## 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 - Turn-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-birdied (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
- P - Two-loop catch when roping in open/cowboy classes

### 4. Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Sparring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/raise
- 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
- R - Failure to catch when roping in open/cowboy classes

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

### RUN CONTENT

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

- 1-12: Extremely Poor, 1-2 Poor, 1-12: Correct, x1: Good, +1: Very Good, +1: Excellent

### PENALTIES

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# 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 turns 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 - Overbridled (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

## 5 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Squaring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamores) 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

## 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:

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

## Penalties:

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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: Printed from HSW
### VERSATILITY RANCH HORSE - RANCH COW WORK

**RUN CONTENT**
Each horse/rodeo is scored between 0-100 points and automatically begins the run with a score of 70 points

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**FOOTER:**
JUDGE'S NAME (PRINTED): [Signature]
JUDGE'S SIGNATURE: [Signature]
Printed from HSW
# 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-rated (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 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
- P - Two-loop catch when roping in open/cowboy classes

## 5 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Spinning or hitting in front of cinch at any time
- C - Blunt disobedience
- E - Use of either hand to instill fear or raise
- 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
- R - 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

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<th>CIRCLING</th>
<th>ROPING</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
<th>2 POINTS</th>
<th>3 POINTS</th>
<th>5 POINTS</th>
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</table>

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

**JUDGE'S SIGNATURE:**

Printed from HSW
# 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: Sliding sides of the 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 calf past middle marker on first turn
- V: Over-bridled (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 in rope 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

## 5 Point Penalties:
- A: Failure to turn the cow both directions on the fence
- B: Spinning or hitting in front of snitch at any time
- C: Blatant disobedience
- E: Use of either hand to instill fear/pain
- H: Use of two hands (except in snaffle bit or hackamore, etc.) per maneuver
- K: 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

## 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/team is scored based on a 0-100 points and automatically begins the run with a score of 70 points:
- 1-2 Slow 90-100 Excellent
- 3-4 Slow 70-80 Good
- 5-6 Slow 50-60 Fair
- 7-8 Slow 30-40 Poor

## PENALTIES

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

**JUDGE'S SIGNATURE:**

*Printed from HSW*
**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
- H - For each length horse runs past cow
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- R - Two-loop catch in amateur and youth classes
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- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

### 2 Point Penalties:
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### 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

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- A - Failure to turn the cow both directions on the fence
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- C - Blatant disobedience
- E - Use of either hand to instill fear/pain
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between spilt reins or any fingers between normal reins (except two reins) per maneuver
- R - 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

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### PENALTIES

- Penalty: 1 Point
- Penalty: 2 Point
- Penalty: 3 Point
- Penalty: 4 Point
- Penalty: 5 Point
- Penalty: 6 Point
- Penalty: 7 Point
- Penalty: 8 Point
- Penalty: 9 Point
- Penalty: 10 Point

**JUDGE’S SIGNATURE:**

Printed from HSW
## Pattern 4

### Versatility Ranch Horse - Reining

**SHOW:** Hamilton-Versatility  
**CLASS:** #16 - SHTX ORNN - Open Reining  
**DATE:** 09/07/2018

### 1 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 gate or fence when approaching a stop and/or rollback
- Over- or under- spin up to 1/8 turn

### 2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure or 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
- Blatant disobedience
- Use of either hand to instill fear or 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
- 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

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

### Maneuver Scores

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<tr>
<th>W/O #</th>
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<th>Total Score</th>
<th>Off Pattern</th>
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### Judge's Name (Printed):  

### Judge's Signature:  

(Handwritten: 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.

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<thead>
<tr>
<th>Tie-Breaker</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
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<td>Run, Stop</td>
<td>2 Circles Right</td>
<td>2 Circles Left</td>
<td>Stop &amp; Back</td>
<td>Run, Stop</td>
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<tr>
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</table>

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

**JUDGE'S SIGNATURE:**

*Printed from HSW*
**Pattern 4**

**Show:** Hamilton-Versatility  
**Class:** #16 - SHTX ORNN - Open Reining  
**Date:** 09/07/2018

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**Pattern Descriptions:**
- 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

**Pattern Penalties:**
- Spur in front of cinch
- Blatant disobedience
- Use of either hand to insist (tare, tare)
- 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 bridge to the rein hand

**Pattern Disqualification:**
- 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 (DG):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/sider
- Improper western attire

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### Maneuver Scores

Each horse/ rider team is scored between 0-180 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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<tr>
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</table>
PATTERN 4
SHOW: Hamilton-Versatility
CLASS: #16 - SHTX ORRN - Open Reining
DATE: 09/07/2018

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 or rollback
- Over- or under-rollback 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 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:
- Break of gait
- Freeze up in spins or rollback
- 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

6 Point Penalties:
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to insert feet or 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 reins) 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/rider
- Improper western attire

### MANEUVER SCORES

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

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<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Content</th>
<th>Run, Stop</th>
<th>3 1/2 Spins Left</th>
<th>3 1/2 Spins Right</th>
<th>Run, Stop, Roll</th>
<th>2 Circles Right</th>
<th>2 Circles Left</th>
<th>Stop &amp; Back</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
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<td>1 2 3 4 5 6 7 8</td>
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<td>0</td>
<td>-1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>-1</td>
<td>+1/2</td>
<td></td>
<td>71</td>
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<td>3 1/2 SPINS RIGHT</td>
<td>RUN, STOP, ROLL</td>
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<td>2 CIRCLES LEFT</td>
<td>STOP &amp; BACK</td>
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<td>71/2</td>
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<td>2 CIRCLES LEFT</td>
<td>STOP &amp; BACK</td>
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<td>71/2</td>
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<td>71/2</td>
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</tr>
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<td>3 1/2 SPINS RIGHT</td>
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<td>STOP &amp; BACK</td>
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</tr>
</tbody>
</table>

JUDGE'S NAME (PRINTED): [Signature]
JUDGE'S SIGNATURE: [Signature] Printed from HSW
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 obstacles
- 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 lope over

1 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
- Two-three steps on mount/dismount or ground tie

5 Point Penalties:
- Spurring in front of chin
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in sniffle bit or halter/more) 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: Hamilton-Versatility
CLASS: #13 - SHTX OTRL - Open Trail
DATE: 09/09/2018

### OBSTACLE SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Comed, +1/2 Good, +1 Very Good, +1 1/2 Excellent

| W/O | #  | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 10 POINT PENALTY | PENALTY TOTAL | SCORE | OFFPATTER
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<table>
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<tr>
<th>Obstacle Description</th>
<th>PENALTY</th>
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<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFFPATTER</th>
</tr>
</thead>
</table>
### VERSATILITY RANCH HORSE - TRAIL

#### 1 Point Penalties:
- Over-tired (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant, or any component of the obstacle
- In-correct 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 lope over

#### 5 Point Penalties:
- Spur in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/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
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping on object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four or more stops 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 called during the drag

#### Disqualification (DQ): (Blank)
- 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, 1/2 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>Tie-Breaker</th>
<th>Penalty</th>
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<td>4 1/2</td>
<td>1 1/2 1 1/2 0 1 1/2 1 1/2 1 1/2 1 1/2</td>
</tr>
</tbody>
</table>

Total: 124

### JUDGE'S SIGNATURE:

Printed from HSW
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:**
   - Spinning in front of clinch
   - Blatant disobedience
   - Use of either hand to insist 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 normal reins per maneuver
   - 1st or 2nd cumulative refusal

**MANEUVER SCORES**

Each horse/rider team is scored between 9-100 points and automatically begins the run with a score of 90 points.

- 1/2 Extremely Poor, 1 Very Poor, 2 Poor, 3/2 Correct, 4/2 Good, 5 Very Good, 6/2 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Penalty</th>
<th>Content</th>
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<td>56</td>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

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

**SHOW:** Hamilton-Versatility  
**CLASS:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 09/08/2018

---

### 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:
- Sprawling in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/pain
- Use of two hands (except in sneeze 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

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### MANEUVER SCORES

Each horse/rider team is scored between 5-100 points and automatically begins the run with a score of 70 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>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
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<td></td>
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</tbody>
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- **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

---

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

Printed from HSW