## 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

### 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 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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<tr>
<th>W/O #</th>
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### Tie-Breaker

- 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):** B. ROGERS  
**JUDGE'S SIGNATURE:** [Signature]
## Versatility Ranch Horse - Ranch Riding

### MANEUVER SCORES

Each horsemen team is scored between 5-100 points and automatically begins the run with a score of 70 points.

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<th>Tie-Breaker</th>
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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 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): Zo Zo Rogers  
JUDGE'S SIGNATURE: [Signature]

Printed from HSW
# VERSATILITY RANCH HORSE - TRAIL

## 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
- Skimming 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 loping over

## POINT Penalties:
- Spurring in front of cinch
- Blisters in the hind
- Use of either hand to instill fear
- 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

## POINT Penalty:
- Incorrect Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

## OBSTACLE SCORES

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JUDGE'S NAME (PRINTED): BOZO ROGERS

JUDGE'S SIGNATURE: [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 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
- Stepping 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 per
- Two three steps on mount/dismount or ground tie

## 5 Point Penalties:
- Spurring in front of cinch
- Blatan 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 nasal 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 manner)

## Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain dailed during the drag

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

## SHOW:
World Show #1

## CLASS:
#41 - SHTX JTRL - Junior Trail

## DATE:
10/26/2018

## OBSTACLE SCORES
Each horse/rider team is scored between 0-130 points and automatically begins the run with a score of 70 points:

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## Tie-Breaker

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## JUDGE’S NAME (PRINTED):
Polo Rogers

## JUDGE’S SIGNATURE:

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** World Show #1  
**CLASS:** #41 - SHTX JTRL - Junior Trail  
**DATE:** 10/26/2018

#### 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
- 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 line 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
- Rearing 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 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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### OBSTACLE SCORES

Each horse/rider team is scored between 0.000 points and automatically begins the run with a score of 70 points.  
- 1-12 Extremely Poor, 1- Very Poor, 1-2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1/2 Excellent

<table>
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<th>Penalty</th>
<th>Content</th>
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**JUDGE'S NAME (PRINTED):** BOZO ROGERS  
**JUDGE'S SIGNATURE:** [Signature]

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

**SHOW:** World Show #1  
**CLASS:** #42 - SHQJRNN - Junior Reining  
**DATE:** 10/28/2018

### 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  
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop  
- Over 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 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 stop departure on trot in pattern  
- Failure to be in a corner 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 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

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

### MANEUVER SCORES

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

**JUDGE'S SIGNATURE:**

**Printed from HSW**
### Pattern Scores for Versatility Ranch Horse - Reining

#### 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's 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 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 evading a loping departure on trot in patterns
  - Failure to be in a loping 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 (per maneuver)

- **5 Point Penalties:**
  - Sprung in front of cinch
  - Blatant disobedience
  - Use of either hand to instill teargas
  - 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 Penalties:**
  - 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

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

#### Manuever Scores

| W/O | # | Maneuver Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | Total | Score | Off Pattern |
|-----|---|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|-------|--------|-------------|
| 9   | 535 | 2 circles L | 2,2 | -1/2 | 1/2 | 1/2 | 0 | -1 | -1/2 | -1/2 | 1/2 | 4  | 6     | 40     | QP         |
| 10  | 630 | 2 circles R | 0 | 0 | -1/2 | 0 | 0 | -1/2 | 0 | 1/2 | 1/2 | 2  | 4     | 81/2   |           |
| 11  | 567 | Run Down/Stop 3/2 Spins | 1/2 | 0 | -1/2 | 0 | -1/2 | +1/2 | 1/2 | 1/2 | 1/2 | 3  | 6     | 91/2   |           |
| 12  | 714 | Run Down/Stop 3/2 Spins | 0 | 0 | -1/2 | +1/2 | 0 | -1/2 | 0 | -1/2 | 1/2 | 2  | 6     | 6     |           |
| 13  | 629 | Run Down/Stop 3/2 Spins | 0 | +1/2 | +1/2 | 0 | -1/2 | 0 | 0 | 0 | 0 | 7  | 0     | 701/2  |           |
| 14  | 551 | Run Down/Stop 3/2 Spins | 1/2 | 0 | -1/2 | -1/2 | -1/2 | 0 | -1/2 | -1/2 | 0 | 0 | 0     | 101/2 |           |
| 15  | 525 | Run Down/Stop 3/2 Spins | 2 | 0 | 0 | -1/2 | 0 | -1/2 | 0 | 0 | 0 | 7  | 1/2   | 1/2    |           |
| 16  | 572 | Run Down/Stop 3/2 Spins | +1/2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | -1/2 | 0 | 0     | 0      |           |

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

**Judge's Signature:**

Printed from HSW
VERSATILITY RANCH HORSE - REINING

1 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-bredled (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 1/8 circle or 1/2 length of arena

MANEUVER SCORES

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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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

## 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-birded (per maneuver)
- **F**: Out of frame (per maneuver)

## 1 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):
- **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**: Lame
- **C**: Disrespect or misconduct
- **D**: Illegal equipment
- **E**: Fall of horse/rider
- **F**: Improper western attire

## RUN CONTENT
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 76 points.

### POS & CONTENT

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

**SHOW:** World Show #1  
**CLASS:** #43 - SHTX JWCH - Junior Working Cow  
**DATE:** 10/26/2018

### 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-brightened (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 - Spinning in front of corner  
- C - Bistant 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)

### 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  
- D - Disrespect or misconduct  
- G - Illegal equipment  
- F - Fall of horse/rider  
- 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  
- 3-4 Very Poor  
- 5-6 Poor  
- 7-8 Fair  
- 9-10 Good  
- 11-12 Very Good  
- 13-15 Excellent

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### PENALTIES

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

*Printed from HSW*
# AQHA American Quarter Horse Association

## Stock Horse of Texas

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

#### SHOW: World Show #1

#### CLASS: #43 - SHTX JWCH - Junior Working Cow

#### DATE: 10/28/2018

### 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-brodled (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: Excess disobedience
- E: Use of other hand to instill fear/praise
- 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)

### Off-Pattern (OP):

- Cannot place above others who complete pattern correctly

### Disqualification (DQ):

- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse/rider
- 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.

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### PENALTIES

- 3 POINTS
- 5 POINTS
- 10 POINTS
- TOTAL

### SCORE

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### JUDGE'S NAME (PRINTED):

### JUDGE'S SIGNATURE:

Printed from HSW