## MANEUVER SCORES

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 Poor, 0 Average, +1.2 Good, +1 Very Good, +1.5 Excellent.

<table>
<thead>
<tr>
<th>Tie-Breaker</th>
<th>W/O</th>
<th>Score</th>
<th>Op</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maneuver Description</td>
<td>Ext Walk</td>
<td>Trot</td>
<td>Ext Trot</td>
</tr>
<tr>
<td>1</td>
<td>664</td>
<td>-1/2</td>
<td>+1/2</td>
</tr>
<tr>
<td>2</td>
<td>684</td>
<td>-1/2</td>
<td>+1/2</td>
</tr>
<tr>
<td>3</td>
<td>532</td>
<td>-1/2</td>
<td>+1/2</td>
</tr>
<tr>
<td>4</td>
<td>556</td>
<td>0</td>
<td>+1/2</td>
</tr>
<tr>
<td>5</td>
<td>662</td>
<td>0</td>
<td>+1</td>
</tr>
<tr>
<td>6</td>
<td>695</td>
<td>+1/2</td>
<td>+1</td>
</tr>
<tr>
<td>7</td>
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<td>0</td>
</tr>
<tr>
<td>8</td>
<td>720</td>
<td>0</td>
<td>+1/2</td>
</tr>
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</table>

JUDGE'S NAME (PRINTED): GARY REYNOLDS  
JUDGE'S SIGNATURE: [Signature]
### VERSATILITY RANCH HORSE - RANCH RIDING

#### PATTERN 1

**SHOW:** Hamilton-Versatility  
**CLASS:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 06/10/2017

1 **Point Penalties:**  
- Over-rided per maneuver  
- Out of frame per maneuver  
- Tear 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  
- Dropped 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  
- Blasphemy disobedience  
- Use of either hand to instill fear or pain  
- Use of two hands (except in grapple or haraacanore) per maneuver  
- More than one finger between split reins or any fingers between normal 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

#### DO:  
- Lameness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire  
- Fall of horse/handler

---

### MANEUVER SCORES

Each horse and rider team is scored on a 1-130 points scale and automatically advance to the next level on a score of 70 points.  
- 0: Excellent  
- 1: Very Good  
- 2: Good  
- 3: Fair  
- 4: Poor  
- 5: Extremely Poor

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Return</th>
<th>Walk</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Stop &amp; Back</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OP</th>
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<td>+½</td>
<td>-½</td>
<td>-½</td>
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<td>+½</td>
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<td>+½</td>
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<td>7.0</td>
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<td>+½</td>
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**JUDGE'S SIGNATURE:** Printed from HSW
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<th>Obstacle Description</th>
<th>Penalty</th>
<th>Contour</th>
<th>Score</th>
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<tr>
<td>1</td>
<td>683</td>
<td>W Logo to Chop</td>
<td>1 1/2</td>
<td>1 1/2</td>
<td>1 1/2</td>
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<td>Back thru Chop</td>
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<td>532</td>
<td>LL Logs</td>
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<td>1 1/2</td>
<td>1 1/2</td>
<td>1/2</td>
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<td>4</td>
<td>716</td>
<td>Creek</td>
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<td>-5</td>
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<td>5</td>
<td>666</td>
<td>Box SP R</td>
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<tr>
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<td>684</td>
<td>RPH Plut Gato</td>
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<td>1 1/2</td>
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<td>7</td>
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<td>Drag Tree</td>
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<td>1 1/2</td>
<td>1/2</td>
</tr>
</tbody>
</table>

**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
# VERSATILITY RANCH HORSE - TRAIL

## 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 run for two strides or less.
- Step from or hind feet in a single stride across a walk or trot.
- Stopping or failing to stop into a required space.
- Incorrect number of strides, if specified.
- One step on a turn or ground tie except shifting to balance.
- Split pole at corner.

## 3 Point Penalties:
- Wrong lead or out of lead.
- Dropped reins.
- Break of gait at gait.
- Break of gait at walk or trot for more than two (2) strides.
- 3-5 steps on a turn or ground tie.

## 5 Point Penalties:
- Slapping in front of face.
- Blasphemy or expletive.
- Use of either hand to mistreat or praise.
- Use of hand (except in snaffle bit or hackamore) per maneuver.
- More than one person between split reins or any fingers between reins per maneuver.
- Knocking over, stepping out of, or falling off of an obstacle.
- Dropping an object outside of the carry.
- 1st or 2nd cumulative refusal.
- Laying off of gait.
- 4 or more steps on a turn 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 pattern.
- Repeated blatant disobedience.

## Judges:
- Lameness.
- Abuse.
- Illegal equipment.
- Disrespect or misconduct.
- Improper western attire.
- Fall of horse/taker.

## Obstacle Scores

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Score</th>
<th>OP</th>
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<td>2 4 5 1 8 2 3 4</td>
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<tr>
<td>10</td>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
**SHOW:** Hamilton-Versatility  
**CLASS:** #13 - SHTX OTRL - Open Trail  
**DATE:** 06/10/2017

### 1 Point Penalties:
- Each hit, bite, or stepping on 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
- Striking 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 reeze at lope

### 3 Point Penalties:
- Wrong lead or out of lead
- Disparity reeze
- 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

### 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 horseman

### OBSTACLE SCORES

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>W Loss to Chain</th>
<th>Back thru Chain</th>
<th>Walk Bridge</th>
<th>L L L Loss</th>
<th>Creek</th>
<th>Box SPR</th>
<th>RH Push Gate</th>
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<tr>
<td>17 531</td>
<td>+⅓ -⅓ +⅓ +⅓</td>
<td>0</td>
<td>-½ +⅓</td>
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<td>+⅓</td>
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<table>
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<tr>
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**Judge's Name:** [Signature]  
**Judge's Signature:** [Signature]  
**Printed from HSW**
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Hamilton-Versatility  
**CLASS:** #16 - SHTX ORN - Open Reining  
**DATE:** 06/10/2017

**PATTERN** 5

### 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/under or under/over spin up to 1/8 turn

### 5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear or frighten
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one figure between split reins or any fingers between roman reins (except in reining)

### 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

### DO:
- Lame
- Abuse
- Fall of horse or rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

---

**MANEUVER SCORES**

| WO | # | Score | Tie-Breaker | Maneuver Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Total | Score | OP |
|----|---|-------|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|-----|-------|-------|----|
| 2  | 356|       | 0           | 5/8                  | 0       | 0       | 0 | -1/2 | 0 | -1/2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 68 1/2 | **OP** |
| 4  | 724|       |             |                      | -1/2    | 0       | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | 7 | 58 1/2 |       |     |
| 5  | 663|       |             |                      | +1/2    | +1/2    | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | 73 | 74   |       |
| 3  | 661|       |             |                      | 0       | +1/2    | +1/2 | -1/2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 69 |       | |
| 12 | 704|       |             |                      | 0       | +1/2    | +1/2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 72 1/2 |       | |
| 14 | 680|       |             |                      | +1/2    | +1/2    | +1/2 | 0 | -1/2 | 0 | -1/2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 72 |       | |
| 15 | 678|       |             |                      | -1/2    | -1/2    | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | 12 | 60 | **OP** |
| 16 | 664|       |             |                      | +1/2    | +1/2    | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | +1/2 | 74 1/2 |       | |

---

**Judges Name (Printed):** Frank Craighead  
**Judge's Signature:** [Signature]

*Printed from HSW*
# AQHA American Quarter Horse Association

## VERSATILITY RANCH HORSE - REINING

### SHOW:

### CLASS: Open Reining

### DATE:

### 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
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 3 Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

### 5 Point Penalties:
- Spinning in front of cinch
- Blunt disobedience
- Use of either hand to stall learning
- Use of front hand (except in small bite 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 blunt disobedience

### DO:
- Lameness
- Abuse
- Fall of horse/pin; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### MANEUVER SCORES

Each maneuver is scored between 1-100 points and automatically begins the run with a score of 70 points

<table>
<thead>
<tr>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Contest</th>
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<td>1</td>
<td>12 3 7 5 6 4</td>
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<td>-1/2 -1/2</td>
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### JUDGE'S SIGNATURE:

Frank Craighead
**SHOW:** Hamilton-Versatility  
**CLASS:** #16 - SHTX ORNN - Open Reining  
**DATE:** 06/10/2017

**VERSATILITY RANCH HORSE - REINING**

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<thead>
<tr>
<th>1/2 Point Penalties:</th>
<th>5 Point Penalties:</th>
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<tr>
<td>Starting a circle or exiting a rollback at a walk for up to two strides</td>
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<td>Delayed change of lead by one stride where the lead change is required by the pattern description</td>
<td></td>
</tr>
<tr>
<td>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)</td>
<td></td>
</tr>
<tr>
<td>Over-dip or under-slip up to 1/8 turn</td>
<td></td>
</tr>
<tr>
<td>- Spinning in front of circling</td>
<td></td>
</tr>
<tr>
<td>- Blatant disobedience</td>
<td></td>
</tr>
<tr>
<td>- Use of either hand to instill fear/praise</td>
<td></td>
</tr>
<tr>
<td>- Use of two hands (except in snaffle bit or hackamore) per maneuver</td>
<td></td>
</tr>
<tr>
<td>- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver</td>
<td></td>
</tr>
<tr>
<td>1 Point Penalties:</td>
<td>Off-Pattern (OP): Cannot place above others who complete pattern correctly</td>
</tr>
<tr>
<td>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</td>
<td></td>
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<tr>
<td>Over or under spinning 1/8 to 1/4 turn</td>
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<tr>
<td>- Slipping rein</td>
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<td>- Break of gait</td>
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<td>- Freeze up in spins or rollbacks</td>
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<tr>
<td>- Failure to stop or walk before executing a loop departure on trot-in patterns</td>
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<td>- Failure to be in a loop prior to the first marker on run-in patterns</td>
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<tr>
<td>- Failure to completely pass the specified marker before initiating a stop position</td>
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</tr>
<tr>
<td>- 'Running' beyond 30 strides, but less than 1/2 circle</td>
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**MANEUVER SCORES**

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points:  
- 1.5 Extremely Poor, 1 Very Poor, 1/2 Poor, 3 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

<table>
<thead>
<tr>
<th>Maneuver Description</th>
<th>PENALTY</th>
<th>SCORE</th>
<th>CP</th>
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<tr>
<td>Tie-Breaker 1 2 3 4 5 6 7 8 9 10</td>
<td>4 2 5 6 4</td>
<td>1 65</td>
<td></td>
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<tr>
<td>Stop &amp; Back</td>
<td>Right Spins</td>
<td>1 1/2 1/2 1 0 1/2 1/2 1/2 1/2 1/2</td>
<td></td>
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<tr>
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<td>1 65</td>
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<tr>
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<td>Right Spins</td>
<td>1/2 0 0 +1/2 0 +1/2 0 +1/2</td>
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<td>PENALTY CONTENT</td>
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<td>1 72</td>
<td></td>
</tr>
</tbody>
</table>

**JUDGE'S NAME (PRINTED):** Frank Craighead  
**JUDGE'S SIGNATURE:** Frank Craighead

Printed from HSW
## AQHA American Quarter Horse Association

### VERSATILITY RANCH HORSE - RANCH COW WORK

#### POINT PENALTIES:
- A: Loss of working advantage
- B: Using the corner or the end of the arena to turn the cow when going down the fence
- C: Changing sides of arena to turn cow
- D: For each length horse runs past cow
- E: Working out of position
- F: Slipping reins
- G: Failure to drive cow past middle marker on first turn

#### TWO POINT PENALTIES:
- A: Going around the corner of the arena before turning cow
- B: In an open field turn animal gets within 3 feet of the end fence before being turned
- C: Failure to catch

### RUN CONTENT

<table>
<thead>
<tr>
<th>WGO</th>
<th>BOXING</th>
<th>RATING</th>
<th>FORCE TURNS</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>TOTAL</th>
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#### PENALTIES

<table>
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<tr>
<th>PENALTIES</th>
<th>EYE APPEAL</th>
<th>3 POINTS</th>
<th>3 POINTS</th>
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<tbody>
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</tbody>
</table>

**OFF-PATERS (OP): Cannot place above others who complete pattern correctly:
- A: Turning tail
- B: Repeated blatant disobedience
- C: Illegally stop mid run
- D: Use of wrong hand to instil head 3/4
- E: Use of two hands (except in snaffle bit or no reins)
- F: More than one finger between split reins or any fingers between roman reins (except two reins) per maneuver

**RATING:

- 1: Very Poor
- 2: Poor
- 3: Fair
- 4: Good
- 5: Excellent

**SCORING:

- 1/2 to 1 point

**TIE-BREAKER:

- A: Position & Control
- B: Degree of Difficulty
- C: Roping
- D: Circling
- E: Force Turns
- F: Boxing

**Notes:**

- Scratch

**Judge's Name:** Morgan Gilbert

**Judge's Signature:** [Signature]

Printed from HSW
**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:** Hamilton-Versatility  
**CLASS:** #19 - SHTX OWCH - Open Working  
**DATE:** 06/10/2017

1 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 gets within 3 feet of the end fence before being turned  
C - Failure to catch

4 Point Penalties:  
E - Exercising 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  
D - Use of other hand to insult or taunt animal  
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 split reins (except two reins) per maneuver

**RUN CONTENT**  
Each horseman/team is scored between 1-100 points and automatically begins the run with a score of 70 points  
1/2 Penalty Points - 1 Very Poor, -1/2 Poor, -5 Correct, -1/2 Good, +1 Very Good, +1 1/2 Excellent

<table>
<thead>
<tr>
<th>HORSE #</th>
<th>BOXING RATING</th>
<th>PENALTY</th>
<th>FENCE TURNS (Form &amp; Quality)</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
<th>2 POINTS</th>
<th>3 POINTS</th>
<th>5 POINTS</th>
<th>TOTAL</th>
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**JUDGE'S NAME (PRINTED):** Morgan Libbert  
**JUDGE'S SIGNATURE:**

Printed from HSW
# VERSATILITY RANCH HORSE - RANCH COW WORK

### SHOW:
Hamilton-Versatility

### CLASS:
#19 - SHTX OWCH - Open Working Cow

### DATE:
06/10/2017

### 1 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 or 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 - Exhauiting or overworking the cow before circling or ropeing
- 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 roping in non of either at any time
- C - Babet's disobedience
- E - Use of either hand to install fear/punishment
- 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 reins (except two rein) per maneuver

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

- A - Turning tail
- B - Lamentation
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse or rider

### RUN CONTENT

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

<table>
<thead>
<tr>
<th>WIO #</th>
<th>SCORING RATING</th>
<th>FENCE TURNING L</th>
<th>FENCE TURNING R</th>
<th>CIRCLING L</th>
<th>CIRCLING R</th>
<th>ROPING TRACK &amp; RATE</th>
<th>STOP &amp; HOLD</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
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### PENALTIES

**Penalty Content**

- Penalty
- Content

**Penalty Content**

- Penalty
- Content

**Penalty Content**

- Penalty
- Content

**Penalty Content**

- Penalty
- Content

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- Content

**Penalty Content**

- Penalty
- Content

---

**Judge's Name (Printed):** Morgan Cibbert

**Judge's Signature:** [Signature]

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