### 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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### RUN CONTENT

Each horse/riders team is scored between 0-100 points and automatically begins the run with a score of 70 points
- 1/2 Excellent, 2/3 Very Good, 3/4 Good, 4/5 Satisfactory, 5/6 Poor, 6/7 Very Poor

### PENALTIES

- **3 Point Penalty:**
  - A - Loss of working advantage
  - B - Failure to pass the marker on second drive before time expires
  - C - Working out of position
  - D - Slipping reined
  - E - Over-timed (per maneuver)
  - F - Out of frame (per maneuver)

- **5 Point Penalty:**
  - G - Knocking down cow without a working advantage
  - H - Losing a cow while boxing

- **10 Point Penalty:**
  - I - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
  - J - Off-Pattern (OP): Cannot place above others who complete pattern correctly
  - K - Turning tail
  - L - Repeated blatant disobedience
  - M - Leaving area before run is complete
  - N - Schooling after entering the arena prior to calling for cow
  - O - Schooling horse between cows, if new cow is awarded
  - P - Failure to attempt any part of the class

- **Disqualification (DQ):**
  - A - Abuse
  - B - Lamineresis
  - C - Disrespected or misconduct
  - D - Illegal equipment
  - E - Fall of horse/ rider
  - F - Improper western attire

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### MANEUVER SCORES

Each horse/rider team is scored between 0-160 points and automatically begins the run with a score of 75 points:

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

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### PENALTY TOTAL: 3.5

### SCORE: 165
**PATTERN 4**

SHOW: Hamilton-Versatility  
CLASS: #42 - SHTX JRNN - Junior Reining  
DATE: 09/08/2018

**VERSATILITY RANCH HORSE - REINING**

### 1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot or 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-birded (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 clinch
- Blistard disobedience
- Use of either hand to instill fear/pressure
- 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
- Repeased blatant disobedience

**Disqualification (DQ):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rode
- 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:
- +1/2 Extremely Poor, -1/2 Very Poor, -2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Hamilton-Versatility  
**CLASS:** 41 - SHTX JTRL - Junior Trail  
**DATE:** 09/08/2018

#### 1 Point Penalties:
- Over-briddled (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 rail at walk or trot for two strides or less  
- Both front or hind feet in a single-side space at a walk or trot  
- Skipping over or falling 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 in or out of lead  
- Draped reins  
- Break of gait at lope  
- Error of gait at walk or trot for more than two (2) strides  
- Two-three steps on mount/dismount or ground tie

#### 5 Point Penalties:
- Spinning 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  
- Lifting leg of gait  
- 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)

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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.  
1-1/2 Extremely Poor, 4- Very Poor, 1-1/2 Poor, 0 Correct, 1-1/2 Good, 1- Very Good, 1-1/2 Excellent.

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

Printed from HSW
| Obstacle Description | Penalty | Content | Tie-Breaker | Objective Score | W/O | # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 10 POINT PENALTY | PENALTY TOTAL | SCORE | OFF PATTERN |
|----------------------|---------|---------|-------------|---------------|-----|---|---|---|---|---|---|---|---|---|---|---|-----|----------------|---------------|-------|-------------|
| LH Push              | 3.1     | 0       | 0 -1/2       | 0 0 0 0 0 0 +1/2 | 5   | 2 | 0 | 4 | 1 | 7 | 3 | 9 | 8 | 4 | 5           | 60             |       |             |
| L RL Logs            |         |         |             |               | 9   | 127 |   |   |   |   |   |   |   |   |   |   | 0 -1/2       | 0 0 0 0 0 0 +1/2 | 5           | 60           |             |
| W Logs, SP           |         |         |             |               | 10  | 58  |   |   |   |   |   |   |   |   |   |   | 0 +1/2       | 0 0 0 0 0 0 +1/2 | 4           | 60           |             |
| Drap Ex rot          | 1.1     |         |             |               | 11  | 373 |   |   |   |   |   |   |   |   |   |   | 0 -1/2       | 0 0 0 0 0 0 -1/2 | 6           | 62           |             |
| Box 1 1/4 L          |         |         |             |               | 12  | 607 |   |   |   |   |   |   |   |   |   |   | 0 -1/2 -1/2   | 0 0 -1/2 0 0 -1 | 7           | 60/2          |             |
| W Log, Bridge, Track |         |         |             |               | 13  | 38  |   |   |   |   |   |   |   |   |   |   | 0 +1/2       | 0 +1/2 0 +1/2 0 | 5           | 60/2          |             |
| R Log, C Rd          |         |         |             |               | 14  | 83  |   |   |   |   |   |   |   |   |   |   | 0 0 0 0 0 0 +1/2 | 62           | 60/2          |             |
| O S S                | 3.1     | 0       | 0 -1/2       | 0 0 0 0 0 0 +1/2 | 15  | 104 |   |   |   |   |   |   |   |   |   | 0 -1/2       | 0 0 0 0 0 0 +1/2 | 3           | 67/2          |             |

**OBSTACLE SCORES**

Each horse/riders 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 Correed, 1/2 Good, 1 Very Good, 1 1/2 Excellent

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- Breaking pattern
- Leaping arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain selected during the drag

**Disqualification (DQ):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Hamilton-Versatility  
**CLASS:** #40 - SHTX JPLS - Junior Pleasure  
**DATE:** 09/08/2018

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

**3 Point Penalties:**  
- Wring 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  
- Blunt disobedience  
- Use of either 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 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 5-106 points and automatically begins the run with a score of 70 points.  
- 1/2 Excellent, +1 Very Good, +1/2 Good, +1/2 Fair, +1 Poor

<table>
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<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Exterior Walk</th>
<th>Trot</th>
<th>Exterior Trot</th>
<th>Lope</th>
<th>Step 100</th>
<th>Walk</th>
<th>Exterior Lope</th>
<th>Trot</th>
<th>Step &amp; Back</th>
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<th>PENALTY TOTAL</th>
<th>SCORE</th>
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</table>

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

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

**SHOW:** Hamilton-Versatility  
**CLASS:** #40 - SHTX JPLS - Junior Pleasure  
**DATE:** 09/08/2018

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

**3 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

**5 Point Penalties:**
- Spurring in front of clinic  
- Blatant disobedience  
- Use of either hand to mutilate/tease/pressure  
- 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)

**OH-Point (OOP):** 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

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<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Penalty</th>
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**MANEUVER SCORES**

Each horse/rider team is scored between 9-100 points and automatically begins the run with a score of 79 points:

- 1/2: Extremely Poor, -1 Very Poor, -2 Poor, 0: Correct, +1 Good, +2 Very Good, +3 Excellent

---

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

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