**VERSUMILITY RANCH HORSE - RANCH RIDING**

**SHOW:** San Antonio-Versatility

**CLASS:** #60 - SHTX IMLS - Intermediate Pleasure

**DATE:** 05/05/2018

**PATTERN** 1

1 Point Penalties:
- Over-bred at (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

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to signal lead or pace
- 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

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>10 POINT PENALTY</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: San Antonio-Versatility
CLASS: #60 - SHTX IJPLS - Intermediate Pleasure
DATE: 05/05/2018

1 Point Penalties:
- Over-bredled (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
- Dropped 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
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- 1st or 2nd cumulative refusal

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

Off-Pattern (OP): Cannot place above others who complete pattern correctly:
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

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

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69\(\frac{1}{2}\)
### VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** San Antonio-Versatility  
**CLASS:** #60 - SHTX IPRS - Intermediate Pleasure  
**DATE:** 05/05/2018  

**PATTERN** 1

1 Point Penalties:  
- Overbridle (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  
- Dropped reins  
- Break of gait at lope  
- Break of gait at walk or trot for more than two (2) strides

3 Point Penalties:  
- Spurring in front of conch  
- 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

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  
- Reposted blatant disobedience

Disqualification (DQ):  
- Abuse  
- Lameness  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse rider  
- Inproper western attire

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**
### 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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<td>- Over-blooded (per maneuver)</td>
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<tr>
<td>- Out of frame (per maneuver)</td>
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<tr>
<td>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</td>
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<tr>
<td>- Incorrect or break of gaits at walk or trot for two strides or less</td>
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<tr>
<td>- Both front or hind feet in a single-stride space at a walk or trot</td>
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<tr>
<td>- Skipping over or falling to step into required space</td>
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<td>- Incorrect number of strides, if specified</td>
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<td>- One step on mount/dismount or ground tie (except shifting to balance)</td>
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<tr>
<td>- Split pole in.logo over</td>
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**5 Point Penalties:**

- Spinning or in front of the fence |         |         |         |         |
- 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 |         |         |         |         |
- 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 the 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) |         |         |         |         |

**Off-Pattern (OP):** Cannot place others who complete pattern correctly

- Breaking pattern |         |         |         |         |
- Leaning off pattern is complete |         |         |         |         |
- 3rd refusal |         |         |         |         |
- Repeated blatant disobedience |         |         |         |         |
- Failure to daily and remain deferred during the drag |         |         |         |         |

**Disqualification (DQ):**

- Abuse |         |         |         |         |
- Lassiness |         |         |         |         |
- 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 - Trail

**1. Point Penalties:**
- Over-bred (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any other 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 a 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
- 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 failing all 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 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>
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<td>Walk bridge</td>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
# VERSATILITY RANCH HORSE - REINING

## Pattern

**SHOW:** San Antonio-Versatility  
**CLASS:** #64 - SHTX IRNN - Intermediate Reining  
**DATE:** 05/06/2018

### Penalties

**1/2 Point Penalties:**
- Starting a circle or adding 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-spun or under-spun up to 1/8 turn

**1 Point Penalties:**
- Over-bred (per maneuver)  
- Out of frame (per maneuver)  
- Out of lead in the circles, figure eight, 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 run-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:**
- Spurting in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/praise

**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

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

### Manuever Scores

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Description</th>
<th>Penalty</th>
<th>Content</th>
<th>Score</th>
<th>Total</th>
<th>Off Pattern</th>
</tr>
</thead>
</table>
| 1   | 604| 3           | Trot to Corner & 2 Spins both | 0       | 0 +1/2 | 0     | 2     | 69
| 2   | 603| 0           | 0           | 0       | +1/2   | 0     | -2    | 67
| 3   | 623| 4           | -1/2        | 0       | 0      | 0     | -2    | 68
| 4   | 616| 1           | 0           | +1/2    | 0      | 0     | 5     | 66|
| 5   | 619| 2           | 0           | 0       | 0      | 0     | 0     | 69|
| 6   | 533| 1           | 0           | 0       | -1/2   | 0     | 0     | 69
| 7   | 549| 0           | 0           | 0       | -1/2   | 0     | 0     | 73
| 8   | 584| 1           | 0           | 0       | -1/2   | 0     | 0     | 67|

**Judge's Name:** [Signature]

**Judge's Signature:** [Signature]

Printed from HSW
## AQHA VERSATILITY RANCH HORSE - REINING

**SHOW:** San Antonio - Versatility  
**CLASS:** #64 - SHTX IRNN - Intermediate Reining  
**DATE:** 06/05/2018

### 1/2 Point Penalties:
- Starting a circle or rolling 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-bodied (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:
- Spurring in front of cinch
- Billet disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in a 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

### 19 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 billet disobedience

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

### Maneuver Scores

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<th>Tie-Breaker</th>
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<td>58</td>
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<td>64</td>
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</table>

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

Printed from HSW
### MANEUVER SCORES

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

<table>
<thead>
<tr>
<th>Maneuver Description</th>
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<th>2</th>
<th>3</th>
<th>4</th>
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<th>7</th>
<th>8</th>
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<th>SCORE</th>
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<td>0</td>
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**Tie Breaker**

- **Penalty**
- **Content**

---

**5 Point Penalties:**
- Spurring in front of cinch
- Brazen disobedience
- Use of either hand to instill fear/pace
- Use of two hands (except in sartelle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between dental 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 brazen 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**
**VRH - LIMITED COW WORK (Amateur/Youth)**

**SHOW:** San Antonio-Versatility  
**CLASS:** #66-SHTXIWCH-IntermediateWorkingCow  
**DATE:** 05/05/2018

**1 Point Penalties:**  
A - Loss of working advantage  
B - Failure to drive cow passed middle marker on second drive before time expires  
C - Working out of position  
S - Slipping rein  
V - Over-brokeled (per maneuver)  
W - Out of frame (per maneuver)

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

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

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly  
A - Turning tail  
E - Repeated blatant disobedience  
H - Leaving arena before run is complete  
J - Schooling after entering the arena prior to calling for cow  
K - Schooling horse between cows, if new cow is awarded  
N - Failure to attempt any part of the class

**Disqualification (DQ):**  
A - Abuse  
B - Lameness  
C - Disrespect of misconduct  
D - Illegal equipment  
F - Fail of horse/riders  
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.  
-1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 Excellent

<table>
<thead>
<tr>
<th>RUN</th>
<th>BOXING</th>
<th>DRIVE</th>
<th>BOXING</th>
<th>PENALTIES</th>
<th>SCORE</th>
<th>DP</th>
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<td>Tie-Breaker</td>
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<tr>
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**JUDGE'S NAME (PRINTED):**  
Bobby Hunt  
**JUDGE'S SIGNATURE:**  
Bobby Hunt

Printed from HSW
**SHOW:** San Antonio-Versatility  
**CLASS:** #66-SHTXIWCH-IntermediateWorkingCow  
**DATE:** 05/05/2018

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

**1 Point Penalties:**
- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bred (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 - Spurming in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in small bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between reins (except two) per maneuver

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

**Off-Pattern (OP):**
- Cannot place above others who compete pattern correctly

**Disqualification (DQ):**
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horseman
- 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.

<table>
<thead>
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<th>WO</th>
<th>#</th>
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### PENALTIES

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<td>DEG OF DIFF</td>
<td>POS. &amp; CNTL</td>
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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
## VRH - LIMITED COW WORK (Amateur/Youth)

### 1 Point Penalties:
- A: Loss of working advantage
- D: Failure to drive cow passed middle marker on second drive before time expires
- P: Working out of position
- S: Slipping reins
- V: Over-bred (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: Spurring in front of cinch
- C: Bland disobedience
- E: Use of either hand to instill fear/pause
- 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

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

### Other Pattern (OP):
- A: Turning tail
- E: Repeated blatant disobedience
- H: Leaving arena before run is complete
- J: Schooling after entering the arena prior to calling for cow
- K: Schooling horse between cows, if new cow is awarded
- N: Failure to attempt any part of the class

### Disqualification (DQ):
- A: Abuse
- B: Laxeness
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse/holder
- N: Improper western attire

### RUN CONTENT

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

- 0-12 Extremely Poor
- 13-24 Very Poor
- 25-37 Poor
- 38-47 Fair
- 48-59 Good
- 60-67 Very Good
- 68-75 Excellent

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### PENALTIES

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</table>

### TOTAL SCORE

- 71
- 55
- 62
- 69.5

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

**JUDGE'S SIGNATURE:**

Printed from HSW