## VERSATILITY RANCH HORSE - RANCH RIDING

### Penalties

- Over/bid off per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gap opening
- Break of gate at Walk or not for two (2) strides or less

- Wrong lead or out of lead
- Dropped reins
- Break of gate at Lope
- Break of gate at Walk or not for more than two (2) strides

- Spinning in front of each
- Bilateral disobedience
- Use of either hand to install fear/pain
- Use of two hands (except in saddle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between non-reins per maneuver
- 1st or 2nd cumulative refusal

### Maneuver Scores

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

- 1.11 Extremely Poor
- 1.22 Very Poor
- 2.09 Poor
- 3.03 Correct
- 4.12 Good
- 5.0 Very Good
- 6.12 Excellent

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<th>Lope</th>
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### VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Hamilton-Versatility  
**CLASS:** #60 - SHTX IPLS - Intermediate Pleasure  
**DATE:** 09/09/2017

#### 1 Point Penalties:
- Over-bred or 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  
- Dropped reins  
- Break of gait at Lope  
- Break of gait at Walk or Trot for more than two (2) strides

#### 5 Point Penalties:
- Scurrying in front of亲切  
- BATD obedience  
- Use of either hand to instill fear or praise  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between contact reins per maneuver  
- 1st or 2nd cumulative refusal

#### MANEUVER SCORES

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**  
Printed from HSW
## Maneuver Scores

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

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

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

Printed from HSW
# AQHA AMERICAN QUARTER HORSE ASSOCIATION
## VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Hamilton-Versatility  
**CLASS:** #60 - SHTX IFLS - Intermediate Pleasure  
**DATE:** 09/09/2017

### 1. Point Penalties:
- Overseated 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
- Drapped 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 cich
- Blatant disobedience
- Use of either hand to instill 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 normal reins per maneuver
- 1st or 2nd cumulative refusal

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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.

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**JUDGE'S SIGNATURE:** [Signature]
### VERSATILITY RANCH HORSE - TRAIL

#### SHOW: Hamilton-Versatility
#### CLASS: #62 - SHTX/TRL - Intermediate Trail
#### DATE: 09/09/2017

**Point Penalties:**
- Each tin, 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 or dismount or ground tie except shifting to balance
- Split pole at lope

**Point Penalties:**
- Spinning in front or cinch
- Blazed disobedience
- Use of either hand to instill fear/prance
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between omol 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 pace
- 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

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

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

**JUDGE'S SIGNATURE:**

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Printed from HSW
## AQHA VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Hamilton-Versatility  
**CLASS:** #62 - SHTX/TRL - Intermediate Trail  
**DATE:** 09/09/2017

### Obstacle Scores

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**Note:**  
- Each horse/rider team is scored between 1-100 points and automatically begins their run with a score of 100 points.  
- 1/2 Extremity Pant. - 1/4 Vest Pant. - 1/3 Vest Pant. 0 Correct. +1/2 Good. +1 Very Good. +1 1/2 Excellent.

### Penalties

- 9 Point Penalties:  
  - Squaring in front of Lick  
  - Blatant disobedience  
  - Use of other hand to instill fear / anxiety  
  - Use of two hands (except in snaffle bit or hackamore) per maneuver  
  - More than one finger between split reins or any fingers between rostral 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 gage  
  - More than 4 or more steps on dismount or ground tie

- 3 Point Penalties:  
  - Wrong lead or out of lead  
  - Dropped reins  
  - Break of gait at tape  
  - Break of gait at Walk or trot for more than two (2) strides  
  - 3-5 steps on dismount or ground tie

- Other Penalties:  
  - Lame stance  
  - Abuse  
  - Illegal equipment  
  - Disrespect or misconduct  
  - Improper western attire  
  - Fall of horserider

Printed from HSW

**Judge’s Name (Printed):** [Signatures]
**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** Hamilton-Versatility  
**CLASS:** #52 - SHTX ITRL - Intermediate Trail  
**DATE:** 09/09/2017

**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 fee in a single-stride space at a walk or trot  
- Skipping over or failing to stop into required space  
- Incorrect number of strides, if specified  
- One step on jump C or ground tie except shifting to balance  
- Split poles at 3 jumps

**5 Point Penalties:**  
- Spurring in front of cinch  
- Blazing disobedience  
- Use of either hand to install leahraze  
- 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 of an obstacle  
- Dropping an object required to be carried  
- 1st or 2nd cumulative refusal  
- Letting go of gage  
- 4 or more steps on dismount or ground tie

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

**DQ:**  
- Unfitness  
- Abuse  
- Illegal equipment  
- Disrupt 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 10 points.

**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Hamilton-Versatility  
**CLASS:** #64 - SHTX IRNN - Intermediate Reining  
**DATE:** 09/06/2017

**PATTERN 8**

**10 Point Penalties:**
- Starting a circle or exiting a rollback at a rate 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 1/6 to 1/4 turn
- Slipping rein

**2 Point Penalties:**
- Break of gait
- Freeze in spin or rollback
- Failure to stop or walk before executing a lope separation or turn-in patterns
- Failure to be in a lope prior to the first marker or turn-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 solos, but less than 1/2 circle

**5 Point Penalties:**
- Spinning in horse of coin
- Blatant disobedience
- Use of either hand to instill fear/pause
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between non-leaf 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 after pattern is complete
- Repeated blatant disobedience

**DC:**
- Lame
- Abuse
- Fall of horse/reiner, run outs
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

---

### MANEUVER SCORES

Each maneuver is scored between 1-10 points and automatically begins the run with a score of 73 points

- 1/2 Extremely Poor
- 1 Very Poor
- 0/2 Poor
- 0 Correct
- +1/2 Good
- +1 Very Good
- +1 1/2 Excellent

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**JUDGE'S NAME (PRINTED):** [Signature]  
**JUDGE'S SIGNATURE:** [Signature]  
Printed from HSW
# VERSATILITY RANCH HORSE - REINING

## Pattern 8

**SHOW:** Hamilton-Versatility  
**CLASS:** #64 - SHTX IRNN - Intermediate Reining  
**DATE:** 09/09/2017

### 1/2 Point Penalties:
- Sparing a circle or exiting 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.
- Seping rein.

### 2 Point Penalties:
- Break of gait.
- Freezing up in spins or rollback.
- Failure to stop or walk before executing a lope departure or run-in patterns.
- Failure to stop in a lope prior to the first marker on run-in patterns.
- Failure to completely pass the specified marker before initiating the stop position.
- Trotting beyond 2 strides, but less than 1/2 circle.

### 5 Point Penalties:
- Spinning in front of circh.
- Blatant disobedience.
- Use of either hand to instill fear/tread.
- Use of two hands (except in snaffle bit or hackamore) per maneuver.
- More than one finger between split reins or any fingers between the reins (except two rein) per maneuver.

### Off-Pattern (OP): Cannot place above others who complete pattern correctly:
- Breaking pattern.
- Incursion 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/rider; run ends.
- Illegal equipment.
- Disrespect or misconduct.
- Improper western attire.

## MANEUVER SCORES

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

- 1/2 Engage: Ottoman, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 Excellent

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**Judge's Name (Printed):** Trina  
**Judge's Signature:**  

Printed from HSW
**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 in under spin up to 1/8 turn

**5 Point Penalties:**
- Spinning in front of circh
- Blatant disobedience
- Use of either hand to instil fear/pause
- Use of two hands (except in a half 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
- Lameness
- Abuse
- Fall of horse/rider
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### MANEUVER SCORES

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

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
## Run Content

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

### Scoring Criteria
- 1:0 Extremely Poor, 1:2 Very Poor, 1:4 Poor, 1:6 Correct, 1:8 Good, 1:10 Very Good, 1:12 Excellent

### Scoring Breakdown
- **Position & Control**: 20
- **Eye Appeal**: 20
- **Degree of Difficulty**: 20
- **Total Score**: 60

### Penalty Breakdown
- **Position & Control**: 3 points
- **Eye Appeal**: 5 points
- **Degree of Difficulty**: 5 points
- **Total Penalty**: 13 points

### Scoring Table

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### Additional Notes
- **Judge's Name (Printed)**: Bobby Hunt
- **Judge's Signature**: [Signature]

---

Printed from HSW
## AQHA American Quarter Horse Association

**VRH - LIMITED RANCH COW WORK (Amateur)**

**SHOW:** Hamilton-Versatility  
**CLASS:** #66-SHTXWCH-Intermediate WorkingCow  
**DATE:** 09/09/2017

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

### 2 Point Penalties:
- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

### 3 Point Penalties:
- B - Spurring in front of clinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/panic
- 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 nasal reins (except two reins) per maneuver

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

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

### Run Content

Each horse/rider pair is scored between 1-10 points and automatically begins the run with a score of 70 points:
- +1/2 Extremely Poor, +1 Very Poor, +1/2 Poor, +1 Correct, +1/2 Good, +1 Very Good, +1 Excellent

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

Printed from HSW
## VRH - LIMITED RANCH COW WORK (Amateur)

### SHOW:
Hamilton-Versatility

### CLASS:
#66-SHTXIWCH-IntermediateWorkingCow

### DATE:
09/09/2017

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

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

### POINT PENALTIES:
- B: Spinning in front of cinch
- C: Blatant disobedience
- E: Use of either hand to instill fear/pain
- 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 normal reins (except less rein) per maneuver

### OFF-PATTERN (OP):
- A: Turning tail
- E: Repeated statute 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/riders; run ends
- N: Improper western attire

### RUN CONTENT

Each horse/inter 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, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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### JUDGE'S NAME (PRINTED):
Bobby Hat

### JUDGE'S SIGNATURE:

Printed from MISW