# NOVICE/YOUTH COW WORK

**SHOW:** Bryan-Versatility  
**CLASS:** #73- SHTX VWCH - Novice Working Cow  
**DATE:** 09/22/2018

### Rule Penalties:
- A - Loss of working advantage  
- B - Working out of position  
- C - Slipping rein  

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

### Disqualifications (DQ):
- A - Abuse  
- B - Lamentous  
- D - Disrespect or misconduct  
- G - Illegal equipment  
- M - Improper western attire  
- I - Fall horse or rider; run ends; credit will be given for work done

### Run Content:
Each horse and rider is scored between 0-100 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

## Table

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<th>W/O #</th>
<th>BOXING MANEUVERS</th>
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**Judge's Signature:** Marilyn Peters  
**Printed from HSW**
### NOVICE/YOUTH COW WORK

**SHOW:** Bryan-Versatility  
**CLASS:** #73-SHTX VWCH - Novice Working Cow  
**DATE:** 09/22/2018

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**Point Penalties:**
- A: Loss of working advantage  
- P: Working out of position  
- S: Slipping rein

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

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly.
- A: Turning tail  
- B: Repeated blatant disobedience  
- C: Schooling after entering the arena prior to calling for cow  
- K: Schooling horse between cows, if new cow is awarded  
- NE: Failure to attempt any part of the class

**Notes:**
- A: Abuse  
- B: Lameness  
- D: Disrespect or misconduct  
- G: Illegal equipment  
- M: Improper western attire  
- I: Fail horse/riders; run ends; credit will be given for work done

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#### RUN CONTENT

Each horse/individual is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 1½ Extremely Poor, 1 Very Poor, 1½ Poor, 0 Correct, 1½ Good, 1 Very Good, 1½ Excellent

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**JUDGE’S SIGNATURE:**

*Signature*

*Printed from HSW*
# NOVICE/YOUTH COW WORK

## Off-Pattern (OP)
- A: Turning tail
- B: Repeated bad behavior
- C: Schooling after entering the arena prior to calling for cow
- D: Schooling horse between cows, if new cow is awarded
- E: Failure to attempt any part of the class

## DO:
- A: Abuse
- B: Lassened
- C: Disrespect or misconduct
- D: Illegal equipment
- E: Improper western attire
- F: Fall horse/rider; runs end; credit will be given for work done

## RUN CONTENT
Each horse/rider team is scored between 0-100 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

## BOXING MANEUVERS
- Position & Control
- Degree of Difficulty
- Eye Appeal
- Courage
- Time Worked

## PENALTIES
- 1 Point
- 3 Points
- 5 Points

## JUDGE'S SIGNATURE: [Signature]

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**NOVICE/YOUTH COW WORK**

**SHOW:** Bryan-Versatility  
**CLASS:** #73 - SHTX VWCH - Novice Working Cow  
**DATE:** 09/22/2018

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

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

### 3 Point Penalties:
- B: Spurring in front of cinch
- C: Blatant disobedience
- D: Use of either hand to insist tear/prise
- E: Use of two hands (except in snaffle bit or hackamore) per maneuver
- F: 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
- A: Turning tail
- B: Repeated blatant disobedience
- C: Schooling after entering the arena prior to calling for cow
- K: Schooling horse between cows, if new cow is awarded
- NE: Failure to attempt any part of the class

### DO:
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegit equipment
- M: Improper with/without attire
- I: Fall horse/fox, run ends; credit will be given for work done

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<tr>
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<th>EYE APPEAL</th>
<th>COURAGE</th>
<th>TIME WORKED</th>
<th>PENALTIES</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
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| 33 | 214| -1/2              | 0                    | 0         | -1      | -1         | A         |               | 1     | 67 1/2 |

| 34 | 332| -1                | 0                    | -1/2      | -1      | -1         | A         |               | 4     | 61 1/2 |

| 35 | 213| -1/2              | 0                    | -1/2      | -1      | -1         | A         |               | 1     | 65 1/2 |

| 36 | 366| -1                | 0                    | -1/2      | -1      | -1         | A         |               | 1     | 69 |

| 37 | 215| 0                 | 0                    | 0         | -1      | -1         | A         |               | 1     | 66 |

| 38 | 325| -1/2              | +1/2                 | 0         | +1/2    | -1         | A         |               | 4     | 64 |

| 39 | 265| -1/2              | +1/2                 | 0         | 0       | 0          | A         |               | 9     | 60 |

| 40 | 283| -1/2              | 0                    | -1/2      | 0       | 0          | A         |               | 1     | 68 |

**JUDGE'S SIGNATURE:**

Printed from HSW
### Novice/Youth Cow Work

#### Class: #73 - SHTX VWCH - Novice Working Cow

**Show:** Bryan-Versatility  
**Date:** 09/22/2018

### Penalties

1. Loss of working advantage  
2. Working out of position  
3. Slipping rein  
4. Knocking down the cow without having a working advantage  
5. Losing a cow while boxing  
6. Bounding in front of the cow  
7. Blasting disobedience  
8. Use of either hand to instill fear/praise  
9. Use of two hands (except in snaffle bit or hackamores) per maneuver  
10. More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

### O2 Pattern (O2): Cannot place above others who complete pattern correctly

- A. Turning tail  
- B. Repeated blatant disobedience  
- C. Schooling after entering the arena prior to calling for cow  
- D. Exhibiting horse between cows, if new cow is awarded  
- E. Failure to attempt any part of the class

### Dismissals (D2)

- A. Abuse  
- B. Lame  
- D. Disrespect or misconduct  
- G. Illegal equipment  
- M. Improper Western attire  
- I. Fall horse/timer: run ends; credit will be given for work done

### Run Content

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

#### Boxing Maneuvers

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<th>Degree of Difficulty</th>
<th>Eye Appeal</th>
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### Judge's Signature: Mainly Peters

Printed from HSW
# AQHA Stock Horse of Texas
## VERSATILITY RANCH HORSE - REINING

### 15 Point Penalties:
- Starting a circle or executing a rollback at a trot for up to two strides.
- Delayed change of lead by one circle where the lead change is required by the pattern.
- Failure to change the minimum of twenty feet from the wall or fence when approaching a stop.
- Over-spin or under-spin up to 1/8 turn.

### 5 Point Penalties:
- Spinning in front of circle.
- Blatant disobedience.
- Use of either hand to instill fear/purpose.
- Use of both 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.

### 2 Point Penalties:
- Break of gait.
- Freeze up in spin or rollback.
- Failure to stop or walk before executing a stop departure on trot-in patterns.
- Failure to be in a stop 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.

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### JUDGE’S NAME (PRINTED): __________________________

### JUDGE’S SIGNATURE: __________________________

Printed from HSW
### MANEUVER SCORES

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

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**JUDGE'S SIGNATURE:**
### PATTERN 8

**SHOW:** Bryan-Versatility  
**CLASS:** #72 - SHTX VRNN - Novice 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 fences when approaching a stop  
- Over-under or under-under up to 1/8 turn  

#### 1 Point Penalties:
- Over-reaching (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 reach before executing a stop departure on trot-in patterns  
- Failure to be in a stop prior to the first marker on trot-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  

### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
- 1/2 Effort: 1 point  
- 1 Poor: 0.5  
- 2 Poor: 0  
- 3 Poor: -0.5  
- 4 Poor: -1  
- Repeatedly: -0.5 each  

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

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

**SHOW:** Bryan-Versatility  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 09/22/2018

### 10 Point Penalties:
- Starting a circle or cutting a rollback at a trot for up to two circles
- Delayed change of lead by one stride where the change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop
- Over-spin or under-spin up to 1/6 turn

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

### 2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a specified maneuver on run-in patterns
- Failure to be in a turn 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 1/4 circle or 1/6 length of arena

### Maneuver Scores

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<th>Score</th>
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<td>1/2</td>
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<td>1/2</td>
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**Judge's Signature:**

Printed from HSW
**PATTERN** 8

**SHOW:** Bryan-Versatility  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 09/22/2018

**VERSATILITY RANCH HORSE - REINING**

1 Point Penalties:
- Over-bridled (per maneuver)
- Over of frame (per maneuver)
- Placement of feet in 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 is 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 1/4 length of arena

5 Point Penalties:
- Spinning is front of circuit
- Blatant disobedience
- Use of either hand to hold heath bar
- Use of other 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
- Attempt to alter tension or length of reins from the bridle to the rein head

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

**MANEUVER SCORES**

Each horse/rider team is scored between 5-100 points and automatically begins the run with a score of 70 points.

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<th>PENALTY TOTAL</th>
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</tr>
<tr>
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<td>0   63</td>
<td>0   63</td>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

Printed from HSW
**Pattern 8**

**SHOW:** Bryan-Versatility  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 09/22/2018

### 1 Point Penalties:
- Misting a circle or adding 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 force when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

### 2 Point Penalties:
- Over-bridled (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 1/2 to 1 1/4 turn
- Slipping rein

### 3 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a tape departure on trot-in patterns
- Failure to be in a tape 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 or 1/4 length of arena

### 10 POINT PENALTY:
- Spurring in front of clinch
- Blatant disobedience
- Use of either hand to instill fear/defeat
- Use of two hands (except in small leather or hock/hoof) 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

### Off-Pattern (OP):
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### Disqualification (Dis):
- Abuse
- Laminence
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/roarer
- Improper western attire

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**Maneuver Scores**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. The score is then adjusted based on the number of points scored, with a maximum score of 100 points.

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

Printed from HSW
## OBSTACLE SCORES

Each horse/rider team is scored between 0-100 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

<table>
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<th>WO</th>
<th>#</th>
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<th>Obstacle Description</th>
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### PENALTY TOTALS

- Point Penalties:
  - Over-bridded (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 strikes or less
  - Both front or hind feet in a single-stride space at a walk or trot
  - Stepping over or falling to step into required space
  - Incorrect number of strikes, if specified
  - One step on mount/dismount or ground tie (except shifting to balance)
  - Split pole in rope over

- 5 Point Penalties:
  - Spurring in front of circh
  - Distant disobedience
  - Use of either hand to instill 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
  - 1st or 2nd cumulative refusal
  - Letting go of gate
  - Four or more steps on mount/dismount or ground tie

- 10 Point Penalty:
  - Natural 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 dailled during the drag

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

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>WO</th>
<th>Penalty</th>
<th>Content</th>
<th>10 Point Penalty</th>
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SHOW: Bryan-Versatility
CLASS:#71 - SHTX VTRL - Novice Trail
DATE: 09/22/2018

VERSATILITY RANCH HORSE - TRAIL

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 pole 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:
- Spurning in front of circh
- chattiness or disobedience
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between 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 gate
- Exciting or more than one 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)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaning arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain dalled during the drag

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

### OBSTACLE SCORES

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

{1 2 3 4 5 6 7 8 9 10} 10 POINT PENALTY PENALTY TOTAL SCORE OFF-PATTERN

| W/O | #   | Tie-Breaker | Obstacle Description | Penalty | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 10 POINT PENALTY | PENALTY TOTAL | SCORE | OFF-PATTERN |
|-----|-----|-------------|----------------------|---------|---|---|---|---|---|---|---|---|---|---|---|-----------------|----------------|-------|-------------|
| 17  | √340|             | Back chute SP H, 180 ft HL L Logs, Trot | 0       | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0               | 0              | 0     | 0           |
| 18  | √341|             | Back chute SP H, 180 ft HL L Logs, Trot | -1/2   | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0               | 0              | 0     | 0           |
| 19  | √370|             | Back chute SP H, 180 ft HL L Logs, Trot | -1/2   | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0               | 0              | 0     | 0           |
| 20  | √277|             | Back chute SP H, 180 ft HL L Logs, Trot | -1/2   | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0               | 0              | 0     | 0           |
| 21  | √216|             | Back chute SP H, 180 ft HL L Logs, Trot | -1/2   | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0               | 0              | 0     | 0           |
| 22  | √544|             | Back chute SP H, 180 ft HL L Logs, Trot | -1/2   | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0               | 0              | 0     | 0           |
| 23  | √888|             | Back chute SP H, 180 ft HL L Logs, Trot | -1/2   | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0               | 0              | 0     | 0           |
| 24  | √666|             | Back chute SP H, 180 ft HL L Logs, Trot | -1/2   | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0               | 0              | 0     | 0           |

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

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

#### 1 Point Penalties:
- Over-blazed (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 and hind feet in a single stride space at a walk or trot
- Skipping over or falling to step into required spaces
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in line over

#### 2 Point Penalties:
- Wrong lead or out of lead
- Grasped 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

#### 3 Point Penalties:
- Spurring in front of cinct
- Bilateral disobedience
- Use of other hand to instill fear/panic
- Overreaching with forehand (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers
- More than one area where downed reins are over shoulder
- 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
- Four or more steps on mount/dismount or ground tie

**10 Point Penalty:**

- Unusual Ranch Horse Appearance (Horse’s tail is obvious and consistently carried in an unnatural manner in every maneuver)

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### OBSTACLE SCORES

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

- 1/3 Excellent (E), 1/2 Very Good (VG), 1/2 Good (G), 1/2 Fair (F), 1/2 Poor (P), 1/3 Poor (PP), 1/3 Extremely Poor (EP)

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**Judge's Name:**

**Judge's Signature:**

Printed from HSW
**SHOW:** Bryan-Versatility  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 09/22/2018

### Obstacle Scores

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**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 dalled during the drag

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

---

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

Printed from HSW
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<td>Trot, rope</td>
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**Show:** Bryan-Versatility  
**Class:** #71 - SHTX VTRL - Novice Trail  
**Date:** 09/22/2018  

**Obstacle Scores**  
Each horse/rider team is scored between -1 to 10 points and automatically begins the run with a score of 70 points.  
1-12 Extremely Poor, -1 Very Poor, -12 Poor, 0 Correct, +12 Good, +1 Very Good, +112 Excellent.
SHOW: Bryan-Versatility  
CLASS: #71 - SHTX VTRL - Novice Trail  
DATE: 09/22/2018

### VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Overbridled (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  
- Slipping 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 kope over

**2 Point Penalties:**
- Wrong lead or out of lead  
- Dropped reins  
- Break of gait at kope  
- 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 clinch  
- Bitten or annoyed  
- Unit c. other hand to install fear/misbehave  
- Use of hands (except in snaffle bit or tackless) 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 gate  
- Four or more steps on mount/dismount or ground tie

**9 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 display and remain dappled during the drag

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

### OBSTACLE SCORES

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<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Obstacle Description</th>
<th>Penalty</th>
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<th>Penalty Total</th>
<th>Score</th>
<th>Off Pattern</th>
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JUDGE'S NAME (PRINTED): 
JUDGE'S SIGNATURE: 
Printed from HSW
# VERSATILITY RANCH HORSE - TRAIL

## 1 Point Penalties:
- Over-briddled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a wing, 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 stitches, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in rope 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

## 3 Point Penalties:
- Spurting in front of cinch
- Biting or disobedience
- Use of other hand to instill fear/prise
- Use of cross-hand (except in snaffle bit or hackamore) per rule
- 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
- List or and cumulative refusal
- Letting go of gate
- Four or more 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)

## OFF-PATTERN (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeat refusal
- Disobedience
- Failure to daily and remain dallied during the drag

## DISQUALIFICATION (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Regal equipment
- Fall of horse/rode
- Improper western attire

## OBSTACLE SCORES

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

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## Judge's Name (Printed): 

## Judge's Signature: 

Printed from HSW
# AQHA American Quarter Horse Association

## Pattern 2

### VERSATILITY RANCH HORSE - RANCH RIDING

#### SHOW: Bryan-Versatility

#### CLASS: #70 - SHTX VPLS - Novice Pleasure

#### DATE: 09/22/2018

**1 Point Penalties:**
- Over-biodied (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
- Dropped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

**5 Point Penalties:**
- Sparring in front of cliche
- Blatant disobedience
- Use of either hand to instill fear/induce
- 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

Each horse/rider team is scored between 5-100 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):**

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## AQHA Stock Horse of Texas

### VERSATILITY RANCH HORSE - RANCH RIDING

#### SHOW:
Bryan-Versatility

#### CLASS:
#70 - SHTX VPLS - Novice Pleasure

#### DATE:
09/22/2018

---

**1 Point Penalties:**
- Over-bridled (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
- 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
- Blistast disobedience
- Use of either hand to instil 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
- 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

---

### MANEUVER SCORES

Each horse/team is scored between 0-100 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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**JUDGE'S NAME (PRINTED):**

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Printed from HSW
### MANEUVER SCORES

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

- 1/10 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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# VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Bryan-Versatility  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 09/22/2018

## 1 Point Penalties:
- Over-bridled (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

## 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

## 5 Point Penalties:
- Spurring in front of cinch  
- Blatant disobedience  
- Use of either hand to instil fear/raise  
- 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-Point (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

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

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

**SHOW:** Bryan-Versatility  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 09/22/2018

### 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  
- Dropped 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 circle  
- Blanton disobedience  
- Use of either hand to rectify 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 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 (DQ):
- Abuse  
- Lameness  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/handler  
- 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.

- 1.0 Extremely Poor, -1.0 Very Poor, -1.2 Poor, 0.0 Correct, +1.2 Good, +1.5 Very Good, +1.7 Excellent

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<thead>
<tr>
<th>W/O</th>
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<th>Step &amp; Revers</th>
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### JUDGE'S NAME (PRINTED):  
### JUDGE'S SIGNATURE:  
Printed from HSW
## VERSATILITY RANCH HORSE - RANCH RIDING

### SHOW:
Bryan-Versatility

### CLASS:
#70 - SHTX VPLS - Novice Pleasure

### DATE:
09/22/2018

---

**1 Point Penalties:**
- Over-bridled (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
- 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 circh
- Releasant disobedience
- Use of either hand to instill fear/pain/sound
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between spilt 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 tenant 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 76 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>Ext Lope</th>
<th>Trot</th>
<th>Stop &amp; Return</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

---

Printed from HSW
### MANEUVER SCORES

Each horse/riders team is scored between 0-100 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 Good, +1/2 Very Good, +1 Excellent

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<th>Trot</th>
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# VERSATILITY RANCH HORSE - RANCH RIDING

## 1 Point Penalties:
- Over-bred (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
- Dropped 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 circle
- Ristant disobedience
- Use of other hand to restrict foot 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

## 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.

- 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>Trot</th>
<th>Step &amp; Reverse</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW