

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 irritate fear/panic
- 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

DC:

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

MANEUVER 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

WID	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP	
		Tie-Breaker	5	6	1	7	8	9	10	2	3				4
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
1	116				-3			-3					-6	62	
		PENALTY													
		CONTENT	+1/2	+1/2	+1/2	-1	-1	0	-1	0	0	-1/2			
2	89													74 1/2	
		PENALTY													
		CONTENT	+1/2	0	+1	0	+1	0	+1/2	+1/2	+1/2	+1/2			
3	97													71 1/2	
		PENALTY													
		CONTENT	+1/2	0	0	+1/2	-1/2	0	+1/2	0	+1/2	0			
4	26													68 1/2	
		PENALTY													
		CONTENT	-1/2	-1/2	0	0	-1/2	0	0	-1/2	0	+1/2			
5	79													73	
		PENALTY													
		CONTENT	+1/2	+1/2	0	0	0	+1/2	+1/2	0	+1/2	+1/2			
6	104													71 1/2	
		PENALTY													
		CONTENT	-1/2	0	0	+1/2	0	0	+1/2	0	+1/2	+1/2			
7	13													18	45 1/2
		PENALTY				-3	-5		-5						
		CONTENT	0	0	-1	-1	-1	-1 1/2	-1	0	0	-1			
8	20													-1	72
		PENALTY													
		CONTENT	0	0	0	+1/2	+1/2	-1	+1/2	+1	+1	+1/2			

JUDGE'S NAME (PRINTED):

Debby Sangworth

JUDGE'S SIGNATURE:

Debby Sangworth

VERSATILITY RANCH HORSE - RANCH RIDING

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-blinded 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>DC:</p> <ul style="list-style-type: none"> - Lateness - 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		5	6	1	7	8	9	10	2	3	4					
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back					
9	56															
10	86															68
11	14															76
12	16															73

JUDGE'S NAME (PRINTED): Mary Sawcinski

JUDGE'S SIGNATURE: [Signature] Wes

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 train-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 line 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

MANUEVER 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	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		3		4	2	5	6	7	8							
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	Stop & Back							
1	88 ✓	PENALTY														64 1/2
		CONTENT	-1	-1	-1/2	-1/2	-1/2	-1/2	-1	-1/2						
2	79 ✓	PENALTY														70 1/2
		CONTENT	+1/2	+1/2	-1/2	+1/2	0	-1/2	0	0						
3	14 ✓	PENALTY						1						1		68
		CONTENT	-1/2	0	0	-1/2	+1/2	-1/2	0	0						
4	104 ✓	PENALTY														67 1/2
		CONTENT	0	-1/2	0	-1/2	-1/2	-1/2	-1/2	0						
5	92 ✓	PENALTY												1		67 1/2
		CONTENT	0	-1/2	-1/2	-1/2	0	0	0	0						
6	58 ✓	PENALTY														66 1/2
		CONTENT	0	0	0	-1/2	0	-1/2	-1/2	0						
7	89 ✓	PENALTY						1/2						3		66
		CONTENT	-1/2	0	-1/2	+1/2	0	-1/2	0	0						
8	28 ✓	PENALTY						1, 2, 2	1							64 1/2
		CONTENT	0	+1/2	+1/2	0	0	-1/2	-1/2	+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 run-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/pain
- 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 horse/ride; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

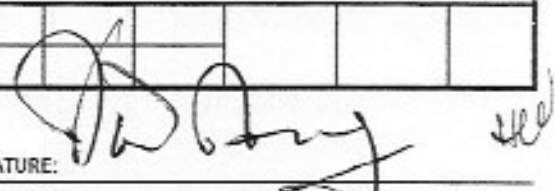
MANUEVER SCORES

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	#	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	Stop & Back	Lead Change						
9	18	PENALTY														
		CONTENT	-1/2	0	0	-1/2	0	0	0	-1/2					68 1/2	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-VRH

CLASS: #41 - SHTX JTRL - Junior 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 assist leaping
- 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

DO:

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

WO	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker		6	7	8	2	3	1	5	4	9					
Obstacle Description		LH Push	SP R Logs	Walk Bridge	Ex T Logs	LL L Logs	Box, 270 R, Back	Trot Stumps	Drag 1 rot	Walk cones					
1	13 ✓	PENALTY			-1	-1									
		CONTENT	+1	0	0	0	-1	-1/2	+1/2	+1/2	+1/2		2	69	
2	20 ✓	PENALTY			-1										
		CONTENT	0	+1	-1/2	0	+1/2	+1/2	0	+1/2	0		1	71	
3	14 ✓	PENALTY			-1	-1	-1								
		CONTENT	+1/2	0	0	-1/2	-1	-1/2	0	0	0		4	64 1/2	
4	97 ✓	PENALTY			-1	-3	-1								
		CONTENT	0	-1	0	-1	-1	-1/2	-1/2	-1/2	0		5	60 1/2	
5	55 ✓	PENALTY		-1 1/2		-1	-1 1/2		-1	OP					
		CONTENT	+1/2	-1 1/2	0	0	-1	0	-1	no 1st -1/2	0		6	59 1/2	OP
6	104 ✓	PENALTY				-1	-1 1/2								
		CONTENT	0	+1/2	0	+1/2	-1/2	-1/2	-1/2	0	0		3	66 1/2	
7	89 ✓	PENALTY				-1	-1								
		CONTENT	+1/2	+1/2	0	-1/2	0	+1/2	+1/2	+1	+1/2		2	71	
8	88 ✓	PENALTY				+1 1/2	-1	-1							
		CONTENT	+1	+1/2	0	-1/2	-1/2	0	-1/2	-1/2	-1/2		5	64	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Alana [Signature]*

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-VRH

CLASS: #41 - SHTX JTRL - Junior Trail

DATE: 08/05/2017

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 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

DQ:

- 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		6	7	8	2	3	1	5	4	9					
Obstacle Description		LH Push	SP R Logs	Walk Bridge	Ex T Logs	LL L Logs	Box, 270 R, Bank	Trot Stumps	Drag Trot	Walk cones					
9	79				-1	-1 1/2	-1						6	63 1/2	
		PENALTY													
		CONTENT	0	0	0	0	-1/2	-1/2	0	0	+1/2				
10	116				-1	-1	-1						3	65	
		PENALTY													
		CONTENT	0	0	0	-1	0	0	0	-1/2	-1/2				
11	16													73	
		PENALTY													
		CONTENT	+1/2	0	0	0	0	+1/2	+1/2	+	+1/2				
12	74				-1	-2			-1	OP			9	57	OP
		PENALTY													
		CONTENT	0	-1	0	-1/2	-1	0	0	-1/2	0				
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

SHOW: Sweetwater-VRH

CLASS: #43 - SHTX JWCH - Junior Working Cow

DATE: 08/05/2017

VRH - LIMITED RANCH COW WORK (Amateur)

<p>1 Point Penalties: A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p>3 Point Penalties: K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p>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 reins) per maneuver</p>	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <p>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</p> <p>DQ: 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	9	6	3	9	8	1	5	4					
1	89	PENALTY													72 1/2
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0	0				
2	20	PENALTY										LL		6	62 1/2
		CONTENT	-1/2	-1/2	+1/2	0	0	0	-1	-1/2	+1/2				
3	14	PENALTY						A						1	73 1/2
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1				
4	56	PENALTY						A				L		4	66
		CONTENT	+1/2	0	+1/2	+1/2	0	0	-1	-1	+1/2				
5	104	PENALTY						A				L		4	64
		CONTENT	0	0	0	-1/2	-1/2	0	-1	-1/2	+1/2				
6	86	PENALTY										L		3	64
		CONTENT	-1/2	-1/2	0	0	0	0	-1	-1	0				
7	79	PENALTY													71 1/2
		CONTENT	+1/2	0	0	+1/2	0	+1/2	0	0	0				
8	16	PENALTY													71
		CONTENT	+1	+1/2	+1/2	0	0	0	-1	-1/2	+1/2				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *J. Dublin*

VRH - LIMITED RANCH COW WORK (Amateur)

SHOW: Sweetwater-VRH

CLASS: #43 - SHTX JWCH - Junior 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 - Spuming 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 hackamores) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

Dis-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

DD:

- 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
		Each horse/rider team is started 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	97	PENALTY	A						AA						
		CONTENT	0	0	+1/2	0	0	0	-1	-1/2	+1/2	L		6	63 1/2
10	13	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	-1	-1/2	+1/2	L		3	68
11	74	PENALTY													
		CONTENT	0	0	+1/2	-1	-1/2	0	0	0	0	L		3	66
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Dublin

AW