### MANEUVER SCORES

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

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<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>CP</th>
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**OFF-PATTERNS (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/rider

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

**JUDGE'S SIGNATURE:** [Signature]

Printed from HSW
### MANEUVER SCORES

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

- 12 Excellent Point
- 10 Very Good Point
- 8 Good Point
- 6 Fair Point
- 4 Poor Point

**Penalty Conditions:**
- 10: Directoire or other immediate obstacles
- 5: Any other obstacle
- 1: Small or immediate obstacle correctable before pattern continues
- 5: Pattern/obstacle is uncorrectable
- 10: Pattern/obstacle is uncorrectable

#### Tie-Breaker

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<th>Lope</th>
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**Total Scores:***

- 61
- 61
- 66
- 74½
- 94
- 68
- 100
- 60
## AQHA VERSATILITY RANCH HORSE - RANCH RIDING

### Pattern 1

#### Off-Penalties (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated arena disobedience
- Other faults
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/riders

#### Penalties
- Over-ruled per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gaping mouth
- Break of gait at Walk or trot for two (2) strides or less
- 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
- Spurting, in front of or to side of rider
- Blatant disobedience
- Use of either hand to incite or discourage
- 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
- 1st or 2nd cumulative refusal

### Maneuver 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 Excellent, 2 Very Good, 3 Good, 4 Fair, 5 Poor, 6 Very Poor, 7 1/2 Excellent

<table>
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<tr>
<th>W/O</th>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Loop</th>
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### Tie-Breaker

#### Tie-Breaker

- Ext Walk
- Trot
- Ext Trot
- Lope
- Stop & Loop
- Walk
- Ext Lope
- Trot
- Stop & End

#### Total

- 68
- 73
- 41

#### Judge's Signature:

\[\text{Signed}\]

Printed from HSW
### AQHA AMERICAN QUARTER HORSE ASSOCIATION

#### VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Hamilton-Versatility  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 06/10/2017

#### PATTERN 1

1. **Point Penalties:**
   - Over-bred 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

2. **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

3. **Point Penalties:**
   - Spurring in front of cisum  
   - Blatant disobedience  
   - Use of either hand to boost horse/graze  
   - Use of two hands (except in cradled bit or hackamore) per maneuver  
   - More than one finger between split reins or any fingers between oral reins per maneuver  
   - 1st or 2nd cumulative refusal

#### MANEUVER SCORES

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<tr>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
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**OFT-PATTERN (OFP): Cannot place above others who complete pattern correctly**
- Breaking pattern  
- Leaving arena before pattern is complete  
- Repeated blatant disobedience

**DO:**
- Lameness  
- Abuse  
- Illegal equipment  
- Disrespects other riders  
- Improper western attire  
- Pulling at the bridle

---

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

---

Printed from HSW
### AQHA Stock Horse of Texas
#### Versatility Ranch Horse - Ranch Riding

**SHOW:** Hamilton-Versatility  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 06/10/2017

#### Point Penalties:
- Over-handled 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

#### Oil Penalties (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated or blatant disobedience

#### DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fail of horsemanship
- 1st or 2nd cumulative refusal

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#### Maneuver Scores

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**Judge's Name (Printed):**  
**Judge's Signature:**
### OBSTACLE SCORES

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>W/O</th>
<th>#</th>
<th>Obstacle Description</th>
<th>Penalty</th>
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<tr>
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<td>Logs to Bridge</td>
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<td>2</td>
<td>640</td>
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<td>1 71½</td>
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<tr>
<td>4</td>
<td>684</td>
<td>L L Logs</td>
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<td>1/2 71½</td>
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<tr>
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<td>687</td>
<td>Greek</td>
<td>1/2</td>
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<td>555</td>
<td>Push Gate</td>
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<tr>
<td>9</td>
<td>674</td>
<td>Fig 8 Trail</td>
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<td>33 ½ 0</td>
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**Notes:**
- 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

**Penalties:**
- Lame
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider
## VERSATILITY RANCH HORSE - TRAIL

### Penalties:
- **1 Point Penalties:**
  - Each hit, bite, or stepping on a leg, cone, plant or any component of the obstacle.
  - Incorrect break of gait at any rate of speed for two strides or less.
  - Bush foot or hind foot in a single stride space at a walk or trot.
  - Skipping over or failing to step into required space.
  - Incomplete number of strides, if specified.
  - One step or dismount or ground tie except shifting to balance.
  - Split pole at takeoff.

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

- **5 Point Penalties:**
  - Suspension in front of cinch.
  - Inconsistent gait.
  - Use of either hand to install fear in horses.
  - Use of fear in horses (except in small bit or hackamore) per maneuver.
  - More than one finger between split reins or any fingers between normal reins per maneuver.
  - Knocking over, stopping out of, or falling off of a 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.

### Obstacle Scores

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>W Logs to Chinle</th>
<th>Back thru Cheese</th>
<th>Walk Bridge</th>
<th>L.T. Logs</th>
<th>Crotch</th>
<th>Box Spur</th>
<th>Pen Push Gate</th>
<th>Hg &amp; Fox</th>
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<td>+2</td>
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<td>0</td>
<td>103</td>
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<td>63</td>
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</tbody>
</table>

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

- 1 1/2 Extremer Poor, 1 Very Poor, 1.2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent.

---

**Judge’s Signature:** [Signature]

**JUDGE’S NAME (PRINTED):**

---

**Printed from HSW:**
**VERSATILITY RANCH HORSE - TRAIL**

### Obstacle 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
- Fall from or hind feet in a single-side space at a walk or trot
- Stepping over or failing to step into required space
- Incurs number of strides, if specified
- One step on dismount or ground verification, or except shifting to balance
- Split pole at end

### 3 Point Penalties:
- Wrong lead or out of lead
- Stripped 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:
- Spiraling in front of cinch
- Failure to dismount
- Use of either hind or front foot to run or slide
- 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 per maneuver
- Knocking over, stepping out of, or falling off an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Learing go of gait
- 4 or more steps on dismount or ground tie

### Off-Pattern (IP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaping arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated refusal, disobedience

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

### Obstacle Scores:

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Obstacle Description</th>
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<th>Score</th>
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<td>L LL Loops</td>
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<td>26</td>
<td>679</td>
<td>Fig 8-105</td>
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<td>27</td>
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<td>Penalty</td>
<td>1</td>
<td>20</td>
</tr>
<tr>
<td>29</td>
<td>672</td>
<td>Penalty</td>
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</table>

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

**JUDGE'S SIGNATURE:**

(printed in HSW)
**VERSATILITY RANCH HORSE - TRAIL**

**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
- Break from or hind leg in a single-file space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except chinning to balance
- Split pole at clover

**5 Point Penalties:**
- Squaring in front of clover
- Blatant disobedience
- Use of either hand to instill fear or panic
- 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 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
- Leaping arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blister disobedience

**DQ:**
- Lateness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/riders

---

**OBSTACLE SCORES**

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points:
- 1/12 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>OBSTACLE DESCRIPTION</th>
<th>W Logs to Clove</th>
<th>Back thru Gates</th>
<th>Walk Saddle</th>
<th>LL Logs</th>
<th>Creek</th>
<th>Row Sph</th>
<th>Arh Push Gate</th>
<th>Fig 0-Trot</th>
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<th>SCORE</th>
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<td>48</td>
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</table>

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

**JUDGE'S SIGNATURE:**

Printed from HSW
# VERSATILITY RANCH HORSE - TRAIL

## 1 Point Penalties:
- Each tie, bree, or stepping on a log, cone, plant, or any component of the obstacle
- Incorrect or break flag at walk or not for two strides or less
- Both front or hind feet in a single-wide 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 out except shifting to balance
- Split pole at leap

## 5 Point Penalties:
- Spinning in front of each
- Sudden disobedience
- Use of either hand to touch head or neck
- 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, stopping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Lifting a gate
- 4 or more steps on dismount or ground out

## Off Pattern (OPL): Correct place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated wanton disobedience

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

## OBSTACLE SCORES

Each horse/person team is scored between 1-100 points and automatically begins the run with a score of 70 points
- 1-2 Extremely Poor, 3-4 Very Poor, 5-6 Poor, 7-8 Correct, 9-10 Good, 11 Very Good, 12 Excellent

<table>
<thead>
<tr>
<th>WIO</th>
<th>#</th>
<th>Obstacle Description</th>
<th>PENALTY</th>
<th>CONTENT</th>
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<td>L-shaped Clute</td>
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## JUDGE'S NAME (PRINTED):  

## JUDGE'S SIGNATURE:  

Printed from HSW
**VERSATILITY RANCH HORSE - REINING**

**MANEUVER SCORES**

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<td>15</td>
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<td>51 1/2</td>
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</table>

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.

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

Printed from HSW
### VERSATILITY RANCH HORSE - REINING

**SHOW:** Hamilton-Versatility  
**CLASS:** #6 - SHTX YRNN - Youth Reining  
**DATE:** 06/10/2017

#### 12 Point Penalties:
- Starting a circle or ending a rollback at a trot or 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 1/16 turn

#### 5 Point Penalties:
- Spinning in front of circle
- Blatant disobedience
- Use of either hand to instill fear/punish
- Use of two hands (except in sauté 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/ rider, run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### MANEUVER SCORES

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Name</th>
<th>RC</th>
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**JUDGE'S NAME (PRINTED):** Frank Craighead  
**JUDGE'S SIGNATURE:*** [Signature]

*Printed from HSW*
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Hamilton-Versatility  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 06/10/2017

### 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 I Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

### 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 reins

### POINT PENALTIES:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a stop departure on tie-in patterns
- Failure to be in a stop 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

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

Printed from HSW
# AQHA American Quarter Horse Association

## VERSATILITY RANCH HORSE - REINING

### SHOW: Hamilton-Versatility

### CLASS: #86 - SHTX YRNN - Youth Reining

### DATE: 06/10/2017

#### 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 1/Youth Reining Pattern #1)
- Over or under spin up to 1/8 turn

#### POINT PENALTIES:
- Spinning in front of the cinch
- Blasting disobedience
- Use of either hand to install leapers
- 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 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

#### PENALTY (P)
- Lameness
- Abuse
- Fall of horses/horses; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### MANEUVER SCORES

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

**JUDGE'S SIGNATURE:** [Signature]

**Printed from HSW**
### NOVICE/YOUTH COW WORK

#### POINT PENALTIES:
- Loss of working advantage
- Working out of position
- Slipping rein

#### POINT PENALTIES:
- Knocking down the cow without having a working advantage
- Losing a cow while boxing

#### POINT PENALTIES:
- Spurting in front of cinch
- Biting disobedience
- Use of either hand to instill fear/torment
- Use of two hands (except in southpaw) or hackamore per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver

#### Off-Pattern (OP):
- Carryover place above others who complete pattern correctly
- Turning tail
- Repeated blister disobedience
- Fall horse/rodeo; run ends, credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

#### 00:
- Lateness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

#### RUN CONTENT:
Each horse/rodeo team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 1/2 Excellent: 1 Very Poor: 12 Poor: 8 Correct: 5 Good: 2 Very Good: +1/2 Excellent

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**JUDGE'S SIGNATURE:** [Signature]

Printed from HSW
**NOVICE/YOUTH COW WORK**

**SHOW:** Hamilton-Versatility  
**CLASS:** #89 - SHTX YWCH - Youth Working Cow  
**DATE:** 06/10/2017

### Penalty Rules:

- Loss of working advantage
- Worsening out of position
- Slipping rein

### Point Penalties:

- Snagging down the cow without having a working advantage
- Losing a cow while boxing

### Off-Penalty (OP):

- Turning tail
- Repeated blatant disobedience
- Fall horse rider: record will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

### Defects:

- Lame/ness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### Run Content:

Each horse/team is scored between 0-100 points and automatically begins the run with a score of 70 points:

- 1-3: Outstanding, 4-6: Poor, 7-9: Fair

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**Judge's Signature:**

Printed from HSW
**NOVICE/YOUTH COW WORK**

**SHOW:** Hamilton-Versatility  
**CLASS:** #89 - SHTX YWCH - Youth Working Cow  
**DATE:** 06/10/2017

1 Point Penalties:
- Loss of working advantage
- Working out of position
- Sipping rein

5 Point Penalties:
- Knocking down the cow without having a working advantage
- Losing a cow while backing

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Turning all
- Repeated blatant disobedience
- Fall horseman; one end, credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

GI:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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RUN CONTENT
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 0 points:
+1/2 Extremely Poor, -1/2 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 Excellent

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JUDGE'S SIGNATURE: [Signature]
### VRH - LIMITED RANCH COW WORK (Amateur)

**SHOW:** Hamilton Versatility  
**CLASS:** #91 - AQHA 486000 - Youth VRH Limited Ranch Cow Work  
**DATE:** 06/10/2017

#### Penalties
- **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 - Spurning it from behind
  - C - Bilateral disobedience
  - E - Use of other hands or instills fear
  - H - Use of two hands (except in snaffle bit or hackamore) per maneuver
  - M - Move 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
- A - Turning tail
- B - Repeated batons or exuberance
- J - Schooling after entering the arena prior to calling for cow
- S - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

**DO:**
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horseholder, run ends
- N - Improper western attire

#### RUN CONTENT

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<tr>
<th>W/O #</th>
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<th>PENALTIES</th>
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**JUDGE'S NAME (PRINTED): Morgan Gibbott**  
**JUDGES SIGNATURE:** [Signature]

Printed from HSW
### RUN CONTENT

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**Penalties**

- **1 Point Penalties**
  - A: Loss of working advantage
  - B: Working out of position
  - S: Slipping rein

- **3 Point Penalties**
  - X: Knocking down the cow without a working advantage
  - L: Losing a cow while boxing

- **5 Point Penalties**
  - K: Spurring in front of cow
  - C: Bizarre 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 horn reins (except two rein) per maneuver

**Safety Violations (SV)**

- 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

**Disqualification (DQ)**

- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse/rider; run ends
- N: Improper western attire

---

**RUNNING ORDER**

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**Judge's Name**: Morgan Libbert  
**Judge's Signature**: 

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

### SHOW:
Hamilton-Versatility

### CLASS:
#80 - AQHA 483000 - Youth VRH Working Ranch Horse

### DATE:
05/10/2017

### 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
- F - For each length horse runs past cow
- P - Waving out of position
- S - Slipping, run
- T - Failure to drive cow past middle marker on first turn

### 3 Point Penalties:
- E - Exhausting 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 cow at any time
- C - Barani disobedience
- D - Use of either hand to install fear/praise
- H - Use of two hands (except in struggle bit or hackamore) per maneuver
- I - More than one finger between split reins or any fingers between normal reins (except for reins) per maneuver

### Off-Pattern (OP): Cannot place above others who complete pattern correctly.
- A - Turning tail
- B - Repeated blatant disobedience
- C - Leaving area before run is complete
- D - Illegal catch at end of run
- J - Schooling after removing the arena prior to calling for cow
- K - Schooling horse between cows, if new cows are allowed
- N - Failure to attempt any part of the class

### DQ:
- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse rider

---

### RUN CONTENT

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### JUDGE'S NAME (PRINTED):
Morgan Gilbert

### JUDGE'S SIGNATURE:
[Signature]

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