# AQHA AMERICAN QUARTER HORSE ASSOCIATION

## VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Lubbock-Versatility  
**CLASS:** 450 - SHTX NPPL - Non Pro Pleasure  
**DATE:** 04/07/2018

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

### 2 Point Penalties:
- Wrong lead or out of lead  
- Drapped reins  
- Break of gait at trot  
- Break of gait at walk or trot for more than two (2) strides

### 5 Point Penalties:
- Spurring in front of cinch  
- Reluctant disobedience  
- Use of either hand to instill fear/pain  
- Use of any combined action (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.  
- 11/2 Extremely Poor  
- 1 Very Poor  
- 1/2 Poor  
- 0 Correct  
- 1/2 Good  
- 1 Very Good  
- 1 1/2 Excellent

<table>
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<th>#</th>
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<th>Ext Walk</th>
<th>Trot Ext Trot</th>
<th>Lope Stop &amp; 180</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Stop &amp; Back</th>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

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

**1 Point Penalties:**
- Over-bitted (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
- Dragged 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/raise
- 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
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper washday attire

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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

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

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<tr>
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<th>Lope</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
**SHOW:** Lubbock-Versatility  
**CLASS:** #30 - SHTX NPPL - Non Pro Pleasure  
**DATE:** 04/07/2018

### VERSATILITY RANCH HORSE - RANCH RIDING

#### 1-Point Penalties:
- Over-blooded (per maneuver)  
- Cut 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  
- 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/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

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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.

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

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

**1 Point Penalties:**
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of 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
- Slipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in lope over

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

**5 Point Penalties:**
- Spurring in front of chin
- Blisters on hoof or skin
- 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 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 body is obviously 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
- 1-1 Very Poor
- 1-2 Poor
- 2 Correct
- 2-1/2 Good
- 3-1/2 Very Good
- 4-1/2 Excellent

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Over-bridled (per maneauver)
- Out of frame (per maneauver)
- 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 longer
- Both front and 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 on lope over

**3 Point Penalties:**
- Wrong lead or out of lead
- Derailed 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:**
- Spinning in front of cinch
- Blistant disobedience
- Use of either hand to stall or praise
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Attempting to pass another horse
- More than one finger between split reins or any fingers between roman reins per maneuver
- Knocking over, stepping out of, or falling off an obstacle
- Dropping an object required to be carried
- Refusal
- Letting go of gate
- Four or more steps on mount/dismount or ground tie

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

---

### OBSTACLE SCORING

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>
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**Score:**
- **3 10 1/2**
- **5 6 7**
- **1 7 1/2**
- **5 6 6**
- **2 7 1/2**
- **7 6 5**
- **13 5 6**
- **1 7 1/2**
### VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Over-breded (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 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

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

**5 Point Penalties:**
- Spurring in front of cinch
- Blistat disobedience
- Use of either hand to insist feel or raise
- Use of two hands (except on 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 or, 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)

## OBSTACLE SCORES

Each horsemanship team is scored on 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 Good
- 1/2 Excellent

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**Tie-Breaker:**

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

**JUDGE'S SIGNATURE:**

Printed from HSW
VERSATILITY RANCH HORSE - REINING

1 Point Penalties:
- Over-handled (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 reins

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

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<tr>
<th>MANEUVER DESCRIPTION</th>
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JUDGE'S NAME (PRINTED): [Signature]

JUDGE'S SIGNATURE: [Signature]
**Pattern 9**

**Show:** Lubbock-Versatility  
**Class:** #34 - SHTX NPRN - Non Pro Reining  
**Date:** 04/07/2018

### 1/2 Point Penalties:
- Starting a circle or exiting a rollback as 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 1.5 turns

### 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 1.5 to 1.6 turns  
- 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

---

### Maneuver Scores

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<td>1/2</td>
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<td>69'1/2</td>
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</table>

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

Printed from HSW
# VERSATILITY RANCH HORSE - REINING

## 1-2 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

## 1 Point Penalties:
- Over-bridle (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 test-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:
- Spurring 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 roman reins (except two reins) 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

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

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JUDGE'S NAME (PRINTED): 

JUDGE'S SIGNATURE:

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**MANNIVER SCORES**

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

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

**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
- 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 the cinch
- Bland disobedience
- Use of either hand to instill fear/praise
- Use of both hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

**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
- 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

**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
- F: For each length of rope past cow
- L: Working out of position
- R: Two-loop catch in amateur and youth classes
- S: Slippage
- 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 2 roping in amateur and youth classes

**3 Point Penalties:**
- A: Exhausting or overworking the cow before circling or roping
- B: Hanging up on the fence (releasing to turn)
- K: Knocking down the cow without having a working advantage
- R: Two-loop catch when roping in open/cowboy classes

**4 Point Penalties:**
- A: Failure to turn the cow both directions on the fence
- B: Spanning or hitting in front of cinch at any time
- C: Blasting rodeo
- E: Use of either hand to instill fear/whatever
- H: Use of two hands (except to snaffle bit or hackamore) per maneuver
- M: More than one finger between split 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:**
- A: U-turns Ranch Horse Appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

## Run Content

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<tr>
<th>WO #</th>
<th>CIRCLING TRACK RATE STOP &amp; HOLD</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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---

**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
- 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

**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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**Tie-Breaker:**

- A - Tumbling tail
- B - Repeated blatant disobedience
- H - Leaving arena after run is complete
- I - Illegal catch at end of run
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class
- R - Complete loss of rope

**Disqualification:**

- A - Abuse
- B - Lummerness
- D - Disrespect or misconduct
- F - Illegal equipment
- G - Felt of horse/rider
- I - Improper western attire

---

**Judge’s Signature:**

Printed from HSW
# AQHA AMERICAN QUARTER HORSE ASSOCIATION

## 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 - One-brided (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 - Exhauising or overworking the cow before circling or roping
- H - Hanging up on the fence (returning 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 cinch at any time
- D - Bystand 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 split 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:
- 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:
- 1-2 Extremely Poor
- 3-5 Very Poor
- 6-8 Poor
- 9-10 Fair
- 11 Good
- 12-13 Very Good
- 14 Excellent

<table>
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<tr>
<th>W/O #</th>
<th>BOXING RATING</th>
<th>PENETRATION (Feet &amp; Quality of Pace)</th>
<th>CIRCLING</th>
<th>STOP &amp; HOLD</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
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**JUDGE'S NAME (PRINTED):** [Signature]

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

Printed from HSW
**SHOW:** Lubbock - Versatility  
**CLASS:** #36 - SHSTX NPWC - Non Pro Working Cow  
**DATE:** 04/07/2018

### VERSATILITY RANCH HORSE - RANCH COW WORK

<table>
<thead>
<tr>
<th>1 Point Penalties:</th>
<th>2 Point Penalties:</th>
<th>3 Point Penalties:</th>
<th>4 Point Penalties:</th>
<th>VR-Penalty (OP)</th>
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<tbody>
<tr>
<td>A - Loss of working advantage</td>
<td>E - Exhausting or overworking the cow before circling or roping</td>
<td>F - Chasing the cows before the cow is in position</td>
<td></td>
<td>Cannot move above others who complete pattern correctly</td>
</tr>
<tr>
<td>C - Using the corner or the end of the arena to turn the cow when going down the fence</td>
<td>G - Hanging up on the fence (refusal to turn)</td>
<td>H - Knobbling down the fence without having a working advantage</td>
<td>J - Illegal catch at end of run</td>
<td></td>
</tr>
<tr>
<td>L - For each length horse runs past cow</td>
<td>K - Two-loop catch when roping in open/cowboy classes</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>P - Working out of position</td>
<td>A - Failure to turn the cow both directions on the fence</td>
<td>B - Spinning or hitting in front of cinch at any time</td>
<td>U - Unnatural Ranch Horse Appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</td>
<td></td>
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<tr>
<td>R - Two-loop catch in amateur and youth classes</td>
<td>C - Blatant disobedience</td>
<td>D - Use of either hand to instill fast/put down</td>
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<tr>
<td>S - Slipping rein</td>
<td>E - Use of either hand to instill fast/put down</td>
<td>I - Illegal equipment</td>
<td>V - Failure to attempt any part of the class</td>
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<tr>
<td>T - Failure to drive cow past middle marker on first turn</td>
<td>F - Use of two hands (except in snaffle bit or hackamore) per maneuver</td>
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<td>V - Over-bridled (per maneuver)</td>
<td>G - Driving and holding the cow for too long in any one place</td>
<td>J - Schooling after entering the arena prior to calling for cow</td>
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<td>W - Out of frame (per maneuver)</td>
<td>H - Failing to change direction of ranch cow</td>
<td>K - Schooling horse between two cows, if new cow is awarded</td>
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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 15 points.  
1.25 Extremely Poor, 1 Very Poor, 0.75 Poor, 0.25 Correct, 0.5 Good, 0.75 Very Good, 1.25 Excellent.

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<th>ROPING</th>
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<th>EYE APPEAL</th>
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<th>3 POINTS</th>
<th>4 POINTS</th>
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#### PENALTIES

- Penalty for each violation

#### Tie-Breaker

JUDGE'S NAME (PRINTED): [Handwritten Signature]

JUDGE'S SIGNATURE: [Handwritten Signature]

Printed from HSW