### MANEUVER SCORES

Each horse/riders team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1/2 Excellent, 1 Very Good, 1/2 Good, 0 Correct, -1/2 Poor, -1 Very Poor, -1/2 Extremely Poor.

#### Tie-Breaker

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#### Scoring

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

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

#### Results

- **WO #516** Score: 67
- **WO #536** Score: 72
- **WO #546** Score: 62
- **WO #547** Score: 62
- **WO #579** Score: 69
- **WO #588** Score: 79
- **WO #592** Score: 75
- **WO #593** Score: 74

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

**Judge's Signature:**

---

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

**SHOW:** San Antonio Versatility  
**CLASS:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 05/05/2018

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

**3 Point Penalties:**
- Wrong lead or out of lead
- Draped reins
- Break of gait at trot
- Break of gait at walk or not 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 remal reins per maneuver
- 1st or 2nd cumulative refusal

---

**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, 1.3 Very Poor, 1.3-2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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<th>Trot</th>
<th>Lope</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:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 05/05/2018

### 1 Point Penalties:
- Over-reined (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/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one (1) finger between split reins or any fingers between reins per maneuver
- 1st or 2nd cumulative refusal

### 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
  - 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 9-100 points and automatically begins the run with a score of 70 points.

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

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**Score:**
- 17 653: 68
- 18 654: 71
- 19 653: 77

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

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Printed from HSW
**SHOW:** San Antonio-Versatility  
**CLASS:** #13 - SHTX OTRL - Open Trail  
**DATE:** 05/05/2018

### 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  
- 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 logs over

**3 Point Penalties:**
- Wrong lead or out of lead  
- Dropped reins  
- Break of gait at walk  
- 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/punish  
- Use of two hands (except in annulus or bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between rein reins per maneuver  
- Knocking over, stepping out of, or falling off of an obstacle  
- Dropping an object required to be carried  
- Fat 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)

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

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

**SHOW:** San Antonio-Versatility  
**CLASS:** #13 - SHTX OTRL - Open Trail  
**DATE:** 05/05/2018

### 1 Point Penalties:
- Over-bred (per maneuver)
- Out of frame (per maneuver)
- Each fault, bit, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gate 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:
- Wring lead or out of lead
- Draped reins
- Break of gate at lope
- Break of gate 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 inch
- Blasphatic 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 per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- Fail 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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**JUDGE’S NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** San Antonio-Versatility  
**CLASS:** #13 - SHTX OTRL - Open Trail  
**DATE:** 05/05/2018

**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 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:**
- Wring lead or out of lead
- Draped reins
- Break of gait at loop
- Break of gait at walk or trot for more than two (2) strides
- Two or 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/pause
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rein rings 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/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points

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**Total Score:**

- Total: **73**

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

Printed from HSW
# Pattern 1

## Showing:
San Antonio-Versatility

## Class:
#16 - SHTX ORNN - Open Reining

## Date:
05/04/2018

## 5 Point Penalties:
- Spinning in front of cinch
- Bizarre 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 round reins (except two fingers) per maneuver
- Attempt to alter tension or length of reins from the bit to the rein hand

## 16 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse’s tail is obviously 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 (e.g., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repetition of blatant disobedience

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

### Manuever Scores

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<tr>
<th>W/O</th>
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<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalty</th>
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<td>2 Fast Circles, Left Rollback, Right Rollback, Stop &amp; Back</td>
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<td>3 Fast Circles, Left Rollback, Right Rollback</td>
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<td>+1/2 +1/2 +1/2 +1 +1/2</td>
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## Total Penalty | Total Score | Off Pattern
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74.5 | | |

## Judging Information

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

Printed from HSWS.
### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1-10 Extremely Poor, 11-20 Very Poor, 21-30 Poor, 31-40 Correct, 41-50 Good, 51-60 Very Good, 61-70 Excellent.

#### 16 POINT PENALTY

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#### PENALTY / CONTENT

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

#### JUDGE'S SIGNATURE:

Printed from HSW
# Versatility Ranch Horse - Reining

## Rules and Penalties

### 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 spin or under spin up to 1/8 turn

### 1 Point Penalties:
- Over bridled (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 rollback
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Freedom 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
- Treating beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

## Maneuver Scores

Each horse/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 1/2 Excellent

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<th>Maneuver Description</th>
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## Judge’s Signature

[Signature]

Printed from HSW
**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:** San Antonio Versatility  
**CLASS:** #19 - SHTX OWCH - Open Working Cow  
**DATE:** 05/05/2018

### 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 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-birded (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

### 4 Point Penalties:
- A - Failure to turn the cow both directions on the fence  
- B - Spurring or hitting in front of cinch at any time  
- C - Blatant disobedience  
- E - Use of either hand to twist or pull on cinch  
- H - Use of two hands (except in natural bit or hackamore) per maneuver  
- M - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver  
- R - Failure to catch when roping in open/cowboy classes

### 5 Point Penalties:
- 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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<th>FENCE TURNS (Form &amp; Quality)</th>
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<th>ROPING</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
<th>POINTS</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

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Printed from HSW
# Versatility Ranch Horse - Ranch Cow Work

**1 Point Penalties:**
- A - Loss of working advantage
- C - Using the corner of the arena to turn the cow before 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-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 II 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
- N - Two-loop catch when roping in open/cowboy classes

**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 - Illegal catch at end of run
- 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 (DQ):**
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- E - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

## Run Content

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<thead>
<tr>
<th>W/O #</th>
<th>Penalty</th>
<th>Content</th>
<th>Fencing Turns (Form &amp; Quality)</th>
<th>Circling</th>
<th>Roping</th>
<th>Position &amp; Control</th>
<th>Degree of Difficulty</th>
<th>Eye Appeal</th>
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**Judge's Name:**

**Judge's Signature:**

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