## AQHA American Quarter Horse Association
### VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Hamilton-Versatility  
**CLASS:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 09/08/2017

### Pattern 1

**1 Point Penalties:**
- Over-bridled per maneuver  
- Cut 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  
- Dripped 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 learraise  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between rein and reins per maneuver  
- 1st or 2nd cumulative refusal

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### MAUVEUR SCORES

Each maneuver is scored between 1-10 points and automatically begins the run with a score of 70 points.  
1.0 Extremely Poor, 1.1 Very Poor, 1.4 Poor, 1.5 Correct, 1.6 Good, 1.7 Very Good, 1.8 Excellent

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop 180</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

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

**SHOW:** Hamilton-Versatility  
**CLASS:** #10 - SHTX OPAS - Open Pleasure  
**DATE:** 09/09/2017  

### 1 Point Penalties:
- Over-timed 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
- Graped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (3) strides

### 5 Point Penalties:
- Sparring in front of cinch
- Disobedience
- Use of either hand to pull or lunge
- Use of two hands (except in soutache 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/handler 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

| WIO | #   | Tie-Breaker | Maneuver Description | PENALTY | PENALTY | PENALTY | PENALTY | PENALTY | PENALTY | PENALTY | PENALTY | PENALTY | PENALTY | PENALTY |
|-----|-----|-------------|----------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
|     |     | 9           | Ext Walk             | 0       | 0       | +1/2    | 0       | +1/2    | -1/2    | +1/2    | 0       | +1/2    | 0       | +1/2    | 0       | 71 1/2  |
|     | 10  | 191         | Ext Walk             | 0       | 0       | +1/2    | 0       | +1/2    | +1/2    | +1/2    | +1/2    | 0       | 73 1/2  |
|     | 11  | 172         | Ext Walk             | 0       | 0       | +1/2    | 0       | +1/2    | +1/2    | +1/2    | +1/2    | 0       | 72 1/2  |
|     | 12  | 334         | Ext Walk             | 0       | 0       | +1/2    | 0       | +1/2    | +1/2    | +1/2    | +1/2    | 0       | 73 1/2  |
|     | 13  | 328         | Ext Walk             | 0       | +1/2    | +1/2    | +1/2    | 0       | +1/2    | +1/2    | +1/2    | 0       | 74 1/2  |
|     | 14  | 315         | Ext Walk             | 0       | 0       | 0       | 0       | 0       | 0       | +1/2    | +1/2    | +1/2    | 0       | 71 1/2  |
|     | 15  | 173         | Ext Walk             | 0       | +1/2    | +1/2    | +1/2    | 0       | +1/2    | +1/2    | +1/2    | 0       | 74 1/2  |
|     | 16  | 342         | Ext Walk             | 0       | 0       | 0       | -1/2    | 0       | 0       | -1/2    | -1/2    | 0       | 68 1/2  |

**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**  
Printed from HSW
**VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**
- Over-bridled per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Copping 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
- Baiting disobedience
- Use of either hand to instill fear/prise
- Use of two hands (except in suitable 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

**DEF Penalties (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

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**MANEUVER SCORES**

<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; Go</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Stop &amp; Go</th>
<th>Penalty</th>
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<th>OP</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

#### Obstacle Scores

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>Tie Breaker</th>
<th>Penalty Content</th>
<th>Penalty Total</th>
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<td>Trot Gallop</td>
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<td>72 1/2</td>
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<td>-1 +1/2 +1/2 +1/2 = 2</td>
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<td>78</td>
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<td>4 315</td>
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<td>78</td>
<td></td>
</tr>
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<td>Trot Gallop</td>
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<td>78</td>
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<td></td>
<td>78</td>
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<tr>
<td>Trot Gallop</td>
<td>7 152</td>
<td>+1/2 +1/2 +1/2 +1/2 = 3</td>
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<td>78</td>
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<td>+1/2 +1/2 +1/2 = 2</td>
<td></td>
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**SHOW:** Hamilton-Versatility  
**CLASS:** #13 - SHTX OTRL - Open Trail  
**DATE:** 09/09/2017
## Obstacle Scores

Each horse/rider combination’s score is calculated based on the performance in the obstacle course. The scores are categorized into penalties and clear runs. The table below shows the scores for each obstacle, with penalties and clear runs indicated.

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<th>Obstacle Description</th>
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<td>Walk jump</td>
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<td>Trot logs</td>
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<td>+3/4</td>
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<td>Ext trot</td>
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<td>+3/4</td>
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<td>Lope chute</td>
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<td>+3/4</td>
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<tr>
<td>Back chute</td>
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<td>+3/4</td>
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<td>SP R</td>
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<td>+3/4</td>
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<tr>
<td>NH Gate</td>
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<td>Trot</td>
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### Example Scores

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<td>74 1/2</td>
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<td>16</td>
<td>70</td>
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**Judge's Name (Printed):**

**Judge's Signature:**

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**Printed from HSW**
## AQHA American Quarter Horse Association

### VERSATILITY RANCH HORSE - TRAIL

#### SHOW: Hamilton-Versatility
#### CLASS: #13 - SHTX OTRL - Open Trail
#### DATE: 09/09/2017

### POINT PENALTIES:
- Each hic, bite, or stepping on a leg, 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 dismount or ground tie except shifting to balance
- Split pole at lope

### 5 POINT PENALTIES:
- Spur or in front of cinch
- Blunt disobedience
- Use of either hand in milklar bridle
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rimal reins per maneuver
- Knocking over, stepping off 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 other who complete pattern correctly.
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

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

### OBSTACLE SCORES

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<th>Trot Loops</th>
<th>Ext Trot</th>
<th>Lopa Chute</th>
<th>Buck Chute</th>
<th>SP H</th>
<th>NH Gate</th>
<th>Trot</th>
<th>Fig II</th>
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<td>19</td>
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<tr>
<td>20</td>
<td>160</td>
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### JUDGE’S NAME (PRINTED): [Signature]

### JUDGE’S SIGNATURE: [Signature]

Printed from HSW
VERSATILITY RANCH HORSE - REINING

1/2 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 to 1/4 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.
- Slow or running.

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

5 Point Penalties:
- Spinning in frame of cinch.
- Blatant disobedience.
- Use of either hand to throw/assist 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 maneuvers (i.e., over or under spinning, backing more than two strides).
- Leaving arena before pattern is complete.
- Repeated blatant disobedience.

5:
- Lameness.
- Abuse.
- Fall of horse rider run ends.
- Illegal equipment.
- Dis respect or misconduct.
- Improper western attire.

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<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie Breaker</th>
<th>MANEUVER DESCRIPTION</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
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<td>1</td>
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JUDGE'S NAME (PRINTED): TRICK
JUDGE'S SIGNATURE: [Signature]

Printed from HSW
### MANEUVER SCORES

Each horse/rider team (2 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

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

**JUDGE'S SIGNATURE:**  

 Printed from HSW
VERSATILITY RANCH HORSE - REINING

SHOW: Hamilton-Versatility
CLASS: #16 - SHTX ORNN - Open Reining
DATE: 09/09/2017

1/2 Point Penalties:
- Starting a circle or exiting 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
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop
- Over or under-rollback (except in Level I Youth Reining Pattern 9)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:
- Out of order 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 order
- Stop or under spinning 1/4 to 1/16 turn
- Slipping reins

2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure or lope-in patterns
- Failure to be in a lope 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

3 Point Penalties:
- Spurning in front of circh
- Blatant disobedience
- Use of either hand to roll fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between direct reins (except two rein) per maneuver

Off-Pattern (CP):
- Cannot place above others who complete pattern correctly
- Breathing pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

Injury:
- Lameness
- Abuse
- Fall of horse/rodeo run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

MANEUVER SCORES
Each maneuver 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, 2 Poor, 3 Correct, 4/2 Good, 5 Very Good, 6 1/2 Excellent

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JUDGE'S NAME (PRINTED): T Riggs
JUDGES SIGNATURE: 

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

### Rules and Penalties

**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 goes within 3 feet of the end fence before being turned
- C: Failure to catch

**3 Point Penalties:**
- E: Excessive or overpowering the cow before circling or roping
- H: Hanging up on the fence (refusing to turn)
- K: Knocking down the cow without a working advantage

**5 Point Penalties:**
- A: Failure to turn the cow both directions on the fence
- B: Spanking or hitting in front of cinch at any time
- C: Discount disobedience
- E: Use of either hand to install fear/puzzle
- H: Use of two hands (except in maintenance or hackamore) per maneuver
- M: More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver

### Penalties

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

Bobby Hunt

**JUDGE'S SIGNATURE:**

[Signature]

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

### Point Penalties:
1. Loss of working advantage
2. Using the corner or the end of the arena to turn the cow when going down the fence
3. Changing sides of arena to turn cow
4. For each length horse runs past cow
5. Working out of position
6. Slipping rein
7. Failure to drive cow past middle marker on first turn

### 2 Point Penalties:
8. Going around the corner of the arena before turning cow
9. In an open field turn animal gets within 3 feet of the end fence before being turned
10. Failure to catch

### 3 Point Penalties:
11. Exhauisting or overpowering the cow before circling or roping
12. Hanging up on the fence (refusing to turn)
13. Knocking down the cow without having a working advantage

### 5 Point Penalties:
14. Failure to turn the cow both directions on the fence
15. Squaring or meeting in front of the trick at any time
16. False or disobedience
17. Use of either hand to assist in roping
18. Use of both hands (except in snaffle bit or hackamores) per maneuver
19. 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
20. Turn at end
21. Repeated disobedience
22. Leaving arena before run is complete
23. Illegal catch at end of run
24. Schooling after entering the arena prior to calling for cow
25. Schooling horse between cows, if any cow is entered
26. Failure to attempt any part of the class

### DO:
27. Abuse
28. Lameness
29. Illegal equipment
30. Improper western attire
31. Disrespect or misconduct
32. Fall of horse or rider

### RUN CONTENT
Each horse/rider team is scored on a scale of 1-100 points and automatically begins the run with a score of 70 points.

### PENALTIES

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### JUDGE SIGNED
Bobby Hunt

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

### SHOW:
Hamilton-Versatility

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

### DATE:
09/09/2017

### 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

### 3 Point Penalties:
- E: Exhauising 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 kicking in front of or near other
- C: Blatant disobedience
- E: Use of both hands to instill fear (except to stop and hold)
- M: More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

### Off-Pattern (OP):
- A: Turning tail
- B: Repeated blatant disobedience
- D: Leaving arena before run is complete
- G: Illegal catch at end of run
- J: Schooling after entering 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: Lame
- C: Equipment
- D: Improper western gear
- E: Disrespect or misconduct
- F: Fall of horse/handler

### 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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</table>

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

### JUDGE'S SIGNATURE:

Printed from HSW