## VERSATILITY RANCH HORSE - RANCH RIDING

### MANEUVER SCORES

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

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>CONTENT</th>
<th>10 POINT PENALTY</th>
<th>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 - RANCH RIDING**

**SHOW:** Athens-Versatility  
**CLASS:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 07/21/2018

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  
- Draped 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 cinch  
- Blatant 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 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 or horse/riders  
- Improper western attire

---

**MANEUVER SCORES**  
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 78 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>Ext Lope</th>
<th>Trot</th>
<th>Stop &amp; Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Buck</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
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**JUDGE’S NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**

Printed from HSW
### AQHA
#### VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Athens-Versatility  
**CLASS:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 07/21/2018

1. **Point Penalties:**
   - Over-brided (per maneuver)
   - Out of frame (per maneuver)
   - Too slow (per maneuver)
   - Gapping mouth
   - Break of gait at walk, trot for two (2) strides or less

2. **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

3. **5 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

---

#### MANEUVER SCORES

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

- 1/2 Extremely Poor
- 1/2 Very Poor
- 1/2 Poor
- 3/4 Correct
- 3/4 Good
- 1/2 Very Good
- 1 Excellent

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<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>PENALTY</th>
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**JUDGE'S NAME (PRINTED):**  
David Avery  

**JUDGE’S SIGNATURE:**  
[Signature]

**Printed from HSW**
# Versatility Ranch Horse - Trail

## Obstacle Scores

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

<table>
<thead>
<tr>
<th>OBSTACLE</th>
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<th>PENALTY TOTAL</th>
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<td>895</td>
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<td>1</td>
<td>73</td>
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</table>

## 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 still during the drag

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

---

**SHOW:** Athens-Versatility  
**CLASS:** #13 - SHTX OTRL - Open Trail  
**DATE:** 07/21/2018  
**JUDGE’S NAME:** (PRINTED)  
**JUDGE’S SIGNATURE:**
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 gate 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 tape over

3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gate at lope
- Break of gate at walk or trot for more than two (2) strides
- Two-three steps on mount/dismount or ground tie

5 Point Penalties:
- Spurting in front of cinch
- Blisters, disobedience
- Use of either hand to toss/tie/paint
- 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)

SHOW: Athens-Versatility
CLASS: #13 - SHTX ORTL - Open Trail
DATE: 07/21/2018

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

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<th>Obstacle Description</th>
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<tr>
<td>3 Pole, Walkway</td>
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Athens-Versatility  
**CLASS:** #16 - SHTX ORRN - Open Reining  
**DATE:** 07/20/2018

### 10 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 maintain 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

### 5 Point Penalties:
- Spinning in front of clinch  
- Blatant disobedience  
- Use of either hand to assist  
- Use of two hands (except in mane 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 please 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  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

---

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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 - REINING

**SHOW:** Athens-Versatility  
**CLASS:** #16 - SHTX ORN - Open Reining  
**DATE:** 07/20/2018

**10 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

**5 Point Penalties:**
- Spinning in front of cinch  
- Distant disobedience  
- Use of either hand to induce fear/praise  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers betweenRoman 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  
- 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.

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
## MANEUVER SCORES

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

### Tie-Breaker

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### OFF PATTERN

- Abuse
- Lamesness
- Disrespect or misconduct
- Illegal equipment
- Fall of handler
- Improper western attire

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

![Signature]

**JUDGE'S SIGNATURE:**

Printed from HSW
VERVENTILITY RANCH HORSE - RANCH COW WORK

1 Point Penalties:
A - Loss of working advantage
C - Using the center 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 runtime 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-birded (per maneuver)
W - Cut 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 before being turned
R - Failure to catch it roping in amateur and youth classes

3 Point Penalties:
E - Exhausting or overworking the cow before circling or roping
F - Hanging up 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

5 Point Penalties:
A - Failure to turn the cow both directions on the fence
B - Spurring or hitting in front of cinch at any time
C - Blistant disobedience
E - Use of either hand to instill fear/raise
H - Use of two hands (except in arsaille 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

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

- Off-Sequence (OP): Cannot place above others who complete pattern correctly.
- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illegal catch at end of run
- 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
- R - Complete loss of rope

- Misclassification (MC):
- A - Abuse
- B - Lameness
- D - Disrupt or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - 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
- 1/2 Extremely Poor
- 12 Poor, 0.5 Very Poor
- 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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

Printed from HSW
**VERSATILITY RANCH HORSE - RANCH COW WORK**

### 1 Point Penalties:
- A: Loss of working advantage
- B: Going down the fence
- C: Changing sides of arena before the first turn
- D: Being out of position
- E: Two-loop catch in amateur and youth classes
- F: Slipping rein
- G: Over-reaching (per maneuver)
- H: 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 before being turned
- C: Failure to catch all ropes in amateur and youth classes

### 3 Point Penalties:
- E: Exhausting or overworking the cow before circling or roping
- H: Hanging up on the fence (refusing to turn)
- K: Knocking down the cow without removing a working advantage
- R: Two-loop catch when roping in open/cowboy classes

### Off-Pattern (OP): Cannot place above others who complete pattern correctly:
- A: Turning tail
- B: Impaired, blatant disobedience
- H: Leaving arena before run is complete
- I: Illegal catch at end of run
- 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
- R: Complete loss of rope

### Misqualification (MQ):
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse/rodeo
- 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 78 points.

-1.0 Extremely Poor, -1 Very Poor, -0.5 Poor, 0.0 Correct, +1.0 Very Good, +1.5 Excellent

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#### PENALTIES

- 2 POINTS |
- 1 POINTS |
- 6 POINTS |
- 10 POINTS |
- TOTAL |
- SCORE |
- OP |

---

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