### Manuever 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>
<thead>
<tr>
<th>Maneuver Description</th>
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### Penalties
- 10 Point Penalty:
  - Unnatural Ranch Horse Appearance (Horse's tail is obviously 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

---

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from HSW
# Pattern

**SHOW:** Athens-Versatility  
**CLASS:** #40 - SHTX JPLS - Junior Pleasure  
**DATE:** 07/21/2018

**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  
- Blatant 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 roman reins per maneuver  
- 1st or 2nd cumulative refusal

**30 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  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

---

## Maneuver Scores

Each horse/rode 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, 2 Correct, 2-3 Good, 3 Very Good, 3 1/2 Excellent

| W/O | # | Maneuver Description | 10 Penalty | Penalty | 9 Penalty | Penalty | 8 Penalty | Penalty | 7 Penalty | Penalty | 6 Penalty | Penalty | 5 Penalty | Penalty | 4 Penalty | Penalty | 3 Penalty | Penalty | 2 Penalty | Penalty | 1 Penalty | Penalty | 10 Point Penalty | Total | Score | Off Pattern |
|-----|---|----------------------|------------|---------|-----------|---------|-----------|---------|-----------|---------|-----------|---------|-----------|---------|-----------|---------|-----------|---------|-----------|---------|-----------|---------|-----------|---------|-----------|---------|-----------|
|     |   |                      |            |         |            |         |            |         |            |         |            |         |            |         |            |         |            |         |            |         |            |         |            |         |            |         |            |         |            |
| 9   | 917| Tie Breaker          |            | 0       |            | 0       | 0         | -1/2    | 0         | -1/2    | 0         | -1/2    | 0         | 0       | 0         | 0       | 0         | 0       | 0         | 0       | 0         | 0       | 0/12      | 1/2     | 1/2       | 0       | 0/12      | 1/2     | 1/2       |
| 10  | 850|                      |            | 0       | +1/2      | 0       | 0         | +1/2    | +1/2      | +1/2    | 0         | -1/2    | 0         | 1/2     | 0         | 0       | 0         | 0       | 0         | 0       | 0         | 0       | 0         | 0       | 0         | 0       | 0         | 0       | 0         |
| 11  | 910|                      |            | 0       | 0         | 0       | 0         | 0       | 0         | +1/2    | 0         | -1/2    | 0         | 0       | 0         | 0       | 0         | 0       | 0         | 0       | 0         | 0       | 0         |

**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.

- 1.25 Extremely Poor<br>- 1.75 Very Poor<br>- 2.00 Poor<br>- 2.25 Correct<br>- 2.50 Good<br>- 3.00 Very Good<br>- 3.25 Excellent

<table>
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<tr>
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<th>Content</th>
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- 1.25 Extremely Poor: None

- 1.75 Very Poor: None

- 2.00 Poor: None

- 2.25 Correct: None

- 2.50 Good: None

- 3.00 Very Good: None

- 3.25 Excellent: None

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

**JUDGE'S SIGNATURE:**

Printed from HSW
## VERSATILITY RANCH HORSE - TRAIL

### Obstacle Scores

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</tbody>
</table>

### Off-Pattern (O/P):
- 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 distanced during the drive.

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

---

**SHOW:** Athens-Versatility  
**CLASS:** #41 - SHTX JTRL - Junior Trail  
**DATE:** 07/21/2018  

---

**Judge's Name (Printed):**  
**Judge's Signature:**
### 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 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 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-bidded (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

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<th>8</th>
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<td>681</td>
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<td>3</td>
<td>859</td>
<td>Run, Stop, 3 Circles Right</td>
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<td>0</td>
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<td>1/2</td>
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<td>-1/2</td>
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</table>

JUDGE'S NAME (PRINTED): [Signature]

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

**SHOW:** Athens-Versatility  
**CLASS:** #42 - SHTX JRNN - Junior Reining  
**DATE:** 07/21/2018

## RULES

**1/2 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 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-bidged (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 step 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.  

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
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---

**JUDGE’S SIGNATURE:**

---

Printed from HSW
**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**
- A - Loss of working advantage
- B - Failure to drive cow passed middle marker on second drive before time expires
- C - Working out of position
- D - Slipping rein
- E - Over-breeded (per maneuver)
- F - Out of frame (per maneuver)

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

**5 Point Penalties:**
- I - Spurring in front of cinch
- J - Bland disobedience
- K - Use of either hand to instill fear/pain
- L - Use of two hands (except in small bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

**10 Point Penalty:**
- N - 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
- A - Turning tail
- B - Repeated blatant disobedience
- C - Leaving arena before run is complete
- D - Stopping at entering arena prior to calling for cow
- E - Stopping horse between cows, if new cow is awarded
- F - Failure to attempt every part of the class

**Disqualification (DO):**
- G - Abuse
- H - Lameness
- I - Disrespect or misconduct
- J - Illegal equipment
- K - Fall of horse/rider
- L - Improper western attire

### RUN CONTENT

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

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**JUDGE'S NAME (PRINTED):**  Fran R. Craighead  
**JUDGE'S SIGNATURE:**  [Signature]  
Printed from HSW
1 Point Penalties:
A - Loss of working advantage
B - Failure to drive cow passed middle marker on second drive before time expires
C - Working out of position
D - Slipping rein
E - Overbridled (per maneuver)
F - Out of frame (per maneuver)

3 Point Penalties:
K - Knocking down cow without having a working advantage
L - Losing a cow while backing
B - Spurting in front of cinch
C - Blistless disobedience
E - Use of either hand to instill fear/harass
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

5 Point Penalties:
A - Turning tail
B - Repeated blatant disobedience
C - Leaving arena before run is complete
D - Schooling after entering 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 - Lumeness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/riders
N - Improper western attire

**RUN CONTENT**
Each horse/riders team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 1-1/2 Extremely Poor, 1-3/4 Poor, 3/4 Correct, 1/2 Good, 1-1/4 Very Good, 1-1/4 Excellent

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**PENALTIES**

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**SCORE**

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</table>

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

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