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
- 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 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 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
- Leaping 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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JUDGE'S NAME (PRINTED):  JUDGE'S 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.

- 1 ½ Extremely Pass - 1 Very Pass - 1 ½ Poor - 2 Correct - 1 ½ Good - 1 Very Good - 1 ½ Excellent

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**Show:** San Antonio - Versatility
**Class:** #40 - SHTX JPLS - Junior Pleasure
**Date:** 05/05/2018

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

**Judge's Signature:**

Printed from HSW
# Versatility Ranch Horse - Trail

**SHOW:** San Antonio-Versatility  
**CLASS:**  
**DATE:** 05/05/2018

### 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 Correct  
- 1/2 Good  
- 1 Very Good  
- 1 1/2 Excellent

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### Penalty Table

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

- **5 Point Penalties:**  
  - Spurring in front of cinch  
  - Blantant 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 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

- **3 Point Penalties:**  
  - Wrong lead or out of lead  
  - Dragging  
  - Break of gait at gate  
  - Break of gait at walk or trot for more than two (2) strides

- **2 Point Penalties:**  
  - Two-three steps on mount/dismount or ground tie

- **1 Point Penalties:**  
  - Over-bred in (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 or failing to step into required space  
  - Incorrect number of strides, if specified  
  - One step on mount/dismount or ground tie (except shifting in balance)  
  - Split pole in lope over

### Judge's Signature

![Judge's Signature]

Printed from HSW
**SHOW:** San Antonio-Versatility  
**CLASS:** #41 - SHTX JTRL - Junior Trail  
**DATE:** 05/05/2018

### VERSATILITY RANCH HORSE - TRAIL

#### 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 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:
- Spinning in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/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  
- 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)

### OBSTACLE SCORING

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 Correct  
- 1/2 Good  
- 1 Very Good  
- 1 1/2 Excellent

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**Judges' Name (Printed):**

**Judge's Signature:**

Printed from NSW
### VERSATILITY RANCH HORSE - REINING

**SHOW:** San Antonio-Versatility  
**CLASS:** SHTX JRNN - Junior Reining  
**DATE:** 05/05/2018

#### 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 at least 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:
- Overspinned (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
- 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 roman 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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**Tie-Breaker:** Trot to Center & 3 Spins before 4 Spins, 2 Fast Circles, 2 Fast Circles, Left Rollback, Right Rollback, Stop & Back

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**OFF-PATTERN:**

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

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

**SHOW:** San Antonio-Versatility  
**CLASS:** #43 - SHX JWCH - Junior Working Cow  
**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  
- D - Slipping rein  
- E - Over-bridled (per maneuver)  
- F - Out of frame (per maneuver)

#### 3 Point Penalties:
- G - Knocking down the cow without having a working advantage  
- H - Losing a cow while boxing

#### 6 Point Penalties:
- I - Spurring in front of cinch  
- J - Excess disobedience  
- K - Use of either hand to trick or fastrape  
- L - Use of either hand to trick or fastrape (per maneuver)  
- M - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

#### 10 Point Penalties:
- N - Unnatural Ranch Horse Appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- O - Begging pattern (QP): Cannot place above others who complete pattern correctly
  - A - Turning tail  
  - B - Repeated blatant disobedience  
  - C - Leaving arena before run is complete  
  - D - Schooling after entering the arena prior to calling for cow  
  - E - Schooling horse between cows if new cow is awarded  
  - F - Failure to attempt any part of the class

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

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

---

Printed from HSW