**VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**
- Over-briddled per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Cupping 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 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 reins while rein

**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 or rider

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### MANEUVER SCORES

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

- 1-1.5 Extremely Poor, 1 Very Poor, 1.5-2 Poor, 2 Correct, 2.5 Good, 3 Very Good, 3.5 Excellent

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

**JUDGE'S SIGNATURE:**

Printed from HSW
# Versatility Ranch Horse - Ranch Riding

**Pattern 1**

**Class:** #30 - SHTX NPPL - Non Pro Pleasure  
**Show:** Hamilton-Versatility  
**Date:** 09/09/2017

### Off-Pattern (OP)
- Cannot place above others who complete pattern correctly  
- Breaking pattern  
- Leaving arena before pattern is complete  
- Repeated blatant disobedience  
- Disobedience  
- Abuse  
- Legal equipment  
- Disrespect or misconduct  
- Improper western attire  
- Fall of horse/rider

### 1 Point Penalties:
- Over-limited 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 seat 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:
- Spurting in front of cinch  
- Blatant disobedience  
- Use of either hand to insist test/praise  
- Use of two hands (except in seatbelt 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  
- 1:10 Extremely Poor  
- 1:2 Very Poor  
- 2:1 Poor  
- 2:2 Fair  
- 2:3 Good  
- 2:4 Very Good  
- 2:5 Excellent

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## AQHA VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Hamilton-Versatility  
**CLASS:** No. 32 - OPEN PFA - NO. 41  
**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 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 or out of ground tie except shifting to balance
- Split pole at pole

### 3 POINT PENALTIES:
- Wrong lead or out of lead
- Draped reins
- Break of gait at walk or trot for more than two strides
- 2-3 steps on or out of ground tie

### 5 POINT PENALTIES:
- Spurring in front of cinch
- Blind disobedience
- Use of either hand to instill fear or praise
- Use of two hands (except in small hackamores 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 of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gage
- 4 or more steps on or out of ground tie

### OFF-PATTERN (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaning arena before pattern is complete
- 3rd refusal
- Attempt to perform obstacle
- Repeated blatant disobedience

### DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect 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 70 points.

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### Other Entries

| Obstacle Description | Tie Breaker | 265 | | | | | | | | | | |
| Penalty              | CONTENT     | +½ | +½ | 0 | 0 | +½ | +½ | +½ | +½ | +½ | +½ | 4    | 70   |     |

| Obstacle Description | Tie Breaker | 190 | | | | | | | | | | |
| Penalty              | CONTENT     | +½ | +½ | +½ | +½ | +½ | +½ | +½ | +½ | +½ | +½ | 74.5  |     |     |

| Obstacle Description | Tie Breaker | 264 | | | | | | | | | | |
| Penalty              | CONTENT     | 0 | 0 | 0 | 0 | -½ | 0 | +½ | +½ | 0 | -½ | 68    |     |     |

| Obstacle Description | Tie Breaker | 181 | | | | | | | | | | |
| Penalty              | CONTENT     | +½ | +½ | +½ | +½ | +½ | +½ | +½ | +½ | +½ | +½ | 78    |     |     |

| Obstacle Description | Tie Breaker | 184 | | | | | | | | | | |
| Penalty              | CONTENT     | +½ | +½ | +½ | +½ | +½ | +½ | +½ | +½ | +½ | +½ | 74.5  |     |     |

| Obstacle Description | Tie Breaker | 371 | | | | | | | | | | |
| Penalty              | CONTENT     | 0 | 0 | +½ | +½ | +½ | +½ | +½ | +½ | +½ | +½ | 73.5  |     |     |

| Obstacle Description | Tie Breaker | 232 | | | | | | | | | | |
| Penalty              | CONTENT     | 0 | 0 | +½ | +½ | +½ | +½ | +½ | +½ | +½ | +½ | +½ | 72    |     |     |

**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, plan or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind foot 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 dismount or ground tie except shifting to balance
- Split pole at gait

**Point Penalties:**
- Missing in front of cinch
- Distance disobedience
- Use of either hand to induce head/feet
- 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 girth
- 4 or more steps on dismount or ground tie

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaning arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

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

### OBSTACLE SCORES

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### MANEUVER SCORES

Each maneuver is scored between 1-100 points and automatically begins the run with a score of 70 points:
- 1-10 Extremely Poor
- 11-20 Very Poor
- 21-30 Poor
- 31-40 Fair
- 41-50 Good
- 51-60 Very Good
- 61-70 Excellent

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**Judge's Signature:** [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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**POLICY (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

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

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

TRiG

**JUDGE'S SIGNATURE:**

Jeff

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

**PATTERN 8**

**SHOW:** Hamilton-Versatility  
**CLASS:** #34 - SHTX NPRN - Non Pro Reining  
**DATE:** 09/09/2017

1/2 Point Penalties:  
- Starting a circle or exiting a rollback at a rate not 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  
- Delayed 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  
- 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 intro patterns  
- Failure to be in a lope prior to the first marker or run in patterns  
- Failure to correctly pass the specified marker before initiating a stop position  
- Trotting beyond 2 strides, but less than 1/2 circle

### MANEUVER SCORES

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

**JUDGE'S SIGNATURE:**

Printed from HSW
## AQHA American Quarter Horse Association
### Stock Horse of Texas
## Versatility Ranch Horse - Ranch Cow Work

**Show:** Hamilton-Versatility  
**Class:** #38 Stock Horse of Texas  
**Date:** 09/09/2017

### Rules
1. **Penalties:**
   - 1 Point Penalties:
     - A: Taking an advantage
     - B: Changing the corner or the end of the arena to turn the cow when going down the fence
     - C: For each length horse runs past cow
     - D: Taking out of position
     - E: Slipping reins
     - F: Failure to drive cow past middle marker on first turn
   - 3 Point Penalties:
     - E: Enhancing or overworking the cow before circling or roping
     - F: Hanging up on the fence (refusal to turn)
     - G: 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 either hand to assist in turning
     - E: Use of two hands (except in narrow bit or hardenow) per maneuver
     - F: More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver

### Run Content
Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.
- 1-10 Extremely Poor  
- 11-20 Very Poor  
- 21-30 Poor  
- 31-40 Fair  
- 41-50 Good  
- 51-60 Very Good  
- 61-70 Excellent

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### Judge's Name (Printed):

Bobby Hunt

### Judge's Signature:

Handwritten signature

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

#### 1 Point Penalties:
- A - Loss of working advantage
- C - Using the corner at the end of the arena to turn the cow when going down the fence
- B - 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

#### 9 Point Penalties:
- E - Exhausting or overworking the cow before circling or roaping
- 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 - Spooking or hitting in front of a cow at any time
- C - Blunt disobedience
- D - Use of non-hand to assist rider
- G - 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 two reins per maneuver

#### DH Pattern (DP): Cannot place above others who complete pattern correctly
- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illegal catch at end of run
- 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
- G - Illegal equipment
- H - Improper western attire
- P - Disrespect or misconduct
- F - Fall of horse/ rider

### RUN CONTENT

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):** Bobby Hunt  
**JUDGE'S SIGNATURE:**
### VERSATILITY RANCH HORSE - RANCH COW WORK

#### 1 Point Penalties:
- A - Loss of working advantage
- C - Using the corner at 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

#### 3 Point Penalties:
- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (returning to turn)
- K - Finishing down the cow without having a working advantage

#### 5 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Sparring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instruct fear/pain
- M - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

#### Off-Pattern IDPs: Cannot place above others who complete pattern correctly:
- A - Turning tail
- C - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illegal catch at end of run
- J - Schooling after leaving the arena prior to calling for cow
- K - Schooling noise between cows, if new cow is awarded
- N - Failure to attempt any part of the class

#### DO:
- A - Abuse
- B - Laminates
- G - Illegal equipment
- N - Improper western attire
- O - Disrespect or misconduct
- F - Fall of horse/rider

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

| W/O | #   | BOXING | RATING | CIRCLING | STOP & HOLD | POSTURE & CONTROL | FENCE TERMS (Form & Quality) | ROPING | SORCING | EYE APPEAL | 2 POINTS | 3 POINTS | 5 POINTS | TOTAL | SCORE | OP |
|-----|-----|--------|--------|----------|-------------|-------------------|-----------------------------|--------|---------|-----------|----------|---------|---------|-------|-------|     |
| 17  | 338 | Tie-Breaker | 12 | -1/2 -1/2 -1/2 0 0 0 | -1/2 0 -1/2 | 2 | 5 | 4 |
| 18  | 152 | Penalty  | 0+1/2 -1/2 | 0 | -1/2 0 -1/2 | 2 | 7 | 6 |
| 19  | 257 | Penalty  | 0 -1/2 0 +1/2 +1/2 | 4 | 2 | 0 | 0 | C |
| 20  | 182 | Penalty  | +1/2 0 +1/2 0 0 -1/2 | -1/2 0 -1/2 | 6 | 4 | 1 |
| 21  | 183 | Penalty  | 0 0 0 +1/2 | +1/2 0 0 | 1 | 7 | 0 |

#### PENALTIES

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

**JUDGE'S SIGNATURE:**

Printed from HSW