# SHOW: Hamilton-Versatility  
**CLASS**: #80 - SHTX YPLS - Youth Pleasure  
**DATE**: 05.09.2017

## VERSATILITY RANCH HORSE - RANCH RIDING

### 1 Point Penalties:
- Over-bid on 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
- Dragged reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

### 5 Point Penalties:
- Spinning in front of cinch
- Bistar disbelieving
- Use of other hand to hold horse's face
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between soft reins or any fingers between normal reins per maneuver
- 1st or 2nd cumulative refusal

## MANEUVER SCORES

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

Printed from HSW
### Key Notes

**Pattern**: 1

- **Points**:
  - Over-handled per maneuver
  - Out of frame per maneuver
  - Too slow per maneuver
  - Gapping mouth
  - Break if gait at Walk or trot for two (2) strides or less

**Penalties**:

- Off-pattern:
  - Cannot place above others who complete pattern correctly
  - Breaking pattern
  - Leaving arena before pattern is complete
  - Repeated blatant disobedience

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

### MANEUVER SCORES

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

- **90**: Extremely Poor
- **80**: Very Poor
- **70**: Poor
- **60**: Fair
- **50**: Good
- **40**: Very Good
- **50**: Excellent

#### WO #100

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

Printed from ISW
## 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, 2. Very Poor, 3. Poor, 4. Correct, 5. Good, 6. Very Good, 7.5 Excellent

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**Score Handwritten:** 61 1/2

**Judge's Signature:** [Signature]
**SHOW:** Hamilton-Versatility  
**CLASS:** #60 - SHTX YPLS - Youth Pleasure  
**DATE:** 09/09/2017

**VERSATILITY RANCH HORSE - RANCH RIDING**

1. **Penalties:**
   - One-tailed per maneuver
   - Out of frame per maneuver
   - Too slow per maneuver
   - Gagging mouth
   - Break of gait at Walk or trot for two (2) strides or less

2. **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

3. **Point Penalties:**
   - Spurring in front of cinch
   - Excess of dexterity
   - 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 normal reins per maneuver
   - 1st or 2nd cumulative refusal

**MANEUVER SCORES**

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

**Judge's Signature:**

Printed from HSW
SHOW: Hamilton-Versatility
CLASS: #83 SHX YTRL Youth Trail
DATE: 09/09/2017

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- Each hit, bite, or stepping on a log, cone plant or any component of the obstacle
- Incorrectly or break at gat, at walk or trot for two strides or less
- Both feet or hind feet in a single-stride space at a walk or trot
- Spinning or failing to step into required space
- Incorrect number of strides, if specified
- One step on the ground or ground-tie except shifting to balance
- Split pole at gait

2 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
- 2-3 steps on the ground or ground-tie

3 Point Penalties:
- Spinning in front of cinch
- Biting or disobedience
- Use of either hand to dislodge 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 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 gait
- A stop or more steps on the ground or ground-tie

Off-pattern (OP): Cannot place above others who complete pattern correctly.
- Breaking pattern
- Naming arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated violation of disobedience

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

OBSTACLE SCORES

Each horse/team is scored on a 1-100 scale, and automatically begins the run with a score of 70 points.
- 1-1/2 Extremely Poor, 1 Very Poor, 1/2 Fair, 3 Correct, 1/2 Good, 4 Very Good, 1/2 Excellent.

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</table>

Signed: [Signature]

Printed from HSW
# Versatility Ranch Horse - Trail

## 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 of Handler
- Improper western attire
- Full 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:
- 1 = Excellent, 2 = Very Good, 3 = Good, 4 = Fair, 5 = Poor

<table>
<thead>
<tr>
<th>WO</th>
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<th>Obstacle Description</th>
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<th>OP</th>
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### JUDGE'S NAME (PRINTED): [Signature]

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

## 1 Point Penalties:
- Each bit, bridle, or leading rope or any component of the rig used to lead, control, or handle the horse.
- Incorrect or break of gait at walk or trot, for two strides or less.
- Bush from or halt to a single-circle space at a walk or trot.
- Skipping over or failing to step into required space.
- Incorrect number of strides, if specified.
- One step off course or ground tie except shifting to balance.
- Split pole at takeoff.

## 5 Point Penalties:
- Spurring in front of cinch, girth, or other gait.
- Bitless disobedience.
- Use of either hand or distinct leaping action to encourage.
- Use of non-gaited hands (except in a single-circle space or in a circle) per maneuver.
- More than one finger between split reins or any fingers between reinreins 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 gate.
- 4 or more steps on the ground or ground tie.

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

## BC:
- 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 total score of 70 points:
- 1-10 Excellent, 11-20 Very Good, 21-50 Good, 51-70 Fair, 71-100 Poor.

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<th>Walk Gait</th>
<th>Trot Logs</th>
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<th>Lope Chute</th>
<th>Stick Chute</th>
<th>SP R</th>
<th>NH Gate</th>
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## Judge's Name (Printed): [Signature]

Printed from HCR
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Hamilton-Versatility  
**CLASS:** #83 - SHTX YTRL - Youth Trail  
**DATE:** 09/09/2017

#### Penalty Table

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<tr>
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<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th><strong>TOTAL</strong></th>
<th><strong>SCORE</strong></th>
<th><strong>OP</strong></th>
</tr>
</thead>
</table>
| 1 Point Penalties | - Each hit, bite, or stepping on a leg, hock, 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 loaf | 4 | 9 | 2 | 10 | 1 | 6 | 5 | 7 | 8 | 3 |          |           |       |

#### Obstacle 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, 2 Poor, 3 Correct, 4 Good, 5 Very Good, 6-11/2 Excellent

**Tie-Breaker:**

- 25 297
- 20 200
- 27 146
- 28 207
- 29 281
- 30 275
- 31 231
- 32 230

**Penalties:**

- Penalty
- Content

**Examining Judge:**

**Signature:**

---

Printed from HSW
## Versatility Ranch Horse - Trail

**SHOW:** Hamilton-Versatility  
**CLASS:** #83 - SHTX YTRL - Youth Trail  
**DATE:** 09/09/2017

### Point Penalties:
- Each bit, 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 front or hind feet in a single stride 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 shifting to balance.
- Split pole at lope.

### 3 Point Penalties:
- Wrong lead or out of lead.
- Dropped renco.
- 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:
- Sprang in front of circle.
- Blistan disobedience.
- Use of either hand to install horn (including all'cues).
- 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.
- Breaking pattern.
- Leaving arena before pattern is complete.
- 3rd refusal.
- No attempt to perform obstacle.
- Repeated blatant disobedience.

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

### Obstacle Scores

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### Judge's Signature:

**Printed from HSW**
# Maneuver Scores

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<th>W/</th>
<th>#</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tie-Breaker</td>
<td>345</td>
</tr>
</tbody>
</table>

| Maneuver Description | PENALTY CONTENT | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | TOTAL | SCORE | OP |
|----------------------|-----------------|---|---|---|---|---|---|---|---|---|---|-------|-------|-----|----|
| 1                    |                | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 70    |       |     |
| 2                    |                | -1/2 | 3 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 9     | 56.5  | 0   |
| 3                    |                | +1/2 | +1/2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 71.6  |       |     |
| 4                    |                | 0 | 0 | -1/2 | 0 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | 68.5  |       |     |
| 5                    |                | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1     | 70    |     |
| 6                    |                | +1/2 | 0 | 0 | -1/2 | -1/2 | 0 | 0 | 0 | 0 | 0 | 2     | 67.5  |     |
| 7                    |                | 0 | 1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -12 | 5.5   | 101   |     |
| 8                    |                | 0 | 0 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | -1/2 | 4     | 69.5  |     |

**JUDGE’S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Hamilton-Versatility  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 09/00/2017

**MANEUVER SCORES**

Each maneuver is scored between 1-10 points and automatically begins the run with a score of 70 points. Points are awarded for precision and style. A perfect score is 100 points.  

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<thead>
<tr>
<th>Maneuver Description</th>
<th>Right Circle, Lead Change</th>
<th>Left Circle, Lead Change</th>
<th>Stop + 1/2, Spin 3/4 Times</th>
<th>Stop + 1/2, Spin 1 1/2 Times</th>
<th>Stop &amp; Back</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OP</th>
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<td>1 2</td>
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**JUDGE'S NAME (PRINTED):**  

Trish  

**JUDGE'S SIGNATURE:**  

Printed from HSW
**SHOW:** Hamilton-Versatility  
**CLASS:** #36 - SHTX YRNN - Youth Reining  
**DATE:** 09/09/2017

**VERSATILITY RANCH HORSE - REINING**

**PATTERN 7**

### 1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delays of 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 for Level 1 Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

### 5 Point Penalties:
- Spurring in front of the canter
- Rw ard disobedience
- Use of either hand to unroll rein and/or
- Use of two hand (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

### Off-Patters (OOP): 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

### DC:
- Lameness
- Abuse
- Fall of horse
- Rump
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
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<th>Score</th>
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**JUDGE’S NAME (PRINTED):**  
**JUDGES SIGNATURE:**

Printed from HSW
### MANEUVER SCORES

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</table>

#### Tie-Breaker

- 1/10: Extremely Poor, 2/10: Very Poor, 3/10: Poor, 4/10: Fair, 5/10: Good, 6/10: Excellent

- Each maneuver is scored between 1-100 points. The score is automatically reduced to a score of 70 points.

- The highest score of 58 is indicated with a P (Perfect) mark.
### 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 = Extremly Poor, 1 = Very Poor, 2/2 = Poor, 3 = Correct, 4/2 = Good, 5 = Very Good, 6/2 = Excellent

<table>
<thead>
<tr>
<th>MANEUVER DESCRIPTION</th>
<th>PENALTY</th>
<th>SCORE</th>
<th>CP</th>
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<tbody>
<tr>
<td>Right Circle, Left Circle, Stop</td>
<td>0</td>
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<tr>
<td>Stop 3 1/2 Spins Right</td>
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<td></td>
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<tr>
<td>Stop 3 1/2 Spins Left Stop &amp; Back</td>
<td>0</td>
<td>10</td>
<td></td>
</tr>
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</table>

**Penalties:**
- 1/2 Point Penalties:
  - Starting a circle or making 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 or rollback (except in Level 1 Youth Reining Pattern #1).
  - Over-spin or under-spin up to 1/8 turn.
- 3 Point Penalties:
  - Break of gait.
  - Freeze up in spins or rollbacks.
  - Failure to stop or walk before executing a lope departure on trot-in pattern.
  - Failure to be in a lope prior to the first marker on trot-in pattern.
  - Failure to completely pass the specified marker before initiating a stop position.
  - Trotting beyond 2 strides, but less than 1/2 circle.

**5 Point Penalties:**
- Scurrying in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/pain
- 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 rein) per maneuver

**Out of 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

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

**W/H #**

**Penalty Total:**

**Score:**

**CP:**

**Signatures:**
- Judge's Name (Printed): [signature]
- Judge's Signature: [signature]
**NOVICE/YOUTH COW WORK**

**Point Penalties:**
- Loss of working advantage
- Working out of position
- Skipping reins

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

**5 Point Penalties:**
- Spurring in front of the cinch
- Biting disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except if split hand or hackamore) per maneuver
- 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 0-100 points and automatically begins the run with a score of 70 points.
- 10: Extremely Poor, 5: Very Poor, 10: Peer, 6: Compete, 12: Good, 15: Very Good, 18: Excellent

<table>
<thead>
<tr>
<th>W10</th>
<th>#</th>
<th>OP</th>
<th>POSITION &amp; CONTROL</th>
<th>EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>COURAGE</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
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<td>+1/2</td>
<td>+1/2</td>
<td>+1</td>
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<tr>
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**Judge's Signature:** [Signature]

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

**SHOW:** Hamilton-Versatility  
**CLASS:** #09 - SHTX YWCH - Youth Working Cow  
**DATE:** 09/09/2017

#### 1 Point Penalties:
- Less of working advantage  
- Working out of position  
- Slipping rein

#### 3 Point Penalties:
- Knocking down the cow without having a working advantage  
- Lacing a cow while boring

#### 5 Point Penalties:
- Spurring n front or cinch  
- Blunt disobedience  
- Use of either hand to hold/lead/pinch  
- 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 rein) per maneuver

#### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Turning tail  
- Repeated blatant disobedience  
- Fall horse/rider; 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

#### Non-Eligible:
- Laziness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire

---

#### RUN CONTENT
Each horse/ rider team is scored between 0-100 points and automatically begins the run with a score of 75 points  
- 1-12 Extremely Poor, 1-6 Very Poor, 7-12 Poor, 13-15 Correct, 16-20 Good, 21-25 Very Good, >25 Excellent

#### BOXING MANEUVERS

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<tr>
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<th>#</th>
<th>OP</th>
<th>POSITION &amp; CONTROL</th>
<th>EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>COURAGE</th>
<th>NOTES</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
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<td>-3</td>
<td>63½</td>
</tr>
</tbody>
</table>

---

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

**Printed Right: HSW**
## NOVICE/YOUTH COW WORK

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

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

### 3 Point Penalties:
- Spurring in front of cinch
- Blurred disobedience
- Use of either hand to instill fear/pain

### 4 Point Penalties:
- Use of two hands (except lit snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

### 5 Point Penalties:
- Turning tail
- Repeated blatant disobedience
- Fall horseshow; 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

### PENalties (OP): Cannot place above others who complete pattern correctly

### Boxing Maneuvers

<table>
<thead>
<tr>
<th>Position &amp; Control</th>
<th>Eye Appeal</th>
<th>Degree of Difficulty</th>
<th>Courage</th>
<th>Notes</th>
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<tr>
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<tr>
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<td>+1/2</td>
</tr>
</tbody>
</table>

### RUN CONTEXT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- +1: Excellent, +2: Very Good, +3: Good, +4: Fair, -1: Poor, -2: Very Poor, -3: Poor

<table>
<thead>
<tr>
<th>W10</th>
<th>#</th>
<th>OP</th>
<th>Penalty Total</th>
<th>Score</th>
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<td>61 1/2</td>
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<td>24</td>
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</table>

### Judge's Signature: [Signature]
## VRH - LIMITED RANCH COW WORK (Amateur)

### 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 in front of cow
- C: Blunting 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 normal reins (except two reins) per maneuver

### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- A: Turning tail
- E: Repeated illegal disobedience
- J: Schooling alms 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
- E: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse/rider; run ends
- N: Improper western attire

### RUN CONTENT
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

### PENALTIES

<table>
<thead>
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<td>POSITION &amp; CONTROL</td>
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### JUDGE'S NAME (PRINTED):
Bobby H

### JUDGE'S SIGNATURE:
Bobby H

Printed from HSW
**SHOW:** Hamilton Versatility  
**CLASS:** #61 - AQHA 4B5000 - Youth VRH Limited Ranch Cow Work  
**DATE:** 09/09/2017

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

#### 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: Spurring in front of clock
- C: Bilaterally 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 rein 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.

<table>
<thead>
<tr>
<th>WIO</th>
<th>#</th>
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<th>5</th>
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<td>1/2</td>
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<td>1/2</td>
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</table>

### PENALTIES

- A: Turning tall
- E: Repeated blatant disobedience
- J: Schooling after ensuring 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/riders; run ends
  - N: Improper equipment

---

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

---

**Printed from HSW**
### AQHA American Quarter Horse Association
### Stock Horse of Texas
### VERSATILITY RANCH HORSE - RANCH COW WORK

#### SHOW: Hamilton Vers
#### CLAS: 590 - AQHA 483000 - Youth VRH
#### WORKING RANCH HORSE
#### 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 sizes of arena to turn cow
- F - 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 - Giving 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 - Exhustating or overworking the cow before circling or roping
- H - Hanging up on the fence returning 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 - Spurning or laping in front of cinch at any time
- C - Blasting disobedience
- E - Use of either hand to install lasso/pry
- 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
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illeg val 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 - Lame
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse/rider

#### Run Content
Each horse/rider team is scored between 1 - 100 points and automatically gains the run with a score of 70 points.
- 1 = Excellent,
- 2 = Very Good,
- 3 = Good,
- 4 = Fair,
- 5 = Poor

#### Penalties

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<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>
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<td>STOP &amp; HOLD</td>
<td>ROPE &amp; CONTROL</td>
<td>DEGREE OF DIFFICULTY</td>
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#### Judge's Name (Printed):
Bobby Hunt

#### Judge's Signature:
Bobby Hunt

Printed from HSW