



SHOW: Hamilton-Versatility

CLASS: #19 - SHTX OWCH - Open Working  
Cow

DATE: 09/08/2018

**VERSATILITY RANCH HORSE - RANCH COW WORK**

<p><b>1 Point Penalties:</b> 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 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)</p> <p><b>2 Point Penalties:</b> 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</p>	<p><b>3 Point Penalties:</b> 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</p> <p><b>5 Point Penalties:</b> 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 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 R - Failure to catch when roping in open/cowboy classes</p> <p><b>10 Point Penalty:</b> U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</p>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b> A - Turning tail E - Repeated blatant disobedience H - Leaving arena before run is complete I - Illegal catch at end of run 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 R - Complete loss of rope</p> <p><b>Disqualification (DQ):</b> A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/rider N - Improper western attire</p>
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W/O	#	RUN CONTENT										PENALTIES					SCORE	OP			
		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										2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL					
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL		
L	R	L	R	TRACK & RATE	STOP & HOLD																
Tie-Breaker		1	2	3	4	5	6	7	8	9	10	11									
9	371	PENALTY			C	A															
		CONTENT	+1/2	-1	-1/2	-1/2	-1/2	-1/2					-1/2	-1/2	-1/2	A	E			7	52 1/2
10	179	PENALTY		A	A-OP																
		CONTENT	-1	-1/2	-1/2	-1/2	-1	-1					-1/2	-1/2	-1/2					1	57 A
11	372	PENALTY			LLAA	P	P														
		CONTENT	∅	∅	-1/2	-1/2	-1/2	-1/2					-1/2	∅	-1/2					7	54
12	177	PENALTY			A	A															
		CONTENT	∅	∅	∅	∅	-1	-1/2					-1/2	-1/2	-1/2					2	61 A
13	147	PENALTY		A	A		P														
		CONTENT	∅	-1/2	-1/2	-1/2	-1	-1/2					-1/2	-1	-1/2	A				5	55
14	685	PENALTY	A		A	EAA															
		CONTENT	-1	+1/2	-1	-1	-1	-1/2					-1/2	-1/2	-1/2	A				7	53 1/2
15	168	PENALTY				A	P	P													
		CONTENT	-1/2	-1/2	-1	-1	-1/2	-1/2					-1/2	-1	-1/2					3	56
16	163	PENALTY			A																
		CONTENT	∅	-1/2	-1/2	-1/2			∅	+1/2	-1/2	∅	-1/2							1	67

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

**SHOW:** Hamilton-Versatility

**CLASS:** #19 - SHTX OWCH - Open Working Cow

**DATE:** 09/08/2018

**VERSATILITY RANCH HORSE - RANCH COW WORK**

**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
- 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 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

**5 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 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
- R - Failure to catch when roping in open/cowboy classes

**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
- I - Illegal catch at end of run
- 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
- R - Complete loss of rope

**Disqualification (DQ):**

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

W/O	#	RUN CONTENT										PENALTIES					SCORE	OP			
		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										2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL					
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL		
L	R	L	R	TRACK & RATE	STOP & HOLD																
		Tie-Breaker																			
17	170																		56 1/2	N	
18	141				A	P												2	65 1/2	OR	
19	76																			75	
20	105		EE												AA	E			9	54	
21	178																			75	OP
22	65				CA										A				4	61	
23	115				A	A	P	P											4	56	D
24	160						P	P							A				4	55	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 





**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:** Hamilton-Versatility

**CLASS:** #19 - SHTX OWCH - Open Working Cow

**DATE:** 09/08/2018

**1 Point Penalties:**

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		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY							
				L	R	L	R	TRACK & RATE	STOP & HOLD									
<b>Tie-Breaker</b>																		
33	174	PENALTY																
		CONTENT	-1/2	0	-1	-1/2	-1/2	-1/2				-1/2	-1/2	-1/2			A/A	
34	64	PENALTY			C	C	E	N	OP									
		CONTENT	-1	-1	-1/2	-1/2	-1/2	-1/2				-1/2	-1/2	-1/2		A	5	52 1/2 N
35	171	PENALTY			E	A												
		CONTENT	-1/2	+1/2	+1/2	-1/2	-1/2	-1/2				-1/2	-1/2	-1/2		E	5	56 1/2 N
36	989	PENALTY																
		CONTENT	0	-1/2	-1/2	-1/2	0	0				-1/2	0	-1/2		AA	4	58 1/2
37	142	PENALTY			E													
		CONTENT	0	-1/2	-1	-1	-1/2	0				-1/2	0	-1/2		A	3	60
38	116	PENALTY																
		CONTENT	+1/2	+1/2	0	0	-1/2	-1/2				-1	0	-1			2	65
39	173	PENALTY																
		CONTENT	+1/2	-1/2	-1/2	-1/2	-1/2	-1/2				-1/2	-1/2	-1/2		H	0	50 1/2 A/op
40	694	PENALTY	A	A	EE													
		CONTENT	-1	-1/2	0	-1/2	-1/2	-1/2				-1/2	-1/2	-1/2		E	7	51 1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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**RUN CONTENT**

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

**PENALTIES**

W/O	#	BOXING	RATING	FENCE TURNS (Form & Quality)				CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL	SCORE	OP		
				L	R	L	R	TRACK & RATE	STOP & HOLD														
Tie-Breaker																							
41	668																						
		PENALTY	A	T				P	P														
		CONTENT	-1	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2				-1 1/2	-1 1/2	-1 1/2						4	53	
42	833																						
		PENALTY																					
		CONTENT	-1 1/2	0	0	-1	0	-1 1/2				0	-1 1/2	-1								66 1/2	
-1	43	33																					
		PENALTY		AAA																			
		CONTENT	0	-1 1/2	-1 1/2	1 1/2	-1 1/2	-1 1/2				-1 1/2	-1 1/2	-1 1/2								3	55
		PENALTY																					
		CONTENT																					
		PENALTY																					
		CONTENT																					
		PENALTY																					
		CONTENT																					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE

**VERSATILITY RANCH HORSE - REINING**

**PATTERN 4**

**SHOW:** Hamilton-Versatility

**CLASS:** #16 - SHTX ORNN - Open Reining

**DATE:** 09/07/2018

**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 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 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/praise
- 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

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8						
		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													
		Tie-Breaker													
		Maneuver Description													
		1 Run, Stop    2 3 1/2 Spins Left    3 Run, Stop    4 3 1/2 Spins Right    5 Run, Stop, Roll    6 2 Circles Right, 2 Circles Left, Lead Change    7 2 Circles Left, Lead Change    8 Stop & Back													
1	170	PENALTY								1	2	3	67		
		CONTENT	0	+1/2	0	+1/2	0	-1/2	-1/2	0					
2	117	PENALTY										71 1/2			
		CONTENT	0	+1/2	-1/2	+1/2	0	0	+1/2	+1/2					
3	175	PENALTY			OP						1	68 1/2	OP		
		CONTENT	0	0	0	+1/2	0	0	-1	0					
4	116	PENALTY										70 1/2			
		CONTENT	-1/2	0	+1/2	0	0	0	0	+1/2					
5	143	PENALTY										68 1/2			
		CONTENT	0	0	-1/2	-1/2	0	0	-1/2	0					
6	113	PENALTY										73 1/2			
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2					
7	65	PENALTY				OP					12	3	65	OP	
		CONTENT	0	0	-1/2	-1/2	0	0	-1	0					
8	174	PENALTY			OP							68 1/2	OP		
		CONTENT	0	0	0	0	0	-1	-1/2	0					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**VERSATILITY RANCH HORSE - REINING**

**PATTERN 4**

<b>SHOW:</b>	Hamilton-Versatility
<b>CLASS:</b>	#16 - SHTX ORNN - Open Reining
<b>DATE:</b>	09/07/2018

<p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- 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</li> <li>- Over or under spinning 1/8 to 1/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spins or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver</li> <li>- Attempt to alter tension or length of reins from the bridle to the rein hand</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> </ul>
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W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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											
Tie-Breaker		1	2	3	4	5	6	7	8				
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Rock	2 Circles Right, Lead Change	2 Circles Left, Lead Change	Stop & Back				
9	173	PENALTY					1			1	68 1/2		
		CONTENT	0	0	-1/2	+1/2	+1/2	-1/2	-1/2	0			
10	166	PENALTY					1	1		2	67		
		CONTENT	+1/2	+1/2	0	-1/2	0	-1	-1	+1/2			
11	115	PENALTY									67 1/2		
		CONTENT	0	0	-1/2	0	0	0	-1/2	-1 1/2			
12	668	PENALTY					1 2	OP 2		5	57 1/2	OP	
		CONTENT	-1	-1	-1/2	-1/2	-1/2	-1	-1/2	-1 1/2			
13	206	PENALTY									71 1/2		
		CONTENT	0	+1/2	0	+1/2	0	0	0	+1/2			
14	179	PENALTY						1		1	69 1/2		
		CONTENT	0	0	0	+1/2	0	0	0	0			
15	141	PENALTY									69 1/2		
		CONTENT	-1/2	0	-1/2	0	+1/2	0	0	0			
16	147	PENALTY			1/2 OP			OP 1 2		1 1/2	62 1/2	OP	
		CONTENT	-1	0	-1	0	-1/2	0	-1	-1 1/2			

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE:   
Printed from HSW 



# AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION



## VERSATILITY RANCH HORSE - REINING

PATTERN 4

SHOW: Hamilton-Versatility

CLASS: #16 - SHTX ORNN - Open Reining

DATE: 09/07/2018

**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 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 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/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal 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

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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											
Tie-Breaker		1	2	3	4	5	6	7	8				
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead Change	2 Circles Left, Lead Change	Stop & Back				
17	160	PENALTY											
		CONTENT	+1/2	-1/2	0	-1/2	-1/2	0	0	+1/2			69 1/2
18	76	PENALTY											
		CONTENT	+1/2	+1/2	+1	+1	+1/2	+1/2	+1/2	+1			75 1/2
19	178	PENALTY				1/2						1/2	71 1/2
		CONTENT	+1/2	0	+1/2	0	+1/2	0	0	+1/2			71 1/2
20	176	PENALTY											
		CONTENT	0	+1/2	0	+1/2	+1/2	0	-1/2	+1/2			71 1/2
21	16	PENALTY	2										
		CONTENT	-1/2	0	0	0	-1/2	0	0	+1/2	2		67 1/2
22	55	PENALTY								1 1/2	2		
		CONTENT	-1/2	-1	-1	-1	-1	-1/2	-1/2	-1		6	56 1/2
23	371	PENALTY											
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			74
24	142	PENALTY											
		CONTENT	0	0	0	0	0	0	0	0			70

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

mat

**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Hamilton-Versatility

**CLASS:** #16 - SHTX ORNN - Open Reining

**DATE:** 09/07/2018

**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 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 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/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal 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

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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											
Tie-Breaker		1	2	3	4	5	6	7	8				
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead Change	2 Circles Left, Lead Change	Stop & Back				
25	171	PENALTY										71	
		CONTENT	+1/2	0	+1/2	0	+1/2	0	-1	+1/2			
26	163	PENALTY										72 1/2	
		CONTENT	+1/2	0	+1/2	0	+1/2	0	+1/2	+1/2			
27	152	PENALTY				1/2			1			1 1/2	66 1/2
		CONTENT	0	-1/2	-1/2	-1/2	0	0	-1/2	0			
28	177	PENALTY						5	1	OP		6	63 OP
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	-1	-1/2	-1/2			
29	168	PENALTY						1	1			3	61 1/2
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	-1	-1	-1/2			
31	372	PENALTY					1/2		1			1 1/2	67
		CONTENT	0	-1/2	0	0	0	-1/2	-1/2	0			
32	101	PENALTY											70 1/2
		CONTENT	0	0	0	+1/2	+1/2	0	-1/2	0			
283		PENALTY		OP		OP							69 OP
		CONTENT	+1/2	-1/2	+1/2	0	0	-1	0	+1/2			

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

max

**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 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 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
- 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 romal 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)

**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 dally and remain dalled during the drag

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		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															
		1	2	3	4	5	6	7	8	9	10						
		LH Push	L RL Logs	W Logs, SP	Drag	Ext Trot	Box, 1 1/4 L	W Log	Bridge	Back thru							
<b>Tie-Breaker</b>		5	2	6	1	7	3	9	8	4							
<b>Obstacle Description</b>																	
1	163	PENALTY			1.5	1		1	1								
		CONTENT	+1/2	+1	+1/2	+1/2	-1/2	+1/2	0	0	+1/2						
2	76	PENALTY			1		1										
		CONTENT	+1/2	+1/2	0	+1	+1/2	+1	0	+1/2	+1/2						
3	55	PENALTY								1							
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	-1/2	+1/2						
4	668	PENALTY				1		1									
		CONTENT	0	0	-1/2	-1/2	0	-1/2	0	0	0						
5	152	PENALTY	3	1		1											
		CONTENT	0	-1/2	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2						
6	168	PENALTY			1												
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	0						
7	159	PENALTY	SCAPA T E H														
		CONTENT															
8	36	PENALTY	3	1	1.5					5							
		CONTENT	+1/2	-1	0	-1/2	0	+1/2	0	+1/2	-1/2						

**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** Hamilton-Versatility

**CLASS:**#13 - SHTX OTRL - Open Trail

**DATE:** 09/08/2018

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or falling to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One step on mount/dismount or ground tie (except shifting to balance)</li> <li>- Split pole in lope over</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Two-three steps on mount/dismount or ground tie</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- Four or more steps on mount/dismount or ground tie</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dalled during the drag</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> </ul>
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W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
		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																
Tie-Breaker		1	2	3	4	5	6	7	8	9	10							
Obstacle Description		LH Push	L RL Logs	W Logs, SP	Drag	Ext Trot	Box, 1 1/4 L	W Log	Bridge	Back thru								
9	117	PENALTY																
		CONTENT	+1/2	0	0	+1/2	+1/2	+1/2	0	0	+1/2							12 1/2
10	372	PENALTY		1.3	5		1											
		CONTENT	+1/2	-1	-1	+1/2	+1/2	+1/2	0	0	+1/2							10 60 1/2
11	16	PENALTY			1						1							
		CONTENT	+1/2	-1/2	0	+1/2	0	0	0	+1/2	+1/2							2 60 1/2
12	56	PENALTY		OP							1							
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2							1 72 OP
13	170	PENALTY		3	1						1 1/2							
		CONTENT	+1/2	-1	0	-1/2	0	+1/2	0	-1/2	0							6 63
14	113	PENALTY			1													
		CONTENT	+1/2	1 1/2	0	+1/2	+1	+1	0	+1/2	+1/2							1 73 1/2
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_



**VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**

- Over-bridged (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
- 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 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 romal 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

MANEUVER SCORES													10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	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														
Tie-Breaker		Ext Walk	Trot	Ext Trot	Lope	Stop 100	Walk	Lope	Ext Lope	Trot	Stop & Back					
Maneuver Description																
1	152	PENALTY														
		CONTENT	0	+1/2	+1	+1/2	+1/2	0	-1/2	0	0	+1			73	
2	76	PENALTY														
		CONTENT	0	0	+1/2	+1/2	+1	+1/2	0	+1/2	+1/2	+1/2			72	
3	159	PENALTY														
		CONTENT	SCRATCH													
4	16	PENALTY														
		CONTENT	0	0	+1/2	+1/2	+1/2	0	+1/2	0	0	0			72	
5	163	PENALTY	1													
		CONTENT	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	0	+1/2		1	73 1/2	
6	56	PENALTY														
		CONTENT	0	0	0	+1/2	-1/2	0	0	+1/2	+1/2	0			71	
7	113	PENALTY														
		CONTENT	+1	+1/2	+1	+1/2	+1	+1/2	+1/2	+1	+1/2	+1			77 1/2	
8	36	PENALTY														
		CONTENT	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0			73	

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: 

<b>SHOW:</b>	Hamilton-Versatility
<b>CLASS:</b>	#10 - SHTX OPLS - Open Pleasure
<b>DATE:</b>	09/08/2018

**VERSATILITY RANCH HORSE - RANCH RIDING**

- 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
  - 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 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

W/O		#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
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																
Tie-Breaker		Maneuver Description														
			Ext Walk	Trot	Ext Trot	Lope	Stop 100	Walk	Lope	Ext Lope	Trot	Stop & Back				
9	668	PENALTY							3							
		CONTENT	+1	-1/2	-1/2	0	+1/2	0	-1	-1/2	-1/2	0		3	65 1/2	
10	168	PENALTY														
		CONTENT	0	0	+1/2	-1/2	+1/2	+1/2	0	0	0	+1/2			71 1/2	
11	170	PENALTY														
		CONTENT	0	0	+1/2	-1/2	+1/2	0	+1/2	0	0	+1/2			71 1/2	
12	55	PENALTY														
		CONTENT	+1	0	0	+1/2	0	0	+1/2	+1/2	0	0			72 1/2	
13	372	PENALTY														
		CONTENT	0	0	+1/2	0	-1/2	0	0	+1/2	0	0			70 1/2	
14	117	PENALTY														
		CONTENT	0	0	+1/2	0	+1/2	-1/2	0	0	0	+1/2			71	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: 