### MANEUVER SCORES

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

1 = 1/2 Extremely Poor, 2 = Very Poor, 3 = Poor, 4 = Correct, 5 = Good, 6 = Very Good, 7 = Excellent.

<table>
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<th>Maneuver Description</th>
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<th>Ext Lope</th>
<th>Trot</th>
<th>Step 8</th>
<th>Ext Walk</th>
<th>Trot</th>
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**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Athens-Versatility

**CLASS:** #50 - SHTX LNPP - Ltd Non Pro Pleasure

**DATE:** 07/21/2018

1 Point Penalties:
- Over-bitted (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
- Dropped reins
- Break of gait at canter
- 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/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 3-100 points and automatically begins the run with a score of 70 points.

- 1-2: Extremely Poor
- 3-4: Very Poor
- 5-6: Poor
- 7-8: Correct
- 9: Good
- 10: Very Good
- 11-12: Excellent

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<th>Trot</th>
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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.

- 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>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
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**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
### VERSATILITY RANCH HORSE - TRAIL

**Class:** #52 - SHTX LNPT - Ltd Non Pro Trail

**Date:** 07/21/2018

#### 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 line over.

#### 3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at trot.
- 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 cinch.
- Blasphemous disobedience.
- Use of either hand to instill fear/shame.
- 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 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 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.

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

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**10/POINT PENALTY TOTAL SCORE OFF PATTERN**

- 6 64.5
- 3 66.0
- 1 72
- 74.5
- 68.5
- 71
- 71
- 1695

---

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

**Judge's Signature:**

Printed from HSW
# SHOW:
Athens-Versatility

## CLASS:
#52 - SHTX LNPT - Ltd Non Pro Trail

## DATE:
07/21/2018

### 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 stop into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in each over

#### 3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at pace
- 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:
- Spinning in front of cinch
- Evasive disobedience
- Use of either hand to install leads/purse
- 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 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.

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

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### Judge's Name (Printed): [Handwritten]

### Judge's Signature: [Handwritten]
## 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 loop over

### 5 Point Penalties:
- Spurting in front of cinch
- Blisters on hand to instill fear/pain
- Use of two hands (except in snaffle bit or hackamore) on one hand to instill fear/pain
- 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 obvious and consistently carried in an unnatural manner in every maneuver)

### Obstacle Scores

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VERSATILITY RANCH HORSE - REINING

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-bossed (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
- Slippping rein

2 Point Penalties:
- Break of gait
- Freeze up in spine or rollback
- Failure to stop or walk before executing a lunge departure on trot-in patterns
- Failure to be in a lunge 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
- Blisters on foot
- Use of an other hand to instill force/pressure
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rein points on leading rein (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 obviously carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaching pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repealed/labeled disobedience

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

W/O #

| Tie-Breaker | Maneuver Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 10 Point Penalty | Penalty Total | Score | Off Pattern |
|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|-----------------|--------------|-------|-------------|
| 1 957       | 3, 1/2 Spins Left    | 0       | -1/2   | -1/2 | -1/2 | 0 | 0 | 0 | -1/2 | 0        | 0             | 68            |
| 2 943       | 3, 1/2 Spins Left    | 1/2     | 0      | 0    | 0   | 1/2 | 1/2 | 1/2 | 1/2 | 1/2       | 0             | 72 1/2       |
| 3 842       | 3, 1/2 Spins Left    | 0       | +1/2   | -1/2 | 0   | 0 | 0 | 0 | +1/2 | 1/2       | 0             | 71            |
| 4 959       | 3, 1/2 Spins Left    | 0       | -1/2   | -1/2 | 0   | -1/2 | +1/2 | +1/2 | 0 | 0         | 0             | 69 1/2       |
| 5 882       | 3, 1/2 Spins Left    | 0       | 0      | 0    | -1/2 | 0 | 0 | -1/2 | -1/2 | 0      | 0             | 4             | 64 1/2       |
| 6 964       | 3, 1/2 Spins Left    | 1/2     | 1/2   | 0   | +1/2 | 0 | +1/2 | +1/2 | -1/2 | 0         | 0             | 72            |
| 7 1         | 3, 1/2 Spins Left    | 1/2     | 0      | -1/2 | 0 | -1/2 | +1/2 | 0 | 0 | -1/2       | 0             | 70            |
| 8 886       | 3, 1/2 Spins Left    | 0       | -1/2   | -1/2 | -1/2 | -1/2 | -1/2 | +1/2 | 0 | 0         | 0             | 66 1/2       |

JUDGE'S NAME (PRINTED):

JUDGE'S Signature: [Signature]

Printed from HSW
# Pattern 4

**SHOW:** Athens-Versatility  
**CLASS:** #54 - SHTX LNPR - Ltd Non Pro Reining  
**DATE:** 07/21/2018

### 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-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 rein

### 2 Point Penalties:
- Break of gait  
- Freezes up in spins or rollbacks  
- Failure to stop or walk before executing a lopes departure on trot-in patterns  
- Failure to be in a lopes 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 chin  
- Blatant disobedience  
- Use of other hand to instill fear/praize  
- 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  
- Illega equipment  
- Fall of horse/rider  
- Improper western attire

---

**MANEUVER SCORES**

<table>
<thead>
<tr>
<th>W/O</th>
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<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Run, Stop</th>
<th>3 1/2 Spins Left</th>
<th>Run, Stop</th>
<th>3 1/2 Spins Right</th>
<th>Run, Stop</th>
<th>3 Circles Left</th>
<th>2 Circles Right</th>
<th>2 Circles Left</th>
<th>Stop &amp; Back</th>
<th>Penalty</th>
<th>Content</th>
<th>10 Point Penalty</th>
<th>Penalty Total</th>
<th>Score</th>
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<td>Run, Stop</td>
<td>3 Circles Left</td>
<td>2 Circles Right</td>
<td>2 Circles Left</td>
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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 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 and/or rollback.
- Over-spin or under-spin up to 1/8 turn.

### 1 Point Penalties:
- Over-between (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 spurs or rollback.
- Failure to stop or walk before executing a lope departure on roll-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.

---

### 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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<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>PENALTY</th>
<th>CONTENT</th>
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JUDGE'S NAME (PRINTED): [Signature]

JUDGE'S SIGNATURE: [Signature]

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

**SHOW:** Athens-Versatility  
**CLASS:** #56 - SHTXLNPW-Ltd Non Pro Working Cow  
**DATE:** 07/21/2018

#### Points Penalties:
- A - Loss of working advantage
- D - Failure to drive cow passed marker on second drive before time expires
- F - Working out of position
- G - Slipping rein
- I - Over-taxed (per maneuver)
- W - Out of frame (per maneuver)

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

#### Points Penalties:
- B - Spurming in front of catch
- C - Blatant disobedience
- E - Use of either hand to instill force/pressure
- H - 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

#### RUN CONTENT

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#### PENALTIES

**BOXING**

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<th>DEG OF DIFF.</th>
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**DRIVE**

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<td>POS. &amp; CNTN</td>
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#### PENALTY POINTS

- A - Turning tail
- D - Repeated blatant disobedience
- H - Leaving arena before run is complete
- L - Schooling after entering the arena prior to calling for cow
- M - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

#### Disqualification (DD):

- A - Abuse
- B - Laminers
- C - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

**TOTAL**

- 13 1/2
- 3
- 17
- 4 6 1/2
- 5
- 70
- 71
- 5 6 1/2

**SCORE**

- 13 1/2
- 3
- 17
- 4 6 1/2
- 5
- 70
- 71
- 5 6 1/2

**JUDGE'S NAME (PRINTED):** Frank Craighead  
**JUDGE’S SIGNATURE:** [Signature]

Printed from HSN
**SHOW:** Athens-Versatility  
**CLASS:** #56-SHTXLNpw-Ltd Non Pro Working Cow  
**DATE:** 07/21/2018

---

### VRH - LIMITED COW WORK (Amateur/Youth)

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

#### 5 Point Penalties:
- G - Knocking down the cow without having a working advantage
- H - Losing a cow while boxing

#### 10 Point Penalties:
- I - 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
- B - Repeated blatant disobedience
- C - Leaving arena before run is complete
- D - Schooling after entering arena prior to calling for cow
- E - Schooling horse between cows, if new cow is awarded
- F - Failure to attempt any part of the class

#### Disqualification (DG):
- A - Abuse
- B - Lameness
- C - Disrespect or misconduct
- D - Illegal equipment
- E - Fall of horse/rider
- F - 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. 
1/10 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Good, 1/2 Good, 1 Very Good, 1 1/2 Excellent.

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

[Printed from HSN]
### VVRH - LIMITED COW WORK (Amateur/Youth)

**SHOW:** Athens - Versatility  
**CLASS:** #56 - SHTX LNPW - Ltd Non Pro Working Cow  
**DATE:** 07/21/2018

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