## Obstacle 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
- 2: Very Poor
- 3: Poor
- 4: Fair
- 5: Good
- 6: Very Good

### Penalties

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Content</th>
<th>Score</th>
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<td>67</td>
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<td>4</td>
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<tr>
<td>5</td>
<td>58</td>
<td>0</td>
<td>67.5</td>
</tr>
</tbody>
</table>

### Judge's Signature

**Debby Sentman**
**VERSATILITY RANCH HORSE - REINING**

**PATTERN 4**

**SHOW:** Sweetpea NH  
**CLASS:** #34 - SHTX NPRN - Non Pro Reining  
**DATE:** 08/05/2017

**MEMORY SHEET**

**10 Point Penalties:**
- Starting a circle or pulling a rollback at a trot for up to two strides  
- Delayed change of lead by one rider 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 3/Youth Reinig Pattern #1)  
- Over-spin or under-spin up to 1/8 turn

**5 Point Penalties:**
- Sparring in front of cinch  
- Blazing disobedience  
- Use of either hand to stall test-paese  
- 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 blazing disobedience

**GO:**
- Lameness  
- Abuse  
- Full of horses/care; run ends  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire

**MANEUVER SCORES**

Each horse/reider team is scored between 1-100 points and automatically begins the run with a score of 70 points  
- 1/10 Extra: Perfect. 1 Very Good, 0 Fair, -1/2 Good, -1 Very Poor, -1/2 Excellent

<table>
<thead>
<tr>
<th>WIO</th>
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<tbody>
<tr>
<td>Tie-Breaker</td>
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<tr>
<td>6</td>
<td>92</td>
</tr>
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</table>

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

*JUDGE'S SIGNATURE:*
# Versatility Ranch Horse - Ranch Cow Work

**SHOW:** Sweetwater-VRH  
**CLASS:** #36 - SHTX NPWG - Non Pro Working Cow  
**DATE:** 08/05/2017

## 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
- I - 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 - If an open field turn animal goes within 3 feet of the end fence before being turned
- C - Failure to catch

### 3 Point Penalties:
- E - Exhausting or overworking the cow before circling or roping
- H - Hanging 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 - Blatant disobedience
- E - Use of either hand to instill fear or 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 reins (except two) per maneuver

### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaning 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

**Actions (Action):**
- A - Abuse
- B - Lumeness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse/ rider

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## Run Content

Each horse/rider team is scored between 5-100 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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<th>W#</th>
<th>#</th>
<th>BOXING</th>
<th>RATING</th>
<th>FENCE TURNS (Flow &amp; Quality)</th>
<th>CIRCLING</th>
<th>STOP &amp; HOLD</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE CONTROL</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>TRACK &amp; RATE</th>
<th>SCORE</th>
<th>OP</th>
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**Judge's Name (Printed):**  
**Judge's Signature:**

Printed from HSW
# AQHA American Quarter Horse Association

## VERSATILITY RANCH HORSE - RANCH RIDING

**Pattern 1**

**Class:** #30 - SHTX NPPL - Non Pro Pleasure

**Date:** 08/05/2017

### 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 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
- Excessive disobedience
- Use of either hand to instill fear/pause
- Use of one hand (except in snaffle bit or hackamore) per maneuver
- More than one figure between split reins or any fingers between rein reins per maneuver
- 1st or 2nd cumulative refusal

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### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated broken disobedience

### DJ:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horserider

---

### 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 Extremely Poor, 1.3 Very Poor, 1.3-2.0 Poor, 2.1 Correct, 2.1-3.0 Good, 3.1 Very Good, 3.1-4.0 Excellent.

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<tr>
<th>Maneuver Description</th>
<th>Ext Walk</th>
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<th>Ext Trot</th>
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**Judge's Signature:**

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