### VERSATILITY RANCH HORSE - RANCH COW WORK

**SHOW:** Bryan-Versatility  
**CLASS:** #36 - SHTX NPWC - Non Pro  
**DATE:** 09/22/2018

#### 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  
- O - Wrong out of position  
- R - Two-lop catch in amateur and youth classes  
- S - Slipping rein  
- T - Failure to drive cow past middle marker on first turn  
- V - Over-briefed (per maneuver)  
- W - Out of frame (per maneuver)

#### 2 Point Penalties:
- A - Going around the corner of the arena before turning cow  
- B - In an open field turn animal gets within 3 feet of the end fence before being turned  
- R - Failure to catch if roping in amateur and youth classes

#### 5 Point Penalties:
- E - Exhausting 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  
- R - Two-lop catch when roping in open/cowboy classes

#### 6 Point Penalties:
- A - Failure to turn the cow both directions on the fence  
- B - Spurring or hitting in front of clinch at any time  
- C - Blandant disobedience  
- E - Use of either hand to insult four legs  
- H - Use of two hands (except in straddle bit or hackamore) per maneuver  
- M - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver  
- R - Failure to catch when roping in open/cowboy classes

#### 10 Point Penalty:
- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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#### RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- -1.25 Extremely Poor  
- -1.0 Very Poor  
- -0.75 Poor  
- -0.5 Fair  
- 0 Good  
- 0.5 Very Good  
- 1.0 Excellent

#### PENALTIES

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<th>PENETRATION</th>
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<th>EYE APPEAL</th>
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**JUDGE'S NAME** (PRINTED): Marilyn Peters  
**JUDGE'S SIGNATURE:** Marilyn Peters  
**Printed from HSW**
**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:** Bryan-Versatility  
**CLASS:** #36 - SHTX NPWC - Non Pro Working Cow  
**DATE:** 09/22/2018

### 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  
- R - Two-loop catch in amateur and youth classes  
- S - Slipping rein  
- T - Failure to drive cow past middle marker on first turn  
- V - Over bieded (per maneuver)  
- W - Out of frame (per maneuver)

### 2 Point Penalties:
- A - Going around the corner of the arena before turning cow  
- B - In an open field turn animal gets within 3 feet of the end fence before being turned  
- R - Failure to catch if roping in amateur and youth classes

### 8 Point Penalties:
- E - Exhausting or overworking the cow before circling or roping  
- H - Hanging up the fence (refusing to turn)  
- K - Knocking down the cow without having a working advantage  
- R - Two-loop catch when roping in open/cowboy classes

### 5 Point Penalties:
- A - Failure to turn the cow both directions on the fence  
- B - Spurring or hitting in front of chin at any time  
- C - Blatant disobedience  
- E - Use of either hand to instill fear/panic  
- H - Use of two hands (except in anattle bit or hackamore) per maneuver  
- M - More than one finger between split reins or any fingers between roman reins (except two reins) per maneuver  
- R - Failure to catch when roping in open/cowboy classes

### 10 Point Penalty:
- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### RUN CONTENT

Each horse/ rider team is scored between 0-100 points and automatically begins the run with a score of 76 points.

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<th>W/O</th>
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<th>FENCE TURNS (Form &amp; Quality)</th>
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<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
<th>PENALTY</th>
<th>TOTAL</th>
<th>SCORE</th>
<th>OP</th>
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**JUDGE'S NAME (PRINTED):** Marilyn Peters  
**JUDGE'S SIGNATURE:** Marilyn Peters
## Versatility Ranch Horse - Ranch Cow Work

### 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
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Overbridled (per maneuver)
- W - Out of frame (per maneuver)

### 2 Point Penalties:
- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end of the arena before being turned
- R - Failure to catch if roping in amateur and youth classes

### 3 Point Penalties:
- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking over the fence without a working advantage
- R - Two-loop catch when roping in open/cowboy classes

### 4 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Spinning or hitting on front of chinny at any time
- C - Blistet disobedience
- E - Use of either hand to instill fear on the cow
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins (except two reins) per maneuver
- R - Failure to catch when roping in open/cowboy classes

### 5 Point Penalties:
- U - Unnatural Ranch Horse Appearance (Horse’s tail is obvious and consistently carried in an unnatural manner in every maneuver)

### Run Content

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

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**Judge's Name:** Marilyn Peters  
**Judge's Signature:** Marilyn Peters

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### MANEUVER SCORES

Each horse/pony 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, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

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<th>W/O</th>
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<th>Maneuver Description</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
# PATTERN 8

## VERSATILITY RANCH HORSE - REINING

**SHOW:** Bryan-Versatility  
**CLASS:** #34 - SHTX NPRN - Non Pro Reining  
**DATE:** 09/22/2018

### 1/2 Point Penalties:
- Starting a circle or rolling 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
- Over-spin or under-spin up to 1/8 turn

### 1 Point Penalties:
- Over-briddled (per maneuver)
- Out of frame (per maneuver)
- 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
- Freezes up in spins or rollbacks
- Failure to stop or walk before executing a lope departure or 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
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena.

### 3 Point Penalties:
- Inexact position of the leg
- Blisters visible or visible blisters
- Use of either hand to assist the rider/possil
- 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
- Attempt to alter tension or length of reins from the bridle to the rein hand

### 5 Point Penalties:
- Spinning in front of the cinch
- Blatant disobedience
- Use of either hand to assist the rider/possil
- 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
- Attempt to alter tension or length of reins from the bridle to the rein hand

### 10 Point Penalty:
- Upright Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### Off-Pattern (OP): 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

### Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/taker
- Improper western attire

## MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the round with a score of 70 points.  
- 1/2 Estimating Error - 1 Very Poor - 1/2 Poor - 0 Correct - 1/2 Good - 1 Very Good - 1 1/2 Excellent

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<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Content</th>
<th>2 Circles Left</th>
<th>2 Circles Right</th>
<th>3 Stop</th>
<th>3 1/2 Spins Left</th>
<th>3 1/2 Spins Right</th>
<th>Stop &amp; Back</th>
<th>10 Point Penalty</th>
<th>Penalty Total</th>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:** Printed from HSW
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Bryan-Versatility  
**CLASS:** #34 - SHTX NPRN - Non Pro Reining  
**DATE:** 00/22/2018

**12 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
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop
- Over- or under-spin or rollback up to 1/8 turn
- 1 Point Penalties:
  - Over-bredled (per maneuver)
  - Out of frame (per maneuver)
  - 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 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
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

**5 Point Penalties:**
- Spinning in front of each
- Blatant disobedience
- Use of either hand to insist, lean, or push
- 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
- Attempt to alter tension or length of reins from the bridle to the rein hand

**10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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

**Disqualification (DQ):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/hider
- Improper western attire

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**MANEUVER SCORES**

Each horse/handler team is scored between 6-100 points and automatically begins the run with a score of 70 points.
- 1: 1 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 Excellent

<table>
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<tr>
<th>Tie Breaker</th>
<th>Maneuver Description</th>
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<th>SCORE</th>
<th>OFF PATTERN</th>
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### Obstacle Scores

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**Total Scores:**

1. **380**: 69.12
2. **414**: 60.12
3. **364**: 68.12
4. **303**: 63.12
5. **305**: 71.12
6. **420**: 74.12
7. **204**: 68.12
8. **343**: 67.12

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

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

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**Rules**:

- **1 Point Penalties**:
  - Over-bridled
  - Out of frame
  - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
  - Incorrect number of strides, if specified
  - One step on mount/dismount or ground tie (except shifting to balance)
  - Split pole in lope over
- **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 strides
  - Two-three steps on mount/dismount or ground tie
- **5 Point Penalties**:
  - Spurring in front of cinch
  - Blisters on hand or feet
  - Use of either hand to pull, drag, or pull an object
  - More than one finger between split reins or any fingers between normal reins per maneuver
  - Knocking over, stepping on, or falling off an obstacle
  - Dropping an object required to be carried
  - Letting go of gate
  - Four or more steps on mount/dismount or ground tie
- **10 Point Penalties**:
  - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

**Off-Pattern (OP)**

- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain at the rate during the drag

**Disqualification (DQ)**

- Abuse
- Lame or sick
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
## Versatility Ranch Horse - Trail

### 1 Point Penalties:
- Over-bred (per maneuver)
- Out of frame (per maneuver)
- 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 mount/dismount or ground tie (except shifting to balance)
- Split pole in lope over

### 2 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
- Two-three steps on mount/dismount or ground tie

### 5 Point Penalties:
- Spurring in front of chimney
- Biting (or) nose (or) head (or) tail (or) ears
- Use of either hand to insist 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 normal reins per maneuver
- Knocking over, stepping out of or, falling off of an obstacle
- Dropping an object required to be carried
- Letting go of gate
- Four or more stops on mount/dismount or ground tie

### 10 Point Penalties:
- UNnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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### Judge's Signature

**M. Tidwell**

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

**SHOW:** Bryan-Versatility  
**CLASS:** #32 - SHTX NPTR - Non Pro Trail  
**DATE:** 09/22/2018

**1 Point Penalties:**
- Over-bridled (per maneuver)  
- Out of frame (per maneuver)  
- 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 falling to step into required space  
- Incorrect number of strides, if specified  
- One step on mount/dismount or ground tie (except shifting to balance)  
- Split pole in lope over

**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  
- Two-three steps on mount/dismount or ground tie

**10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### OBSTACLE SCORES

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Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:  
- 10 Excellent, 1 Very Excellent, 7 Good, 12 Very Good, 11 Good, 18 Excellent

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

Printed from HSW
### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically advances the run with a score of 76 points.

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

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**JUDGE'S NAME (PRINTED):** [Signature]

**JUDGE'S SIGNATURE:** [Signature]
**SHOW:** Bryan-Versatility  
**CLASS:** #30 - SHTX NPPL - Non Pro Pleasure  
**DATE:** 09/22/2018

**VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**
- Over-bred (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gap 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 canter or more
- Blatant disobedience
- Use of hand or instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between stall reins or any fingers between normal reins per maneuver
- Use of other hand to instill fear/praise

**10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

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

---

**MANEUVER SCORES**

Each horse/rider team is scored between 0–100 points and automatically begins the run with a score of 70 points:
- 70-100 Extremely Poor, 71-100 Poor, 71-100 Correct, 71-100 Good, 71-100 Very Good, 71-100 Excellent

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**W.O. #**

**Penalty**

**Total Score**

**Score**

**Off Pattern**

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

**JUDGE'S SIGNATURE:**

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

**SHOW:** Bryan-Versatility  
**CLASS:** #30 - SHTX NPPL - Non Pro Pleasure  
**DATE:** 09/22/2018

#### 1 Point Penalties:
- Over-bred (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Chasing mouth
- Break of gait at walk or trot for two (2) strides or less

#### 3 Point Penalties:
- Wrong lead or out of gate
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

#### 5 Point Penalties:
- Spurning in front of cinch
- 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 normal reins per maneuver
- 1st or 2nd cumulative refusal

#### 10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

#### Disqualification (DG):
- Abuse
- Lameness
- Disregard or misconduct
- Illegal equipment
- Fall of horse/riders
- Improper western attire

---

## MANEUVER SCORES

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Each team/rider is scored between 1-100 points and automatically begins the run with a score of 75 points.
- 1-12 Extremely Poor, 13-24 Very Poor, 25-39 Poor, 40-54 Good, 55-69 Very Good, 70+ Excellent

---

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

Printed from HSW