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SHOW: Central Coast Classic
SHOW: (entral Coast Classic CLASS: VPH, RHC, WS/GS TROOT
DATE: 5-21-22

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties;

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstade
- 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 or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log 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 - Three to four steps on mount/dismount on ground tie

- 5 Point Penalties: Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- 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
- 5 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
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

	OBSTACLE 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, -1/1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											<u> </u>	۲ _	<u></u>	ERN			
				1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Obstacle D	ie-Breaker Description	"10	drag	rack	aute	trot	Lope	Side L	grd	lead					Ö	
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us only	2	820	PENALTY	5	-1/2	15	0	-1/2	+1/2	0	3 -1/2	0			14	53		9
	3	601	PENALTY	Ô	0	+1/2	0	-1/2	+1/2	-0	0	-1/2				69		3
WS	4	403	PENALTY	\bigcirc	+1/2_	0	0	13-11/2	-1/2	-1/5	+1/2	-			4	63/2	_	7
	5	602	PENALTY	+1/2	+1/2	0	0	1111 -1/2	+1/2	0	Ô	0			4	67		5
ns ny	Ь	819	PENALTY	-1/2	+1/2	0	0	0	+1/2	-1/2	0	-\			2	67		4
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DATE: 5-21-22

VERSATILITY RANCH HORSE - TRAIL

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the
- Incorrect or break of gait at walk or trot for two strides or less
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- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log 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 Three to four steps on mount/dismount on ground tie

- Letting go of gate - 5 or more steps on mount/dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch

- 1st or 2nd cumulative refusal

- Use of either hand to instill fear/praise

- Dropping an object required to be carried

- Blatant disobedience

10 Point Penalty: - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

- Knocking over, stepping out of, or falling off of an obstacle

Off-Pattern (OP): Cannot place above others who complete

- pattern correctly
- Breaking pattern - 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	PENALTY TOTAL	SCORE	F
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		8	OFF PATTERN
Obstacle Description bridge dray back gate from lope got gri was			
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JUDGE'S NAME (PRINTED):

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SHOW: Central Coast Classic

CLASS:

DATE:

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacte
- Incorrect or break of gait at walk or troit for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log 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 - Three to four steps on mount/dismount on ground tie

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- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
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- 1st or 2nd cumulative refusal
- Letting go of gate
- 5 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
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except in snaffe bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	OBSTACLE SCORES Each horselrider 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 Excellent											ERN III					
			1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY	SCORE	OFF PATTERN	
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JUDGE'S NAME (PRINTED):

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SHOW:	ccc	,
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VERSATILITY RANCH HORSE - TRAIL

	salties:

- · 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 falling to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except sinfting to balance)
- Split log 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
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- 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
- -5 or more steps on mount/dismount or ground lie

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
- 3rd refusal

DATE:

- Repested blatant disobedience
- Failure to dally and remain dallied during the drug
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split rains or any fingers between rurnal rains

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

	W/O	W/O # Each hurse/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, -172 Poor, 0 Correct, +1.2 Good, +1 Very Good, +1 1/2 Excellent												E≥	≥ ,	ш	ERN
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VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

- 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 falling to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lape 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
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- 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
- 5 or more steps on mount/dismount or ground tie

10 Point Penalty:

Unnatural Ranch Horse Appearance (Horse's tall is obvious and consistently carried in an unnatural manner in every mannager.)

Off-Pattern (OP): Cannot place above others who complete

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain dailied during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ)

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#			OBSTACLE SCORES Each horselrider team is accred 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 Excellent								7	٦	JRE JRE	ERN	
			1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY	SCORE	OFF PATTERN
		ie-Breaker								4 -1	1 A		- 4	۵		OFF
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-	0 - 0	PENALTY		11		- 11	1	. 17	. 11	. 17				,	7 7	
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VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

- 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 trut for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount an/or ground tie (except shifting to balance)
- Split log in tops over

3 Point Penalties:

- Wrong lead or out of lead
- Draced reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- -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
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10 Point Penalty:

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Off-Pattern (OP): Cannot place above others who complete

pattern correctly

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except in snaffe bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ);

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#			OBSTACLE SCORES Each horser/ider 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 Excellent									5.2	_ ∠	# H	ERN
			1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY	SCORE	OFF PATTERN
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VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

- 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 or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log 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
- Three to four steps on mount/dismount on ground tie

- 5 Point Penalties: Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- 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
- 5 or more steps on mount/dismount or ground lie

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
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

	W/O	#			Each hors	e/rider team is a 2 Extremely Po	cored between	OBSTACL n 0-100 points a r, -1/2 Poor, 0	and automatical	ly begins the ru	n with a score o	of 70 points cellent		7	۲.,	ш	TERN
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SHOW: CCC

CLASS: Level 1 Rookie

DATE:

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hil, 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 or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log 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
- Three to four steps on mount/dismount on ground tie

5 Point Penalties

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- 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
 5 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

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hil, bite, or stepping on a log, cone, plant or any component of the
- 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 or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log 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 - Three to four steps on mount/dismount on ground tie

- 1st or 2nd cumulative refusal - Letting go of gate

5 Point Penalties;

- Spurring in front of cinch

- Use of either hand to instill fear/praise

- Dropping an object required to be carried

- Blatant disobedience

- 5 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)

- Knocking over, stepping out of, or falling off of an obstacle

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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VERSATILITY RANCH HORSE - TRAIL

- Over-bridled (per maneuver)
- Out of frame (per maneuvar)
- Each hil, 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 or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

3 Point Penalties:

- Wrong lead or out of lead
- Break of gait at walk or trot for more than two (2) strides Three to four steps on mount/dismount on ground tie
- Break of gait at lope

S Point Penalties;

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- 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
- -5 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
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
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- Leaving arena before pattern is complete

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