# VERSATILITY RANCH_HORSE - RANCH RIDING

## 1 POINT PENALTIES:
- Over-trotted (per maneuver)
- Out of frame (per maneuver)
- Tied or sowed (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
- Crossed 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/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 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
  - 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.

- 1-12: Extremely Poor
- 1-12 Poor
- 1-12 Fair
- 1-12 Breaker
- 1-12 Good
- 1-12 Very Good
- 1-12 Excellent

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## CONTRACTOR SIGNATURES

JUDGE'S NAME (PRINTED): ____________________________  JUDGE'S SIGNATURE: ____________________________
**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Athens-Versatility  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 07/21/2018

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

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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.  
1-1.5 Extremely Poor, 1.6 Very Poor, 2-2.5 Poor, 3 Correct, 4-4.5 Good, 5-5.5 Very Good, 6-6.5 Excellent.
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**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Athens - Versatility  
**CLASS:** #70 - SHTX VPLS - Novice 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

### 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

### 3 Point Penalties:
- Spurring 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  
- 1st or 2nd cumulative refusal

### 10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in 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 50-100 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):**

**JUDGE'S SIGNATURE:**

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

**1 Point Penalties:**
- Over-bred (per maneuver)
- Out of frame (per maneuver)
- Each bit, 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 mound/diagonal 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 stop
- Break of gait at walk or trot for more than two (2) strides
- Two-three steps on mound/diagonal or ground tie

**5 Point Penalties:**
- Spurring in front of either or both heels
- Balking, disbhavior
- Use of either hand to assist test/position
- Use of more than one hand (except in snaffle bit or hackamore) per maneuver
- More than one foot between split reins or any fingers between behind main reins per maneuver
- Kicking over, stepping out of, or falling off of an obstacle
- Dropping an object not required to be carried
- 1st or 2nd cumulative refusal
- Walking off of gate
- Four or more steps on mound/diagonal or ground tie

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

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# AQHA
# American Quarter Horse Association
## STOCK HILL
# Stock Horse of Texas

## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Over-tied (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a big, 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-space space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step off mount/dismount or ground tie (except shifting to balance)
- Split pole in rope over

### 2 Point Penalties:
- Wrong lead or out of lead
- Dropped reins
- Break of gait at lead
- 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)

---

### Obstacle Scores

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## Versatility Ranch Horse - Trail

### 1 Point Penalties:
- Over-trimmed (per maneuver)
- Out of frame (per maneuver)
- Each bit, bite, or stepping on a hog, cone, plant or any component of the obstacle
- Incorrect 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 on rope over

### 2 Point Penalties:
- Wrong lead or out of lead
- Dropped reins
- Break of gait at rope
- Break of gait at walk or trot for more than two (2) strides
- Two or more steps on mount/dismount or ground tie

### 3 Point Penalties:
- Spinning in front of clinch
- 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
- Kneeling 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 - TRAIL

#### 1 Point Penalties:
- Over-bridled (per maneuver)
- Cut 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 walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on mound/mount or ground tie (except shifting to balance)
- Split pole in rope over

#### 2 Point Penalties:
- Wrong lead or out of lead
- Drapped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two strides
- Two or more steps on mound/mount or ground tie

#### 5 Point Penalties:
- Spurring in front of cone
- Blistan disobedience
- Use of either hand to insist tear/prise
- 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
- Knuckling 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 mound/mount 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/athlete 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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#### Off-Path (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 distanced during the drag

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

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

**JUDGE'S SIGNATURE:**
### Pattern

**SHOW:** Athens-Versatility  
**CLASS:** #72 - SHQX VRNN - Novice Reining  
**DATE:** 07/14/2018

#### 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-ment or under-ment 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 before executing a stop departure on roll-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

#### 5 Point Penalties:
- Spinning in front of cinch  
- Blunt disobedience  
- Use of either hand in the face or mouth  
- Use of two hands (except in snatch 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 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  
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)  
- Leaving arena before pattern is complete  
- Repeated blunt 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
### MANEUVER SCORES

Each exhibitor/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):**

**JUDGE'S SIGNATURE:**

**Printed from HSW**
### Pattern 7

#### Versatility Ranch Horse - Reining

**SHOW:** Athens-Versatility  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 07/21/2018

#### 1/6 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  
- Freeze up in spins or rollbacks  
- Failure to stop or walk before executing a loping departure on trot-in patterns  
- Failure to be in a loping 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 clinch  
- Stalant 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 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 (DJ):
- Abuse  
- Lameness  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/handler  
- Improper western attire

### Manuever Scores

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### Scores

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

**Judge's Signature:**

Printed from HSW
VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:
- Starting a circle or executing 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-slip or under-slip up to 1/8 turn

1 Point Penalties:
- Over-bridled (penalty)
- 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 stops or rollbacks
- 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
- Twisting 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 Extremely Poor
- -1/2 Poor
- 0 Fair
- +1/2 Good
- +1 Excellent

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10 POINT PENALTY

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# NOVICE/YOUTH COW WORK

**Point Penalties:**
- A: Loss of working advantage
- B: Working out of position
- S: 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:**
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- J: Fall horseshoe; run ends, 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 Good, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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**Judge's Signature:**

*Printed from HSW*
### NOVICE/YOUTH COW WORK

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

#### 0 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: Blatant disobedience
- D: Use of either hand to instill fear/pain
- 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

#### 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

#### DG:
- A: Abuse
- D: Larimer
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fall horse rider, run ends; 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 1/2 Poor, 6 Correct, +1 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

**1 Point Penalties:**
- A: Less 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:**
- B: Spurming in front or behind
- C: Blatant disobedience
- D: Use of either hand to instill fear/pain
- 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

**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 horses between cows, if new cow is awarded
- NE: Failure to attempt any part of the class

**Disqualifications:**
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fall horseback; run ends; 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:
- 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0:Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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</table>

**JUDGE'S SIGNATURE:**

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