# AQHA American Quarter Horse Association
## Stock of Texas

### NOVICE/YOUTH COW WORK

#### SHOW: Bryan-Versatility
#### CLASS: #89 - SHTX YWCH - Youth Working Cow
#### DATE: 09/22/2018

**1 Point Penalties:**
- A: Loss of working advantage
- P: Working out of position
- S: 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: Spawning in front of the coin
- C: Blatant disobedience
- D: Use of either hand to instill fear/praise
- H: 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

**4 Point Penalties:**
- 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: Illegal equipment
- M: Improper western attire
- I: Fall horse/liner, run and: credit will be given for work done

### RUN CONTENT

Each horseman 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 1/2 Poor, 0 Correct, +1 1/2 Good, +1 Very Good, +1 1/2 Excellent

- **Tie-Breakers**
- **Position**
- **Degree of Difficulty**
- **Eve Appeal**
- **Courage**
- **Time Worked**

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**JUDGE'S SIGNATURE:** Maureen Peters
### NOVICE/YOUTH COW WORK

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

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

**5 Point Penalties:**
- S: Spinning in front of a cow
- B: Blunt disobedience
- O: Use of either hand to install lease/purse
- H: Use of a hand (except in snaffle bit or hackamore) per maneuver
- F: More than one finger between split reins or any fingers between halter reins (except two reins) per maneuver

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- A: Turning tail
- B: Repeated blunt disobedience
- C: Schooling after entering the arena prior to calling for cow
- K: Schooling 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: Illegal equipment
- M: Improper western attire
- I: Fail horse/cow run ends, credit will be given for work done

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

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

Printed from HSW
### NOVICE/YOUTH COW WORK

**SHOW:** Bryan-Versatility  
**CLASS:** #89 - SHTXYWCH - Youth Working Cow  
**DATE:** 09/22/2018

#### 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 each
- C: Bland disapproval
- D: Use of either hand to instill fear/pressure
- F: Use of two hands (except in snaffle bit or hackamore) per maneuver
- G: 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
- 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:
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Improper western attire
- Fall horse/trailer run ends; credit will be given for work done.

#### RUN CONTENT
Each horse/trailer 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 Excellent

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

**Printed from HSW**
# 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 - Over-brided (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 without 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 on 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

## 4 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Sparting or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/raise
- 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 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)

### RUN CONTENT

Each horse/rider team is scored between 5-100 points and automatically begins the run with a score of 75 points.

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### PENALTIES

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- R - Illegal catch at end of run
- U - Schooling after entering the arena prior to calling for cow
- K - Schooling horses between cows, if new cow is awarded
- N - Failure to attempt any part of the class
- R - Complete loss of rope

### Disqualification (DQ):
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of hersemen
- N - Improper western attire

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**JUDGE'S NAME (PRINTED):** Marilyn Peters  
**JUDGE'S SIGNATURE:** Marilyn Peters  
Printed from HSW
**SHOW:** Bryan Versatility  
**CLASS:** #41 - AQHA 485000 - Youth VRH Limited  
**DATE:** 08/22/2018

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### 1 Point Penalties:
- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping reins
- V - Over bridled (per maneuver)
- W - Out of frame (per maneuver)

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

### 3 Point Penalties:
- B - Spurting in front of clinch
- C - Belligerence disobedience
- E - Use of either hand to instill fear/pain
- F - Use of two hands (except in tractive bit or hackamore) per maneuver
- H - More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver

### 12 Point Penalty:
- U - 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
- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena after run is completed
- 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

### Disqualification (DQ):
- A - Abuse
- B - Lakensness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

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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.  
- 1-12 Extremely Poor, 1-3 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):** Marilyn Peters  
**Judge's Signature:** Marilyn Peters

*Printed from HSW*
### MANEUVER SCORES

Each horse/team is scored between 1-100 points and automatically begins the run with a score of 70 points:
- 1.25 Estimated Points: 1 Very Poor, .25 Poor, 0 Correct, + .25 Good, + 1 Very Good, + 1.25 Excellent

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

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

### 12 Point Penalties:
- Starting a circle or setting 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
- 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:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/pause
- Use of two hands (except in snaffle bit or hackamores) 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 bridles 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 (QD):
- Abuse
- Laminens
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rid
- Improper western attire

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### MANEUVER SCORES

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

**JUDGE'S SIGNATURE:**
### Pattern 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 Name (Printed):** [Signature]

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

Printed from HSW
### Pattern 8

**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Bryan-Versatility  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 09/22/2018

#### 1/2 Point Penalties:
- Starting a circle or setting 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-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 1/8 to 1/4 turn  
- Slipping reins

#### 2 Point Penalties:
- Break of gait  
- Freeze up in spins or rollbacks  
- Failure to stop or walk between 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:
- Spurring in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/panic  
- 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 (DD):
- Abuts  
- Laminates  
- Disrespect or misconduct  
- Illegal equipment  
- Fault of horse/handler  
- Improper western attire

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#### Maneuver Scores

Each horse/rider team is scored between 600-100 points and automatically begins the run with a score of 70 points.

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

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**OBSTACLE SCORES**

Each horse/visor team is scored between 0-100 points and automatically begins the run with a score of 75 points.

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

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

**Judge's Signature:**

Printed from HSW
### 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 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

#### 5 Point Penalties:
- Spurring in front of cinch
- Blandant disobedience
- Use of either hand to instill fear/punish
- 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

#### 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
- Two-three 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 dallied during the drag

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

### 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, 0 Very Poor, 1/2 Poor, 3 Correct, 1/2 Good, 1 Very Good, +1 1/2 Excellent

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#### Judge's Signature:

[Signature]

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Bryan-Versatility  
**CLASS:** #83 - SHTX YTRL - Youth Trail  
**DATE:** 09/22/2018

#### 1 Point Penalties:
- Over-briddled (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  
- Stepping 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 loop over

#### 5 Point Penalties:
- Spurring in front of cinch  
- Blatant disobedience  
- Use of either hand to pull head/pull  
- 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

#### 3 Point Penalties:
- Wearing 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

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

#### OBSTACLE 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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#### JUDGE'S NAME (PRINTED): Michelle Tidwell  
#### JUDGE'S SIGNATURE: [Signature]

Printed from HSW
### 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
- Step on mount/dismount or ground tie (except shifting to balance)
- Split pole in line over

#### 3 Point Penalties:
- Wrong lead or out of lead
- Dropped reins
- Break of gait at horse
- 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:
- Spur in front of cinch
- Blatant 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:
- Unnatural Ranch Horse Appearance (Horse's tail is obviously 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.

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

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JUDGE'S NAME (PRINTED): Michelle Tidwell

JUDGE'S SIGNATURE: Michelle Tidwell

Printed from HSW
AMERICAN QUARTER HORSE ASSOCIATION

VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Bryan Versatility
CLASS: #60 - SHTX YPLS - Youth Pleasure
DATE: 06/22/2018

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
- 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 cinch
- Blistant 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 roman 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
- 11/2 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):  [Signature]
JUDGE'S SIGNATURE:  [Signature]

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

**SHOW:** Bryan-Versatility  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 09/22/2016

---

**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 two (2) strides

**5 Point Penalties:**  
- Spurring in front of cinch  
- Vicious disobedience  
- Use of either hand to instill fear/prise  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between roman 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 5-100 points and automatically begins the run with a score of 70 points  
- 1/2 Extremely Poor; 1 Very Poor; 1/2 Poor; 5 Correct; 1/2 Good; 1 Very Good; 1 1/2 Excellent

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

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

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
- Distant disobedience
- Use of either hand to install 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

**SHOW:** Bryan-Versatility  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 09/22/2018

### MANEUVER SCORES

Each horse/rider team is scored between 0-180 points and automatically begins the run with a score of 70 points.  
- 1.5 Extremely Poor, -1 Very Poor, -0.5 Poor, 0 Correct, +0.5 Good, +1 Very Good, +1.5 Excellent

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**JUDGE'S NAME (PRINTED):** [Signature]  
**JUDGE'S SIGNATURE:** [Signature]  
Printed from HSW
# Versatility Ranch Horse - Ranch Riding

## Pattern

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### 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 canter
- Blatant disobedience
- Use of either hand to instill fear/pause
- Use of two hands (except in snaffle bit or hackamores) 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

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**VERSAILITY RANCH HORSE - RANCH RIDING**

**Show:** Bryan-Versatility  
**Class:** #80 - SHTX YPLS - Youth Pleasure  
**Date:** 09/22/2018

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- Lameness
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- Improper western attire

### MANEUVER SCORES

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- 0.5 Extremely Poor
- 1.0 Very Poor
- 1.5 Poor
- 2.0 Correct
- 2.5 Good
- 3.0 Very Good
- 3.5 Excellent

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

Printed from HSW