# 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 reins
- 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:
- 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 1st roping in amateur and youth classes

## 3 Point Penalties:
- B - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without a working advantage
- R - Two-loop catch when roping in open/cowboy classes

## 4 Point Penalties:
- E - Exhausting or overworking the cow before circling or roping

## 5 Point Penalties:
- G - 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

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

## Disqualification (DG):
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- P - Fall of horse/rider
- N - Improper western attire

## SHOW: Hamilton-Versatility

## CLASS: #00 - AQHA 463000 - Youth VH - Versatility Ranch Horse

## DATE: 09/08/2018

## RUN CONTENT

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## PENALTIES

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## JUDGE'S NAME (PRINTED):

## JUDGE'S SIGNATURE:

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

#### 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)

#### 3 POINT PENALTIES:
- K: Knocking down the cow without having a working advantage
- L: Losing a cow while boxing

#### 5 POINT PENALTIES:
- B: Spurting in front of cinch
- C: Bilateral disobedience
- E: Use of one hand to inspire/prise
- H: Use of two hands (except in slat/straddle bit or hackamore) per maneuver
- M: More than one finger between split reins or any fingers between rostral reins (except two rein) per maneuver

#### 10 POINT PENALTIES:
- 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

#### DISQUALIFICATION (DO):
- A: Abuse
- B: Lameness
- C: Disrespect or misconduct
- D: Illegal equipment
- E: 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:
- 1-1/2 Extremely Poor, 1-1/2 Poor, 2 Poor, 2-1/2 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

### PENALTIES

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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 cinch
- C: Blatant disobedience
- D: Use of either hand to install tear/raise
- E: Use of both 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-Point (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

**Do:**
- A: Abuse
- B: Lameness
- D: Insult or misconduct
- E: Illegal equipment
- M: Improper western attire
- I: Fall horse/rider, run ends; credit will be given for work done

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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 70 points.
- 1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1/2 Excellent

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**JUDGE'S SIGNATURE:**

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

**Show:** Hamilton-Versatility  
**Class:** #89 - SHTX YWCH - Youth Working Cow  
**Date:** 09/08/2018

**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: Spurring in front of cinch  
- 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 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  
- NE: Failure to attempt any part of the class

**DQ:**
- A: Abuse  
- B: Lameness  
- D: Dissipated or misconduct  
- G: Illegal equipment  
- M: Improper western attire  
- N: Fall horse/sider; 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.
- 1/2 Extremely Poor, -1 Very Poor, -2 Poor, 0 Correct, +1 Good, +1 1/2 Very Good, +1 1/2 Excellent

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**Score OP**

**Judge's Signature:**

Printed from HSW
### NOVICE/YOUTH COW WORK

#### 1 Point Penalties:
- A: Loss 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: Spur or in front of cinch
- C: Blanket disobedience
- D: Use of either hand to instill fear/pace
- H: Use of two hands (except in snaffle bit or hackamore) per maneuver
- F: More than one hand between split reins or any fingers between normal reins (except two rein) per maneuver

#### Off-Pattern (OP):
- 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
- H: Failure to attempt any part of the class

#### Disqualification (DQ):
- A: Abuse
- B: Lameness
- D: Dis respect or misconduct
- G: Illegal equipment
- M: Improper western attire
- 1: 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 75 points.
1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1/2 Excellent

#### BOXING MANEUVERS

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

**SHOW:** Hamilton-Versatility  
**CLASS:** #86 - SHATX YRN - Youth Reining  
**DATE:** 09/06/2018

### 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

### 1 Point Penalties:
- Over-bred/ilt (per maneuver)  
- Out of frame (per maneuver)  
- Out of lead in 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 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  
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

### 5 Point Penalties:
- Spurring in front of clinic  
- Blatant disobedience  
- Use of either hand to instil tear or 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 (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):** Cyndi Robbins (Brown)  
**JUDGE'S SIGNATURE:** [Signature]

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

**SHOW:** Hamilton-Versatility  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 09/08/2018

### 10 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strikes
- 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
- 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 romal 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 9-100 points and automatically begins their run with a score of 70 points:
- 1-3 Extremity Penalties: -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):**  
[Cyndi Robb]  
**JUDGE'S SIGNATURE:**  
[Printed from HSW]
# Pattern 7

**SHOW:** Hamilton-Versatility  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 09/08/2018

## 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 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 or rollsbacks
- 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:
- Spanning in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/pace
- Use of two hands (except side 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

## 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

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<th>Maneuver Description</th>
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**JUDGE'S NAME (PRINTED):** [Signature]  
**JUDGE'S SIGNATURE:** [Signature]  
**Printed from HSW**
**Versatility Ranch Horse - Reining**

10 Point Penalties:
- Starting a circle or setting 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:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/panic
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between Citation 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
- Llameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

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### Maneuver Scores

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

[Signature]

**Judge's Signature:**

[Signature]

Printed from HSW
### 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 lope over

#### 5 Point Penalties:
- Spinning in front of cinch
- Blisters or sores
- Use of either hand to instill fear/pain
- Use of two hands (except in Seattle 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 Penalties:
- 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.

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#### JUDGE’S NAME (PRINTED):

[Signature]

#### JUDGE’S SIGNATURE:

[Signature]
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Hamilton-Versatility  
**CLASS:** #83 - SHTX YTRL - Youth Trail  
**DATE:** 09/08/2018

#### 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 on obstacle 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

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

#### 5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill tear/raise
- Use of two hands (except in snaffle bit or hackamores) 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 off 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.

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#### Scoring Table:

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

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

**JUDGE'S SIGNATURE:**

[Signature]

[Handwritten Notes and Marks]
### Obstacle Scores

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

- 0.5 Extremely Poor, 1 Very Poor, 1.5 Poor, 2.5 Good, 3 Very Good, 3.5 Excellent

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<td>21</td>
<td>249</td>
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<td>156</td>
<td>5 5 1 9 8 7</td>
<td>Obstacle H</td>
<td>5.5</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 dalled during the drag

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

Each horse/riders team is scored between a range of 60-100 points and automatically begins the run with a score of 70 points.

### Scoring Criteria
- 1.5 - Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

| W/O | #  | H | T | L H LT | Log | OT | Ext Ht | Box | W Log | Penality | Content | Penalty | TOTAL | SCORE |
|-----|----|---|---|-------|-----|----|--------|-----|-------|----------|----------|----------|--------|-------|-------|
| 25  | 154 | 2 | 6 | 1 | 1 | 0 | 1 | -1 | 1 | 0 | 0 | 0 | 154 | 51 |
| 26  | 100 | 3 | -1 | 1 | -1 | -1 | 1 | -1 | 0 | 0 | 0 | 0 | 154 | 51 |
| 27  | 123 | 4 | 3 | 0 | -1 | -1 | -1 | 0 | 0 | 0 | 0 | 0 | 154 | 51 |
| 28  | 57  | 5 | 1 | -1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 154 | 51 |
| 29  | 189 | 6 | 3 | +1 | -1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 154 | 51 |
| 30  | 46  | 7 | 3 | -1 | +1 | -1 | +1 | 0 | 0 | 0 | 0 | 0 | 154 | 51 |
| 31  | 157 | 8 | 3 | -1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 154 | 51 |
| 32  | 75  | 9 | 3 | -1 | +1 | 0 | -1 | +1 | 0 | 0 | 0 | 0 | 154 | 51 |

### Judge's Signature:

[Signature]

[Printed from HSW]
# VERSATILITY RANCH HORSE - TRAIL

## 1 Point Penalties:
- Overbrided (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 lope 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 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 Penalties:
- 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. Scores are awarded for:
- 1/2 Extremely Poor: -1
- Very Poor: -1/2
- Poor: 0
- Correct: 1/2 Good: +1
- Very Good: +1
- Excellent: +1

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<tr>
<th>Obstacle Description</th>
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<th>Content</th>
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<tbody>
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<td>L1 Push</td>
<td>1 1/2</td>
<td>4 1/2</td>
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<td>L1 Logs</td>
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<td>1 1/2</td>
</tr>
<tr>
<td>W Logs, SP</td>
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<td>1 1/2</td>
</tr>
<tr>
<td>Rope Bag</td>
<td>1</td>
<td>1 1/2</td>
</tr>
<tr>
<td>Ext TRR</td>
<td>1</td>
<td>1 1/2</td>
</tr>
<tr>
<td>Box, T1/4 L</td>
<td>1</td>
<td>1 1/2</td>
</tr>
<tr>
<td>W Log</td>
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<td>1 1/2</td>
</tr>
<tr>
<td>Bridge</td>
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<td>1 1/2</td>
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<tr>
<td>Back thru</td>
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<td>1 1/2</td>
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<td>Total Score</td>
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<td>5 1/2</td>
</tr>
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## Judge's Signature:

[Signature]
## MANEUVER SCORES

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

<table>
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<tr>
<th>Maneuver Description</th>
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<th>PENALTY TOTAL</th>
<th>SCORE</th>
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JUDGE'S NAME (PRINTED): [Signature]

JUDGE'S SIGNATURE: [Signature]

Printed from HSW
# Versatility Ranch Horse - Ranch Riding

**SHOW:** Hamilton-Versatility  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 09/08/2018

## 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 clinch
- Blatant disobedience
- Use of either hand to instill fear or 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:  
- 1-1/2 Extremely Poor
- 1 Very Poor
- 1/2 Poor
- 3 Correct
- 1/2 Good
- +1 Very Good
- +1/2 Excellent

<table>
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<tr>
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<td>0</td>
<td>+1/2</td>
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<tr>
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<td>12</td>
<td>190</td>
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<td>+1/2</td>
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<tr>
<td>13</td>
<td>183</td>
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<td>14</td>
<td>157</td>
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<td>0</td>
<td>+1/2</td>
</tr>
<tr>
<td>15</td>
<td>123</td>
<td></td>
<td>1</td>
<td>-1/2</td>
</tr>
<tr>
<td>16</td>
<td>75</td>
<td></td>
<td>+1/2</td>
<td>-1/2</td>
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</table>

**Total Score:**

1. **W/O 9 #82:** Total score is 68.6
2. **W/O 10 #46:** Total score is 74.6
3. **W/O 11 #104:** Total score is 52.6
4. **W/O 12 #190:** Total score is 72.0
5. **W/O 13 #183:** Total score is 60.0
6. **W/O 14 #157:** Total score is 73.6
7. **W/O 15 #123:** Total score is 62.5
8. **W/O 16 #75:** Total score is 70.0

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

Printed from HSW
<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
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<th>Score</th>
</tr>
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<tbody>
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<td>20</td>
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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 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent
## VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Hamilton-Versatility  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 09/09/2016

### 1 Point Penalties:
- Over-briddled (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, behind, or to side of rider  
- Bristling disobedience  
- Use of either hand to test or tease/poise  
- 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

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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:

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

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

Printed from HSW
**Versatility Ranch Horse - Ranch Riding**

**SHOW:** Hamilton-Versatility  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 09/08/2018

**MANEUVER SCORES**  
Each horse/class 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, +2 Poor, +1 Correct, +1/2 Good, +1 Very Good, +1/2 Excellent

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<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Step 180</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Step 6 Each</th>
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<th>PENALTY TOTAL</th>
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**JUDGE'S NAME (PRINTED):**

[Signature]

**JUDGE'S SIGNATURE:**

[Signature]

Printed from HSW