





VERSATILITY RANCH HORSE - RANCH RIDING

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- 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	#			a)	Each horse/ric	der leam is so xlremely Poor		0-100 points a	R SCORE and automatics Correct, +1/2 (ally begins the	run wilh a sco Good, +1 1/2	ore of 70 points Excellent		10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Breaker	8	4	3_	10	1	5	6	7	2	9		10 Pr	PEN/	SS	F PA
Mar	euver Des	cription	W	T	CXI	RL	ex RL	2/8	T	LL	W	SB					ð
	112	PENALTY														7.	
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VERSATILITY RANCH HORSE - TRAIL

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DATE: 29/04/18

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- 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 failing 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 lie

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 dallied during the drag

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- Fall of horse/rider
- Improper western attire

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			1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Tie-Breaker	5	7	G.	3 Islalia	1	2	6	. 8			₽₩		×	병
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		PENALTY						0.7.	0.2							
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	10		0	<u> </u>	-12		-1/2	- 1/2	-11/2					20		(14.)
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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
- 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
- Fallure 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)
- 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	#		Ea	ach horse/rider teal	m is scored betw ly Poor, -1 Very I	MANUEVE /een 0-100 points a Poor, -1/2 Poor, 0	R SCORES and automatically Correct, +1/2 Gor 5	begins the run word, +1 Very Good	ilh a score of 70 I, +1 1/2 Excellen	t	INT	LTY AL	끮	OFF PATTERN
		Tie-Breaker			3			6		8	10 POINT PENALTY	PENALTY TOTAL	SCORE	F PAT
	Maneuver	Description	RUS.	3/25.10	RDJ	3/2Sp.ri	S 18/1/9	00 n	00 le	RD/S				P
	42	PENALTY	-	0P	-1/2	OP.	-1/2	-1/2	-1/2	-1		1		(62)
2	78	PENALTY	2	SP -11/2	-1/2.	of -11/2	-1/2	12	2	121/2		101/2	Ser.	511/2
3	50	PENALTY	-1	OP -1/2	-1	0P	-11/2	-1	5	5		5		55%
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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 gail 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
- Repealed blatant disobedience

Disqualification (DQ):

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

w/o	#			MANEUVER SCORES 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 Excellant												PENALTY TOTAL	SCORE	OFF PATTERN
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VERSATILITY RANCH HORSE - TRAIL

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ŀ	DATE:	201	14/	10		

1	Point	Penalt	es:
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- 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 failing 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
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- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag

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- Lameness
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- Fall of horse/rider
- Improper western attire

W/O	#			Each hors	e/rider team is : 2 Extremely Po	scored between	OBSTACL n 0-100 points a r, -1/2 Poor, 0 6	nd automatical	ly begins the rur pod, +1 Very Go	n with a score o ood, +1 1/2 Exc	of 70 points cellent		⊢≻	>		RN
			1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		ie-Breaker	S		2	le	3	4	7				유뿝	8 5	×	97.
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ļ	OII	PENALTY	5560	D.P.			=							1~		
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		PENALTY						0.0		٨						
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				- 14				1.5	16				2			
11	19	PENALTY	.55											4 _	-11	
	[3	CONTENT	-1	-1/2	-1	+1/2	-1/2	0	-					lo	56h	
		PENALTY														
5	51	CONTENT	0	0	+1/2	0	n	+1/2	+1/2						71/2	
				O	1 /2	U	U	+1/2	1/2						11/2	
	11-	PENALTY														
6	45	CONTENT	0	0	0	+1/2	1/2	+1/2	+1/2						72	
	7														W)	
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		PENALTY														
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DATE: 29/04/18

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
- 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
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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	# Maneuver I	Fie-Breaker Description	1 Ogn	h horse/rider lear -1 1/2 Extremel 2 2	n is scored betwee	MANUEVE en 0-100 points a cor, -1/2 Poor, 0 C 4 4	nd automatically	begins the run wit id, +1 Very Good, 6 6	h a score of 70 pr +1 1/2 Excellent 7 7	8	10:POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
1	19	PENALTY	2 Ø								palsch	e Patter	n	B
2	84	PENALTY	aP								fairdi	c Paller	n	ϕ
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JUDGE'S NAME (PRINTED): M ROUND AND MUNISHER RULLYUDGE'S SIGNATURE: