1/2	+1/2	0	0					
2	75			-1-1				-1					3	67 1/2		
		PENALTY														
		CONTENT	0	-1	-1/2	+1/2	+1/2	0	0	+1/2	+1/2					
3	92							-	-1 OP	OP			1	67	OP	
		PENALTY														
		CONTENT	0	+1/2	+1/2	0	+1/2	-1/2	-1/2	-1 1/2	0					
4	120			-1	-1-1								3	69		
		PENALTY														
		CONTENT	+1/2	+1/2	-1/2	-1	+1/2	0	+1	+1/2	+1/2					
5	58				-1-1			-1					3	67 1/2		
		PENALTY														
		CONTENT	+1/2	0	+1/2	-1	+1/2	-1/2	+1/2	0	0					
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

Debra Sauer

JUDGE'S SIGNATURE:

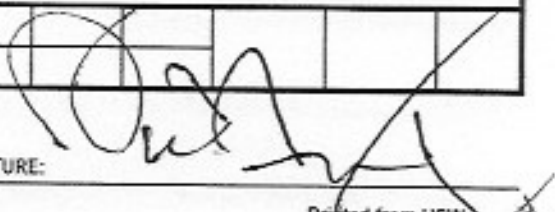
Debra Sauer mat

**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 or 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:**
- Spitting in front of cinch
  - Blatant disobedience
  - Use of either hand to insill tearpraise
  - 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 reins) 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/riider; run ends
  - Illegal equipment
  - Disrespect or misconduct
  - Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/riider 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	Stop & Back Lead Change					
1	138✓	PENALTY		5	5	5	1							
		CONTENT	+1/2	0	+1/2	-1/2	0	0	0	-1/2			14	54
2	75✓	PENALTY												
		CONTENT	0	0	-1/2	0	0	+1/2	+1/2	0				70 1/2
3	58✓	PENALTY												
		CONTENT	0	0	0	-1/2	0	-1/2	0	0				69
4	120✓	PENALTY												
		CONTENT	0	0	-1/2	0	0	-1	0	-1/2				68
5	53✓	PENALTY												
		CONTENT	-1	-1/2	-1	OP -1/2	2	2	2	-1	-1		6	56 (OP)
6	92✓	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	0	0	+1/2	0	0				77
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): David Avery

JUDGE'S SIGNATURE: 

SHOW: Sweetwater-VRH

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

DATE: 08/05/2017

**VERSATILITY RANCH HORSE - RANCH COW WORK**

**3 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 goes 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 nasal 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

WID	#	PENALTY	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 + 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																			
		Tie-Breaker																	
1	120	PENALTY				LL													
		CONTENT	+1/2	-1	-1	-1	-1/2	-1/2			-1/2	0	0	A			4	62	
2	75	PENALTY				L													
		CONTENT	+1/2	-1/2	-1/2	0	-1/2	0			0	0	0	A			3	66	
3	58	PENALTY																	
		CONTENT	+1/2	+1/2	-1	+1/2	-1/2	0			0	+1/2	0	A			2	68 1/2	
4	53	PENALTY	A																
		CONTENT	-1/2	-1	-1	-1	-1/2	-1/2			-1	0	0	A	no circles		3	59 1/2 / op	
5	138	PENALTY																	
		CONTENT	0	0	0	+1/2	+1/2	+1/2			+1/2	0	0					72	
6	92	PENALTY																	
		CONTENT	+1	+1/2	+1/2	+1	+1/2	+1/2			+1/2	0	0					74 1/2	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

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

JUDGE'S SIGNATURE: *Hublin* HW

**VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**

- Over-landed 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
- Glaring disobedience
- Use of either hand to instill fear/praise
- Use of wet hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between renal 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
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- 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			Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
1	120	<input checked="" type="checkbox"/>	0	0	+1/2	+1/2	+1/2	0	0	0	-1	+1/2		1	70 1/2	
2	53	<input checked="" type="checkbox"/>	+1/2	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	0			73	
3	92	<input checked="" type="checkbox"/>	+1/2	0	0	0	+1/2	+1/2	0	0	0	0			71 1/2	
4	25	<input checked="" type="checkbox"/>	0	0	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	+1/2			73	
5	75	<input checked="" type="checkbox"/>	+1/2	0	+1/2	0	+1/2	+1/2	-3	-1	+1/2	0	+1/2	4	68 1/2	
6	24	<input checked="" type="checkbox"/>	0	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2			73	
7	58	<input checked="" type="checkbox"/>	0	0	+1/2	0	0	-1/2	+1/2	0	0	-1/2			70	
		<input type="checkbox"/>														
		<input type="checkbox"/>														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Melissa [Signature]* HCE