# 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 not for two (2) strides or less

1 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or not for more than two (2) strides

5 Point Penalties:
- Spurring in front of conch
- Blatant disobedience
- Use of either hand to install lead/praise
- 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
- Lameress
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

## Maneuver Scores

Each horse/rider team is scored between 6-100 points and automatically begins the run with a score of 70 points

- 1.0 Extremely Poor, 1.5 Very Poor, 2.0 Poor, 2.5 Correct, 3.0 Good, 3.5 Very Good, 4.0 Excellent

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<th>Step &amp; Bat</th>
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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:

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

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### Scoring Summary

- **18 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

### Results

- **Total Score:** 67 1/2
- **18 Point Penalty:** 10 1/2
- **Off-pattern:** 5

**JUDGE'S NAME [PRINTED]:**

**JUDGE'S SIGNATURE:**

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

### MANEUVER SCORES

Each horse/rider team is scored between 5-100 points and automatically begins the run with a score of 70 points.

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**JUDGE'S SIGNATURE:**

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

**SHOW:** Athens-Versatility  
**CLASS:** #80 - SHTX YPSL - Youth 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  
- 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  
- 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 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  
1.0.2 Extremely Poor, 1 Very Poor, 1.2 Poor, 0 Correct, 1.2/1 Good, 1.1.2 Very Good, 1.1.2 Excellent

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

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Athens-Versatility  
**CLASS:** #83 - SHTX YTRL - Youth Trail  
**DATE:** 07/21/2018

#### 1 Point Penalties:
- Over-traild (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 into 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 lap over

#### 5 Point Penalties:
- Spurring in front of cinch  
- Bolding disqualification  
- Use of either hand to install feet/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  
- Lifting 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 held 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 Signature

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

### 1 Point Penalties:
- Overbounded (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 line over

### 5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in bridle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins or 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 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 saddled during the drag

### Disqualification (DQ):
- 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, 3-4 Very Poor, 5-6 Poor, 7-9 Correct, 10-12 Good, 13-15 Very Good, >15 Excellent

| W/O | #  | Tie-Breaker | Obstacle Description | Penalty | Content | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | Penalty Total | Score | Off-Pattern |
|-----|----|-------------|----------------------|---------|---------|----|----|----|----|----|----|----|----|----|----------------|------|-------------|
| 9   | 677| 4           | T Pole, W Pole | 1/2     |         | +1/2 | +1/2 | 0  | +1/2 | +1/2 | +1/2 | +1/2 |    |    |    |                | 1.5  | 71.5        |
| 10  | 913| 1/2         | T Pole, W Pole | 0       | +1/2   | +1/2 | 1   | 0  | +1/2 | +1/2 |    |    |    |    |    |                | 1.5  | 72.5        |
| 11  | 934| 0           | T Pole, W Pole |      | +1/2   | 0    | -1  | 0  | -1/2 | -1  |    |    |    |    |    |                | 1.5  | 62          |
| 12  | 868| 1           | T Pole, W Pole | 0      | +1/2   | +1/2 | -1  | 0  | -1/2 | -1  |    |    |    |    |    |                | 1.5  | 58.5        |
| 13  | 933| 0           | T Pole, W Pole |      | +1/2   | +1/2 | +1/2 | +1/2 |    |    |    |    |    |    |    |                | 1.5  | 61.5        |
| 14  | 922| 5           | T Pole, W Pole | -1/2   | -1/2   | -1  | -1  | -1  | +1/2 | +1/2 |    |    |    |    |    |                | 1.5  | 60.5        |
| 15  | 962| 1           | T Pole, W Pole | 0      | +1/2   | +1/2 | 0   | +1/2 | -1/2 | 0   |    |    |    |    |    |                | 1.5  | 67          |
| 16  | 903| 0           | T Pole, W Pole |      | +1/2   | +1/2 | +1/2 | +1/2 | -1/2 | 0   |    |    |    |    |    |                | 1.5  | 61.5        |
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Athens-Versatility  
**CLASS:** #83 - SHTX YTRL - Youth Trail  
**DATE:** 07/21/2018

1. **Point Penalties:**  
   - Overbridled (per maneuver)  
   - Out of frame (per maneuver)  
   - Each hit, bite, or stepping on a leg, 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

2. **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

### 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, 3 Good, 1-2 Good, 1 Very Good, 1-2 Excellent

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**JUDGE'S SIGNATURE:**

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**Obstacle Scores**

Each horse/rider team is scored from 0-190 points and automatically begins the run with a score of 70 points.

- 0-108 Extremely Poor, 1-19 Poor, 0-13 Correct, 0-12 Good, 0-8 Very Good, 0-5 Excellent

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

**5 Point Penalty:**
- Spurring in front of clinch
- Biting the horse
- Excessive or sudden stopping
- Rubbing or scratching
- Failure to dismount or mount

**2 Point Penalty:**
- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Two or more steps on mount/dismount or ground tie

**1 Point Penalty:**
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, 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)
- Spilt poles in lope over

**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 balanced during the drag

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

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

**Judge's Signature:**
# AQHA VERSATILITY RANCH HORSE - REINING

**SHOW:** Athens-Versatility  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 07/21/2016

### 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 where 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:
- Spinning in front of cinch  
- Bystander disobedience  
- Use of other hand to instill fear/pause  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between rein 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

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

**JUDGE'S SIGNATURE:**

Printed from HSW
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 or rollback
- Over-slip or under-slip up to 1/6 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 1/6 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 lopa departure on trot-in patterns
- Failure to be in a lopa 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
- Blatant disobedience
- Use of either hand to insist tear/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 (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 maneuvers (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
- Improper western attire

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### MANEUVER SCORES

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### MANEUVER SCORES

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

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**Score Calculation**

- Total Score: 65 1/2
- Off Pattern: 65
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Athens-Versatility

**CLASS:** #86 - SHTX YRNN - Youth 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-bred (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:**
- Spinning in front of chin
- Blatant disobedience
- Use of either hand to insult tear/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 (except two rein) per maneuver
- Attempts 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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<th>Right</th>
<th>Stop</th>
<th>3/12 Spins Left Stop &amp; Back</th>
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**NOVICE/YOUTH COW WORK**

### Penalty 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: Spinning in front of cinch
- 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 roman 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

### DO:
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fall horse/shoe; run ends; credit will be given for work done

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

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<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
<th>COURAGE</th>
<th>TIME WORKED</th>
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<th>3 POINTS</th>
<th>5 POINTS</th>
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**JUDGE'S SIGNATURE: [Signature]**

Printed from HSW
## NOVICE/YOUTH COW WORK

### 1 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: Spurning in front of cow
- 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

### 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

### DQ:
- A: Abuse
- B: Lameness
- C: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fall horizontal, run ends; credit will be given for work done

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

### Position & Control
- 1: Excellent
- 2: Very Good
- 3: Good
- 4: Fair
- 5: Poor

### Degree of Difficulty
- 1: Normal
- 2: Average
- 3: Difficult
- 4: Very Difficult
- 5: Extremely Difficult

### Eye Appeal
- 1: Excellent
- 2: Very Good
- 3: Good
- 4: Fair
- 5: Poor

### Courage
- 1: Excellent
- 2: Very Good
- 3: Good
- 4: Fair
- 5: Poor

### Time Worked
- 1: Excellent
- 2: Very Good
- 3: Good
- 4: Fair
- 5: Poor

### Penalty
- 1: 0 Points
- 2: +1/2 Point
- 3: +1 Point
- 4: +2 Points
- 5: +3 Points

### Notes

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### Judge's Signature: [Signature]
**NOVICE/YOUTH COW WORK**

1 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: Spanning in front of cinch
- C: Blistars disobedience
- D: Use of either hand to instill tear/prise
- 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 roman reins (except two rein) per maneuver

**OR-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

**OG:**
- A: Abuse
- D: Lameness
- 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/team is scored between 0-100 points and automatically begins the run with a score of 70 points.

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<tr>
<th>W/O</th>
<th>#</th>
<th>BOXING MANEUVERS</th>
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JUDGE'S SIGNATURE: [Signature]
# 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-bitted (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 before 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 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

## 6 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 - Blatant disobedience
- E - Use of either hand to instill fear
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one figure between split reins or any fingers between normal reins (except two rein) per maneuver
- N - 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 0-100 points and automatically begins the run with a score of 70 points.

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## PENALTIES

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

Printed from HSW
# AQHA
## Stock Horse of Texas
### VRH - LIMITED COW WORK (Amateur/Youth)

#### 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 rein
- V: Over bridled (per maneuver)
- W: Out of frame (per maneuver)

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

#### 10-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 before run is complete
- 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: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse/rider
- N: Improper western attires

## RUN CONTENT

Each horse/rider team is scored between 5-100 points and automatically begins the run with a score of 70 points.

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

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

[Printed from HSW]
**SHOW:** Athens-Versatility  
**CLASS:** #91 - AQHA 485000 - Youth VRH Limited  
Ranch Cow Work  
**DATE:** 07/21/2018

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

#### 1 Point Penalties:
- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- E - Over-hitched (per maneuver)
- F - Out of frame (per maneuver)

#### 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 cinch
- C - Blisters disobsedience
- E - Use of either hand to instil fear/punishment
- 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) per maneuver

#### 10 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 before run is complete
- 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 - Lameness
- D - Disrespect 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

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**JUDGE'S NAME (PRINTED):** Frank Craighead  
**JUDGE'S SIGNATURE:** Printed from HSW