

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

- Staring 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 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

**DQ:**

- Lameness
- Abuse
- Fall of horse/riders; 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		3	1	4	2	5	6	7	8							
Maneuver Description		Run, Stop	3 1/2 Spins	Run, Stop	3 1/2 Spins	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead Change	Stop & Back							
1	60	PENALTY 2	OP	2	OP	2			2				8	52	OP	
		CONTENT -1	-1 1/2	-1	-1 1/2	-1 1/2	-1 1/2	-1	-1							
2	80	PENALTY 2	OP		OP	OP			2				4	55 1/2	OP	
		CONTENT -1	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1	-1							
3	132	PENALTY		2			2, 2						7	59		
		CONTENT	-1	-1/2	0	-1	0	-1/2	-1	0						
4	52	PENALTY												7 1/2		
		CONTENT	0	+1/2	0	+1/2	0	0	0	+1/2						
5	142	PENALTY 2		-1/2		2	2	2, 2					10 1/2	52		
		CONTENT	-1	-1	-1	-1/2	-1	-1	-1	-1						
6	2	PENALTY					2						2	62		
		CONTENT	-1	-1	-1	-1/2	-1	-1/2	0	-1						
7	99	PENALTY	<del>SCRATCH</del>													
		CONTENT	<del>SCRATCH</del>													
8	78	PENALTY														
		CONTENT	-1	-1/2	-1	-1/2	-1/2	0	0	0				66 1/2		

JUDGE'S NAME (PRINTED):

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 round reins (except two round) per maneuver

Off-Pattern (DPI): 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/riders; 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			
		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												
		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/Chop	Stop & Back					
9	100	SCRATCH												
10	38	-1 0 -1 0 -1/2 0 0 -1/2										1/2	66 1/2	
11	105	-1/2 0 -1 -1 0 -1/2 -1/2 -1/2											65	OP
12	82	-1 -1/2 -1 -1/2 -1 -1 -1/2 -1										OP	64 1/2	
13	126	-1/2 +1/2 +1/2 +1/2 2 -1/2 -1/2 -1/2 0										4	65 1/2	
14	35	-1 0 -1 0 0 0 -1/2 0											67 1/2	
15	98	-1 -1/2 -1 -1/2 -1/2 0 0 0										2	64 1/2	
15	124	-1/2 -1/2 -1/2 -1/2 0 0 0											67	

JUDGE'S NAME (PRINTED):

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 install leaping
- 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/ rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**MANUEVER 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	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker																
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/Chop	Stop & Back							
17	41															68 1/2
		PENALTY														
		CONTENT	+1/2	0	-1/2	0	0	-1/2	0	-1						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

**VERSATILITY RANCH HORSE - RANCH RIDING**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled per maneuver</li> <li>- Out of frame per maneuver</li> <li>- Too slow per maneuver</li> <li>- Gapping mouth</li> <li>- Break of gait at Walk or trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at Lope</li> <li>- Break of gait at Walk or trot for more than two (2) strides</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- 1st or 2nd cumulative refusal</li> </ul>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- Lameness</li> <li>- Abuse</li> <li>- Illegal equipment</li> <li>- Disrespect or misconduct</li> <li>- Improper western attire</li> <li>- Fall of horse/rider</li> </ul>
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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	10	4	10	3			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
1	100				-3					-1			3	65
		CONTENT	+1/2	-1/2	0	0	-1/2	0	0	0	-1	-1/2		
2	94			3				-3/3					9	56 1/2
		CONTENT	0	0	-1	0	-1/2	-1/2	-1/2	-1/2	-1/2	0		
3	38													70 1/2
		CONTENT	+1/2	+1	+1	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2		
4	33													72 1/2
		CONTENT	+1/2	0	+1/2	0	+1/2	+1/2	0	+1/2	0	0		
5	142													69 1/2
		CONTENT	+1/2	0	0	0	-1/2	0	0	0	0	-1/2	0	
6	41													74
		CONTENT	2 1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1	0		
7	99													
		CONTENT	Stabilized											
8	60				-1			-3					4	63
		CONTENT	0	0	0	-1/2	-1/2	0	-1	-1/2	0	-1/2		

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

JUDGE'S SIGNATURE: *Melana Neely*

**VERSATILITY RANCH HORSE - RANCH RIDING**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled per maneuver</li> <li>- Out of frame per maneuver</li> <li>- Too slow per maneuver</li> <li>- Gapping mouth</li> <li>- Break of gait at Walk or trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at Lope</li> <li>- Break of gait at Walk or trot for more than two (2) strides</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snuffie bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between roman reins per maneuver</li> <li>- 1st or 2nd cumulative refusal</li> </ul>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- Lameness</li> <li>- Abuse</li> <li>- Illegal equipment</li> <li>- Disrespect or misconduct</li> <li>- Improper western attire</li> <li>- Fall of horse/riders</li> </ul>
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W/O	#	MANEUVER 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		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	2	✓													
		PENALTY													
		CONTENT	+1/2	0	+1/2	0	0	+1/2	0	+1/2	0	+1/2			72 1/2
10	82	✓													
		PENALTY				-3									
		CONTENT	0	0	-1/2	-1	0	0	0	-1/2	-1/2	-1/2			4 63
11	105	✓													
		PENALTY													
		CONTENT	0	0	+1/2	0	+1/2	0	0	+1/2	-1/2	0			71
12	78	✓													
		PENALTY													
		CONTENT	+1/2	0	+1/2	+1/2	0	0	+1/2	0	0	+1/2			72 1/2
13	98	✓													
		PENALTY													
		CONTENT	+1/2	0	0	0	0	+1/2	+1/2	+1/2	0	+1/2			72 1/2
14	83	✓													
		PENALTY													
		CONTENT	+1/2	0	+1/2	-1/2	-1	0	-1/2	-1/2	0	-1/2			68
15	132	✓													
		PENALTY													
		CONTENT	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			74
16	52	✓													
		PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	+1	+1	+1			75 1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Manana*

**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

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		2	7	1	2	9	8	1	5	4					
1	52	PENALTY												0	72
		CONTENT	+1/2	0	0	+1/2	0	0	+1/2	0	+1/2				
2	83	PENALTY										L		3	67 1/2
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	-1	-1/2	0				
3	78	PENALTY										L		3	61 1/2 OP
		CONTENT	-1/2	0	0	-1/2	0	0	-1 1/2	-1 1/2	-1 1/2				
4	33	PENALTY							AA			L		5	62 1/2
		CONTENT	0	0	-1/2	0	0	0	-1	-1	0				
5	38	PENALTY							A			L		4	65
		CONTENT	0	0	0	+1/2	0	0	-1	-1/2	0				
6	126	PENALTY							A			L		4	67
		CONTENT	+1	+1/2	+1/2	+1/2	0	0	-1	-1/2	0				
7	41	PENALTY												0	70 1/2
		CONTENT	0	0	+1/2	0	0	0	0	0	0				
8	132	PENALTY										L		3	64 OP
		CONTENT	+1/2	0	+1/2	+1/2	0	0	-1/2	-1/2	-1/2				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Dublin*

**VRH - LIMITED RANCH COW WORK (Amateur)**

SHOW: Sweetwater-VRH

CLASS: #66-SHTXIWCH-IntermediateWorkingCow

DATE: 08/05/2017

<p><b>1 Point Penalties:</b> A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p><b>3 Point Penalties:</b> K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p><b>5 Point Penalties:</b> 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 normal reins (except two rein) per maneuver</p>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly A - Tearing 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><b>DD:</b> 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	#	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													
		2	7	6	3	9	8	1	5	4					
9	60	PENALTY													
		CONTENT	0	0	0	0	0	0	0	0			0		70
10	82	PENALTY						A							
		CONTENT	0	0	0	-1/2	0	0	-1	-1/2	0	L	H	9	DD 59 ← *DD No 100
															Hand position illegal
11	98	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0			0	73 1/2
12	2	PENALTY				A			A						
		CONTENT	0	0	0	-1	-1	0	-1 1/2	-1	0			2	63 1/2
<del>13</del>	<del>10</del>	PENALTY													
		CONTENT													
14	100	PENALTY	A												
		CONTENT	-1/2	-1	+1/2	0	0	0	-1	-1	+1/2	L		4	63 1/2
15	124	PENALTY							A						
		CONTENT	+1/2	-1/2	+1/2	0	0	0	-1	-1/2	0	L		4	65
16	105	PENALTY	A												
		CONTENT	-1/2	0	+1/2	-1/2	-1/2	+1/2	-1 1/2	-1 1/2	-1 1/2	L		4	(61) OP

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *J. Rubin*

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Sweetwater-VRH

CLASS: #62 - SHTX ITRL - Intermediate Trail

DATE: 08/05/2017

**1 Point Penalties:**

- 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
- Slipping 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 top

**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 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

**DO:**

- 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				
<b>Tie-Breaker</b>		9	8	7	6	4	5	1	2	3					
<b>Obstacle Description</b>		LH Push	LL Bridge	W Ex T Logs	RLL	SP L, Mail	W Bridge, T Box	2/0 R, Back Chute	T Serp	Drag Fig 8 Walk					
1	33	PENALTY													
		CONTENT	0	0	0	+1/2	+1/2	-1/2	+1/2	0	+1/2				71 1/2
2	41	PENALTY				-1									
		CONTENT	+1/2	0	0	-1/2	+1/2	0	0	0	0			-1	69 1/2
3	99	PENALTY	/												
		CONTENT	/												
4	83	PENALTY				-3									
		CONTENT	-1	-1/2	0	-1 1/2	-1	-1/2	-1/2	-1	-1/2			-4	60
5	98	PENALTY													
		CONTENT	0	0	0	+1/2	0	+1/2	+1/2	-1/2	-1/2				70 1/2
6	2	PENALTY				-1-1									
		CONTENT	0	0	+1/2	-1/2	0	0	0	+1/2	+1			-3	68 1/2
7	132	PENALTY					-1	OP							
		CONTENT	+1/2	+1/2	0	-1/2	-1	-1 1/2	0	-1	0			-2	(65) OP
8	38	PENALTY				-1									
		CONTENT	0	+1/2	0	+1/2	0	0	+1/2	+1/2	0			-3	69

JUDGE'S NAME (PRINTED):

Debra Sawcivich

JUDGE'S SIGNATURE:

Debra Sawcivich



**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Sweetwater-VRH

CLASS:#62 - SHTX ITRL - Intermediate Trail

DATE: 08/05/2017

**1 Point Penalties:**

- 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

**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 install leaspraise
- 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:**

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

**OBSTACLE SCORES**

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

W/O	#	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	LL Bridge	W Ex T Logs	RL L	SPL Mol	W Bridge T Box	270 R, Back Chute	T Serp	Drag Fig 8 Walk					
9	78	PENALTY					-1					-1	72		
		CONTENT	+1/2	0	+1/2	+1/2	+1/2 <sup>22</sup>	-1/2 <sup>20</sup>	+1/2 <sup>21</sup>	+1/2	+1/2				
10	52	PENALTY					-1					-1	70 1/2		
		CONTENT	0	+1/2	0	+1/2	+1/2	-1/2 <sup>20</sup>	0	0	+1/2				
11	82	PENALTY		3-5		-3	-1	-1		-5-5		-24	38 1/2		
		CONTENT	0	-1	0	-1 <sup>21</sup>	-1 1/2	-1 <sup>22</sup>	-1 <sup>23</sup>	-1/2 <sup>20</sup>	-1 1/2				
12	60	PENALTY					-1		-1			-2	66 1/2		
		CONTENT	0	-1/2	+1/2	0	-1 <sup>20</sup>	0	-1/2 <sup>21</sup>	0	0				
13	100	PENALTY		-3		-1	-1	-1	-1			7	59		
		CONTENT	0	-1 1/2	-1/2	-1/2	-1/2	-1/2 <sup>20</sup>	1/2	0	0				
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

*Debbie Sawanetti*

JUDGE'S SIGNATURE:

*Robb Long*