**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** San Antonio- Versatility  
**CLASS:** #50 - SHTX LNPP - Ltd Non Pro Pleasure  
**DATE:** 05/05/2018

**MANEUVER SCORES**

Each horse/rider team is scored between 6-100 points and automatically begins the run with a score of 70 points.
1/2 Extraordinary Poor, -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):**  
**JUDGE'S SIGNATURE:**

Printed from HSW
# AQHA

## VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** San Antonio-Versatility  
**CLASS:** #50 - SHTX LNPP - Ltd Non Pro Pleasure  
**DATE:** 05/05/2018

### 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
- Lame
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rodeo 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, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent.

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### Judge's Name (Printed): [Signature]

### Judge's Signature: [Signature]

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

**1 Point Penalties:**
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gaping 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 loping
- Break of gait at walk or trot for more than two (2) strides

**3 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
- 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 (DG):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

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

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<th>Walk</th>
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**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 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
- 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
- Biting disobedience
- Use of either hand to instill fear/push
- 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.

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## Judge's Name (Printed):

## Judge's Signature:

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

**SHOW:** San Antonio-Versatility  
**CLASS:** #52 - SHTX LNPT - Ltd Non Pro Trail  
**DATE:** 05/05/2018

**OBSTACLE SCORES**  
Each horse/rider team is scored between 0-10 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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**JUDGE’S NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**
VERSATILITY RANCH HORSE - TRAIL

SHOW: San Antonio-Versatility
CLASS: #52 - SHTX LNPT - Ltd Non Pro Trail
DATE: 05/06/2018

**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 in a single-stride space at a walk or trot
- Skidding 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 loop 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:**
- Spurning in front of crib
- 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 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 SCORES**

Each horse/rodeo team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 1.1 Extremely Poor, 1 Very Poor, 1.2 Poor, 1.3 Correct, 1.4 Good, 1.5 Very Good, 1.6 Excellent

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<th>W/O</th>
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**Penalty Table**

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- **Content**

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**Score Calculation**

- **SCORE:** 76

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**JUDGE'S SIGNATURE:**

Printed from HSW
**SHOW:** San Antonio-Versatility  
**CLASS:** #54 - SHTX LNPR - Ltd Non Pro Reining  
**DATE:** 05/05/2018

### 1 Point Penalties:
- Over-trotted (per maneuver)
- Over the 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
- Slipper reigns

### 2 Point Penalties:
- Break of gait
- Freeze up in spins or rollback tries
- 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:
- Spurned in front of cinch
- Blatant disobedience
- Use of either hand to instil 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 (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 horserider
- Improper western attire

### MANEUVER SCORES

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**JUDGE’S NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**  
Printed from HSW
# VERSATILITY RANCH HORSE - REINING

## 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 a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-split or under-split 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
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a loping 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
- Trailing behind two strides, but less than 1/2 circle or 1/2 length of arena

## 5 Point Penalties:
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to instill terrapass
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between nasal 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 after 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 Signature:

Signed: [Signature]

Printed from HSW
## VERSATILITY RANCH HORSE - REINING

### 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 a minimum of twenty feet from the wall or fence when approaching a step and/or rollback
- Over-slip or under-slip up to 1/8 turn

### 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 1/8 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
- Trusting 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 tearpraise
- 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 Penalties:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### Off-Point (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

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### MANEUVER SCORES

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

**JUDGE'S SIGNATURE:**

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

### SHOW: San Antonio-Versatility

### CLASS: #56 - SHTX LN PW-Ltd Non Pro Working Cow

### DATE: 05/05/2018

#### 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-bridled (per maneuver)
- W - Out of frame (per maneuver)

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

#### 5 Point Penalties:
- E - Spurring in front of choice
- F - Blatant disobedience
- G - Use of either hand to retard horse/pony
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- N - More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver

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

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

#### Disqualification (DQ):
- A - Abuse
- B - Lame race
- D - Disregard or misconduct
- G - Illegal equipment
- F - Fall of horse/pony
- N - Improper western attire

### RUN CONTENT

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 75 points.
- 1.0 Extremely Poor
- 1.3 Very Poor
- 1.6 Poor
- 2.0 Good
- 2.3 Very Good
- 2.6 Excellent

### PENALTIES

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### Judge's Name (Printed):

### Judge's Signature:
**SHOW:** San Antonio-Versatility  
**CLASS:** #56 - SHTXLNPH Ltd NonPro Working Cow  
**DATE:** 05/05/2018

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### Penalties

- **3 Points:** penalties for incorrect footwork or other errors.  
- **5 Points:** penalties for incorrect footwork or other errors.  
- **10 Points:** penalties for incorrect footwork or other errors.  
- **Total:** penalties for incorrect footwork or other errors.

### Score

- **71.5**

### Judge's Name (Printed):

[Signature]

### Judge's Signature:

[Signature]

Printed from HSW
**SHOW:** San Antonio-Versatility  
**CLASS:** #56 - SHTX LNPAW-Ltd Non Pro Working Cow  
**DATE:** 05/05/2018

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

#### 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 reins
- E - Over-handled (per maneuver)
- F - Out of frame (per maneuver)

#### 2 Point Penalties:
- G - Knocking down the cow without a working advantage
- H - Losing a cow while lassoing

#### 4 Point Penalties:
- I - Sparring in front of the clitch
- J - Basing (rebelling)
- K - Use of either hand to catch the cow
- L - Use of two hands (except in a split rail or backlass) per maneuver
- M - More than one finger between split reins or any fingers between normal 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)
- V - Position (LPOC), Cannot place arm(s) between sashers who complete pattern correctly
- W - Turning tail
- X - Neglecting to dismount (without horse)
- Y - Leaving arena before run is complete
- Z - Schocking (without entering the arena prior to calling for cow)
- AA - Schocking horse between cows, if rear cow is awarded
- BB - Failure to attempt any part of the pattern

#### Disqualification (DQ)
- A - Absent
- B - Late
- C - Disqualification for misconduct
- D - Illegal equipment
- E - Fall of horse or rider
- F - Improper western attire

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### Score

- **17 554:** 68.5
- **18 522:** 71.5

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

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