# Versatility Ranch Horse - Ranch Riding

## 1 Point Penalties:
- Over-trained 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

## 2 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

## 3 Point Penalties:
- Spurring in front of clinch
- Blatant disobedience
- Use of either hand to rein or lean/pull
- 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

## Maneuver Scores

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp;</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Ship &amp; Bank</th>
<th>Penalty</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>273</td>
<td>PENALTY CONTENT</td>
<td>0 +1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>-1/2</td>
<td>0</td>
<td>+1/2</td>
<td>4</td>
<td>1/2</td>
<td>+1/2</td>
<td>0</td>
<td></td>
<td>0</td>
<td>74</td>
</tr>
<tr>
<td>2</td>
<td>279</td>
<td>PENALTY CONTENT</td>
<td>0 -1/2</td>
<td>+1/2</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td></td>
<td>0</td>
<td>121/2</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>284</td>
<td>PENALTY CONTENT</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
<td>4</td>
<td>1/2</td>
<td>+1/2</td>
<td>1/2</td>
<td>0</td>
<td></td>
<td>0</td>
<td>72</td>
</tr>
<tr>
<td>4</td>
<td>289</td>
<td>PENALTY CONTENT</td>
<td>+1/2</td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>-1/2</td>
<td></td>
<td>0</td>
<td>70</td>
</tr>
<tr>
<td>5</td>
<td>299</td>
<td>PENALTY CONTENT</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td>0</td>
<td>72</td>
</tr>
<tr>
<td>6</td>
<td>314</td>
<td>PENALTY CONTENT</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>-1/2</td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td>1</td>
<td>691/2</td>
</tr>
<tr>
<td>7</td>
<td>315</td>
<td>PENALTY CONTENT</td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>68</td>
</tr>
<tr>
<td>8</td>
<td>316</td>
<td>PENALTY CONTENT</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td>0</td>
<td>721/2</td>
</tr>
</tbody>
</table>

## Judge's Signature:

Pam Rose

---

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

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #60 - SHTX IPLS - Intermediate Pleasure  
**DATE:** 03/31/2017

#### 1 Point Penalties:
- Over-quizled 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  
- Dipped reins  
- Break of gait at Lope  
- Break of gait at Walk or trot for more than two (2) strides

#### 5 Point Penalties:
- Spurting in front of crotch  
- Blatan disobedience  
- 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  
- 1st or 2nd cumulative refusal

#### Difficulties (DP):
- Cannot place above others who complete pattern correctly  
- Breaking pattern  
- Leaving arena before pattern is complete  
- Repeated blatant disobedience  
- Other: Lameness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire  
- Fall of horseman

#### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

- -1 1/2 Extremely Poor  
- -1 Very Poor  
- -1 Poor  
- -1 Correct  
- +1 Good  
- +1 Very Good  
- +1 1/2 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalties</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Reverse</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Stop &amp; Back</th>
<th>Total</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>317</td>
<td>PENALTY</td>
<td>PENALTY</td>
<td>0 +1/2 O</td>
<td>-1/2 O</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>69 1/2</td>
<td>69 1/2</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>330</td>
<td>PENALTY</td>
<td>PENALTY</td>
<td>3</td>
<td>0</td>
<td>0</td>
<td>-1/2 O</td>
<td>-1/2 O</td>
<td>-1/2 O</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>61</td>
<td>61</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>333</td>
<td>PENALTY</td>
<td>PENALTY</td>
<td>1 +1/2 O</td>
<td>0</td>
<td>+1/2 O</td>
<td>0</td>
<td>0</td>
<td>+1/2 O</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>72 1/2</td>
<td>72 1/2</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>334</td>
<td>PENALTY</td>
<td>PENALTY</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>-1/2 O</td>
<td>+1/2 O</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>-1/2 O</td>
<td>0</td>
<td>1</td>
<td>68 1/2</td>
<td>68 1/2</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>342</td>
<td>PENALTY</td>
<td>PENALTY</td>
<td>0 +1/2 O</td>
<td>0</td>
<td>0</td>
<td>-1/2 O</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>-1/2 O</td>
<td>0</td>
<td>0</td>
<td>69</td>
<td>69</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>345</td>
<td>PENALTY</td>
<td>PENALTY</td>
<td>0</td>
<td>3</td>
<td>0</td>
<td>-1/2 O</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>68</td>
<td>68</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>353</td>
<td>PENALTY</td>
<td>PENALTY</td>
<td>0 +1/2 O</td>
<td>0</td>
<td>0</td>
<td>+1/2 O</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+1/2 O</td>
<td>0</td>
<td>0</td>
<td>73 1/2</td>
<td>73 1/2</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>356</td>
<td>PENALTY</td>
<td>PENALTY</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>72</td>
<td>72</td>
<td></td>
</tr>
</tbody>
</table>

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

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

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #60 - SHTX IPLS - Intermediate Pleasure  
**DATE:** 03/31/2017

#### 1 Point Penalties:
- Over-planted 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:
- Spur in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/strike
- 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

#### MAINEUVER SCORES

Each horse/rider team is scored between 1-10 points and automatically begins the run with a score of 10 points.

- 1.5: Extremely Poor, 1.0 Very Poor, 0.5 Poor, 0.0 Correct, 0.5 Good, 1.0 Very Good, 1.5 Excellent

<table>
<thead>
<tr>
<th>WO #</th>
<th>Maneuver Description</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>Ext Walk</th>
<th>Trott</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Rev</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Stop &amp; Reck</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>364</td>
<td></td>
<td></td>
<td>0</td>
<td>0</td>
<td>+½0</td>
<td>0</td>
<td>-½0</td>
<td></td>
<td>-½0</td>
<td>+½0</td>
<td>0</td>
<td></td>
<td></td>
<td>70</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>365</td>
<td>1½</td>
<td></td>
<td>0</td>
<td>+½0</td>
<td>0</td>
<td>-½0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td>23</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>370</td>
<td></td>
<td></td>
<td>0</td>
<td>0</td>
<td>-½0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>374</td>
<td>1½</td>
<td></td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>380</td>
<td>1½</td>
<td></td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>386</td>
<td>1½</td>
<td></td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>388</td>
<td>1½</td>
<td></td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>24</td>
<td>408</td>
<td>-½0</td>
<td></td>
<td>-½0</td>
<td>0</td>
<td>0</td>
<td>-½0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td>70</td>
<td></td>
</tr>
</tbody>
</table>

**JUDGE'S NAME (PRINTED):** Pam Rose  
**JUDGE'S SIGNATURE:** Pam Rose  
**Printed from HSW**
# Versatility Ranch Horse - Ranch Riding

## Penalties:
- Open-brisket 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 clinch
- Blatant disobedience
- Use of either hand to instill fear/punishment
- 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

## Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- LN: Llameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

## Maneuver Scores

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot Ext Trot</th>
<th>Lope Stop &amp; Reverse</th>
<th>Walk Lope Ext Lope Trot Stop &amp; Break</th>
<th>Penalty Total</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>25</td>
<td>433</td>
<td>PENALTY CONTENT</td>
<td></td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
</tr>
<tr>
<td>26</td>
<td>434</td>
<td>PENALTY CONTENT</td>
<td></td>
<td>0</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
</tr>
<tr>
<td>27</td>
<td>457</td>
<td>PENALTY CONTENT</td>
<td></td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>-1</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

JUDGE'S NAME (PRINTED): Pam Rose

JUDGE'S SIGNATURE: Pam Rose

Printed from HSW
# Versatility Ranch Horse - Ranch Riding

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #62 - SHTX ITRL - Intermediate Trail  
**DATE:** 03/31/2017

### Pattern 1

**Penalties:**
- Over-brided 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

**5 Point Penalties:**
- Wrong lead or out of lead
- Dragged reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

**6 Point Penalties:**
- Spurning in front of crotch
- Blasphemy disobedience
- Use of either hand to instill fear or pain
- Use of two hands (except in small 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

### Maneuver Scores

Each horse and rider team is scored between 1-100 points and automatically begins the run with a score of 70 points. 

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

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Penalties</th>
<th>Walk</th>
<th>Trot</th>
<th>Trot to LH</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>333</td>
<td>Tie-Breaker</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>71</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>353</td>
<td></td>
<td>1</td>
<td>+1/2</td>
<td>+1/2</td>
<td>1</td>
<td>70</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>374</td>
<td></td>
<td>-1</td>
<td>-1</td>
<td>3/4</td>
<td>3/4</td>
<td>43 1/2</td>
<td>10</td>
</tr>
<tr>
<td>4</td>
<td>380</td>
<td></td>
<td>-1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>69</td>
<td>6</td>
</tr>
<tr>
<td>5</td>
<td>316</td>
<td></td>
<td>+1/2</td>
<td>0</td>
<td>-1</td>
<td>+1/2</td>
<td>65</td>
<td>6</td>
</tr>
<tr>
<td>6</td>
<td>364</td>
<td></td>
<td>+1/2</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>67</td>
<td>6</td>
</tr>
<tr>
<td>7</td>
<td>284</td>
<td></td>
<td>+1/2</td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td>67</td>
<td>4</td>
</tr>
<tr>
<td>8</td>
<td>434</td>
<td></td>
<td>+1/2</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td>62</td>
<td>7</td>
</tr>
</tbody>
</table>

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

Printed from HSW
# Versatility Ranch Horse - Ranch Riding

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #62 - SHTX ITRL - Intermediate Trail  
**DATE:** 03/31/2017

## 1 Point Penalties:
- Over-handled 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:
- Sparring 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 per maneuver  
- 1st or 2nd cumulative refusal

## Off-Pattern (OP):
- Breaking pattern  
- Leaving arena before pattern is complete  
- Repeated blatant disobedience

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

### MANEUVER SCORES

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Penalty Total</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>315</td>
<td>Walk</td>
<td>Back Chute O'Hen</td>
<td>+1/4</td>
<td>-1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Lope Lto R</td>
<td>Trot Lop to Piglet</td>
<td>-1</td>
<td>+1/2</td>
<td>1/2</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Trot to LH</td>
<td>-1/2</td>
<td>+1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>279</td>
<td>Walk</td>
<td>Back Chute O'Hen</td>
<td>-1/2</td>
<td>-1/2</td>
<td>1</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Lope Lto R</td>
<td>Trot Lop to Piglet</td>
<td>0</td>
<td>+1/2</td>
<td>1/2</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Trot to LH</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>342</td>
<td>Walk</td>
<td>Back Chute O'Hen</td>
<td>+1</td>
<td>-1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Lope Lto R</td>
<td>Trot Lop to Piglet</td>
<td>-1</td>
<td>+1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Trot to LH</td>
<td>-1/2</td>
<td>+1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>408</td>
<td>Walk</td>
<td>Back Chute O'Hen</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Lope Lto R</td>
<td>Trot Lop to Piglet</td>
<td>0</td>
<td>+1/2</td>
<td>1/2</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Trot to LH</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>314</td>
<td>Walk</td>
<td>Back Chute O'Hen</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Lope Lto R</td>
<td>Trot Lop to Piglet</td>
<td>-1/2</td>
<td>+1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Trot to LH</td>
<td>-1/2</td>
<td>+1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>386</td>
<td>Walk</td>
<td>Back Chute O'Hen</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Lope Lto R</td>
<td>Trot Lop to Piglet</td>
<td>0</td>
<td>+1/2</td>
<td>1/2</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Trot to LH</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>330</td>
<td>Walk</td>
<td>Back Chute O'Hen</td>
<td>+1/2</td>
<td>-1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Lope Lto R</td>
<td>Trot Lop to Piglet</td>
<td>-1</td>
<td>+1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Trot to LH</td>
<td>-1/2</td>
<td>+1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>299</td>
<td>Walk</td>
<td>Back Chute O'Hen</td>
<td>+1</td>
<td>-1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Lope Lto R</td>
<td>Trot Lop to Piglet</td>
<td>-1</td>
<td>+1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Trot to LH</td>
<td>-1/2</td>
<td>+1/2</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**  
Printed from HSW
**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #62 - SHTX ITRL - Intermediate Trail  
**DATE:** 03/31/2017

1. **Point Penalties:**
   - Over-bred or per maneuver
   - Out of frame or per maneuver
   - Too slow per maneuver
   - Gapping mouth
   - Break of gait at Walk or trot for two (2) strides or less

2. **3 Point Penalties:**
   - Wrong lead or out of lead
   - Dipped reins
   - Break of gait at Lope
   - Break of gait at Walk or trot for more than two (2) strides

3. **5 Point Penalties:**
   - Spurring in front of cinch
   - Bitless disobedience
   - Use of either hand to incite fear
   - 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

**MANEUVER SCORES**

Each horse/rider pair is scored between 1-100 points and automatically begins the run with a score of 70 points.  
- 90-100 = Excellent  
- 80-89 = Very Good  
- 70-79 = Good  
- 60-69 = Fair

<table>
<thead>
<tr>
<th>WIO</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Penalties</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>433</td>
<td>Walk 3/4, Trot 1/2</td>
<td>Penalty</td>
<td>4</td>
<td>7</td>
</tr>
<tr>
<td>18</td>
<td>317</td>
<td>Walk 1/2, Trot 1/2</td>
<td>Penalty</td>
<td>4 1/2</td>
<td>7</td>
</tr>
<tr>
<td>19</td>
<td>269</td>
<td>Walk 3/4, Trot 1/2</td>
<td>Penalty</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>20</td>
<td>345</td>
<td>Walk 1/2, Trot 1/2</td>
<td>Penalty</td>
<td>5 1/2</td>
<td>6</td>
</tr>
<tr>
<td>21</td>
<td>334</td>
<td>Walk 3/4, Trot 1/2</td>
<td>Penalty</td>
<td>14 1/2</td>
<td>2</td>
</tr>
<tr>
<td>22</td>
<td>365</td>
<td>Walk 3/4, Trot 1/2</td>
<td>Penalty</td>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>23</td>
<td>437</td>
<td>Walk 3/4, Trot 1/2</td>
<td>Penalty</td>
<td>9</td>
<td>6</td>
</tr>
<tr>
<td>24</td>
<td>273</td>
<td>Walk 3/4, Trot 1/2</td>
<td>Penalty</td>
<td>0</td>
<td>7</td>
</tr>
</tbody>
</table>

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

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

**1 Point Penalties:**
- Over-brilled 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

**2 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

**3 Point Penalties:**
- Spinning in front of cachie
- Blatant disobedience
- Use of either hand to instill fear/crash
- 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

**4 Point Penalties:**
- 1st or 2nd cumulative refusal

**5 Point Penalties:**
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- DD:
  - Lameness
  - Abuse
  - Illegal equipment
  - Disrespect or misconduct
  - Improper western attire
  - Fall of horse/rider

---

#### MANEUVER SCORES

Each horse/rider team is scored between 1-100 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

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>MANEUVER DESCRIPTION</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>25</td>
<td>356</td>
<td>Walk/Run Drag</td>
<td>+1/2</td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td>70</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Black Chute</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Lope RL</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Trot Logs to Drag Figure</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Trot to LH</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Trot to RH</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

---

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

**JUDGE'S SIGNATURE:** [Signature]

---

Printed from HSW
**Pattern 3**

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #64 - SHTX IRNN - Intermediate Reining  
**DATE:** 03/31/2017

10 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 and/or rollback (except in Level 1 Youth Reining Pattern #1)
- Over spin or under spin up to 1/8 turn

3 Point Penalties:
- 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 or trot-in patterns
- Failure to be in a lope prior to the first marker on trot-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:
- Spurring in front of coin
- Blatant disobedience
- Use of either hand to instill fear/issue
- 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 reins) per 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

**BOQ:**
- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

---

**WGA #353**

**Tie-Breaker:**

**Maneuver Description:**

<table>
<thead>
<tr>
<th>Circle Left</th>
<th>Circle Right</th>
<th>Roll Stop</th>
<th>1/2 Spins Left</th>
<th>1/2 Spins Right</th>
<th>Stop &amp; Slack</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Penalty:**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>Total</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>735</td>
</tr>
</tbody>
</table>

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

---

**WGA #364**

**Tie-Breaker:**

**Maneuver Description:**

<table>
<thead>
<tr>
<th>Circle Left</th>
<th>Circle Right</th>
<th>Roll Stop</th>
<th>1/2 Spins Left</th>
<th>1/2 Spins Right</th>
<th>Stop &amp; Slack</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Penalty:**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>Total</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>65</td>
</tr>
</tbody>
</table>

**WGA #314**

**Tie-Breaker:**

**Maneuver Description:**

<table>
<thead>
<tr>
<th>Circle Left</th>
<th>Circle Right</th>
<th>Roll Stop</th>
<th>1/2 Spins Left</th>
<th>1/2 Spins Right</th>
<th>Stop &amp; Slack</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Penalty:**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>Total</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>65</td>
</tr>
</tbody>
</table>

**WGA #388**

**Tie-Breaker:**

**Maneuver Description:**

<table>
<thead>
<tr>
<th>Circle Left</th>
<th>Circle Right</th>
<th>Roll Stop</th>
<th>1/2 Spins Left</th>
<th>1/2 Spins Right</th>
<th>Stop &amp; Slack</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Penalty:**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>Total</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>65</td>
</tr>
</tbody>
</table>

**WGA #433**

**Tie-Breaker:**

**Maneuver Description:**

<table>
<thead>
<tr>
<th>Circle Left</th>
<th>Circle Right</th>
<th>Roll Stop</th>
<th>1/2 Spins Left</th>
<th>1/2 Spins Right</th>
<th>Stop &amp; Slack</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Penalty:**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>Total</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>35.6</td>
</tr>
</tbody>
</table>

**WGA #315**

**Tie-Breaker:**

**Maneuver Description:**

<table>
<thead>
<tr>
<th>Circle Left</th>
<th>Circle Right</th>
<th>Roll Stop</th>
<th>1/2 Spins Left</th>
<th>1/2 Spins Right</th>
<th>Stop &amp; Slack</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Penalty:**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>Total</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>5</td>
</tr>
</tbody>
</table>

**WGA #356**

**Tie-Breaker:**

**Maneuver Description:**

<table>
<thead>
<tr>
<th>Circle Left</th>
<th>Circle Right</th>
<th>Roll Stop</th>
<th>1/2 Spins Left</th>
<th>1/2 Spins Right</th>
<th>Stop &amp; Slack</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Penalty:**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>Total</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>-5</td>
</tr>
</tbody>
</table>

**WGA #370**

**Tie-Breaker:**

**Maneuver Description:**

<table>
<thead>
<tr>
<th>Circle Left</th>
<th>Circle Right</th>
<th>Roll Stop</th>
<th>1/2 Spins Left</th>
<th>1/2 Spins Right</th>
<th>Stop &amp; Slack</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Penalty:**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>Total</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>-5</td>
</tr>
</tbody>
</table>
# VERSATILITY RANCH HORSE - REINING

## MANEUVER SCORES

Each horse/rider team is scored from 1-100 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

<table>
<thead>
<tr>
<th>W/R</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Penalty</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>279</td>
<td>6 7 3 4 3 5 1</td>
<td>-1.5 -1 -1.5 -1 -2</td>
<td>2</td>
<td>13.5</td>
</tr>
<tr>
<td>10</td>
<td>374</td>
<td>-1 -1/2 -1 -1/2 -2</td>
<td>-1.5</td>
<td>-8.5</td>
<td>52.5</td>
</tr>
<tr>
<td>11</td>
<td>317</td>
<td>-1 -1/2 -1 -1/2 -2</td>
<td>0</td>
<td>68</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>365</td>
<td>0 -1/2 -1 -1/2 -2</td>
<td>-5</td>
<td>61</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>443</td>
<td>-1/2 -1/2 -1/2 -1/2 -1/2</td>
<td>-5</td>
<td>61</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>334</td>
<td>-1 -1/2 -1 -1/2 -2</td>
<td>0</td>
<td>68</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>342</td>
<td>-1 -1/2 -1 -1/2 -1</td>
<td>-9</td>
<td>52.5</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>333</td>
<td>0 -1 -1 -1/2 -2</td>
<td>0</td>
<td>68</td>
<td></td>
</tr>
</tbody>
</table>

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

**Judge's Signature:**

Printed from HSW
1/2 Point Penalties:
- Starting a circle or executing 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 (except in Level 1 Youth Reining Pattern #1).
- Over spin or under spin up to 1/8 turn.

1 Point Penalties:
- 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.

5 Point Penalties:
- Spinning in front of circh.
- Blatant disobedience.
- Use of either hand to instill fear/punish.
- Use of two hands (except in snaffle bit or hackamore) per maneuver.
- More than one finger between split reins or any fingers between rein reins (except two reins) per 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.
- Lameness.
- Abuse.
- Fall of horse/riders:
- Illegal equipment.
- Disrespect or misconduct.
- Improper western attire.

### MANEUVER SCORES

| W/O | #  | Tie-Breaker | PENALTY | CONTENT | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | PENALTY TOTAL | SCORE | OP |
|-----|----|-------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|----------------|-------|----|
| 17  | 316| 7           |         |         |   |   |   |   |   |   |   |   |   |    | -1 1/2         | 0     | 67 |
| 18  | 345|             | 1       |         |   |   |   |   |   |   |   |   |   |    | -1 1/2         | 0     | 66 OP |
| 19  | 386|             | 1/2     |         |   |   |   |   |   |   |   |   |   |    | -1 1/2         | 0     | 67 |
| 20  | 289|             | -1/2    | -1/2    |   |   |   |   |   |   |   |   |   |    | -1 1/2         | 0     | 68 OP |
| 21  | 273|             | -1/2    | 0       | -1/2|   |   |   |   |   |   |   |   |    | -1 1/2         | 0     | 69 5 |
| 22  | 284|             |        |         |   |   |   |   |   |   |   |   |   |    | -1 1/2         | 0     | 67 |
| 23  | 434|             | -1     | 1       | -1/2|   |   |   |   |   |   |   |   |    | -1 1/2         | 0     | 65 5 |
| 24  | 408|             | -1/2   | -1/2    |   |   |   |   |   |   |   |   |   |    | -1 1/2         | 0     | 68 5 |

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

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

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #64 - SHTX IRNN - Intermediate Reining  
**DATE:** 03/31/2017

### 1/2 Point Penalties:
- Starting a circle or exiting a rollback at a canter 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 (except in Level 1/Youth Reining Pattern #1)
- Over spin or under-spin up to 1/8 turn

### 1 Point Penalties:
- Out of lead in 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
- Sipping rein

### 2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trodden 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
- Treading beyond 2 strides, but less than 1/2 circle

### 5 Point Penalties:
- Spinning in front of cinch
- Blatant disobedience
- Use of other hand to instil fear/praise
- Use of both 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

### Off-Side 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

### IQ:
- Lameness
- Abuse
- Fall of horse/ride/run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>PENALTY</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>1</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td></td>
<td></td>
<td>7</td>
<td>8</td>
<td>9</td>
</tr>
<tr>
<td></td>
<td></td>
<td>10</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Tie-Breaker:**
- Current Left Change
- Current Right Change
- Run Drop Left
- Run Drop Right
- 3 1/2 Points Left
- 3 1/2 Points Right
- Stop & Drop

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

---

Printed from HSW
### AQHA

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #68-SHTXIVCH-IntermediateWorkingCow  
**DATE:** 03/31/2017

### 1 Point Penalties:
- A - Loss of working advantage
- B - Working out of position
- C - Slipping rein

### 3 Point Penalties:
- D - Knocking down the cow without a working advantage
- E - Losing a cow while boxing

### 5 Point Penalties:
- F - Spuming in front of cinch
- G - Biting or disobedience
- H - Use of other hand to toss the rope
- I - Use of two hands (except in snaffle bit or hackamore) per maneuver
- J - More than one finger between the reins or any fingers between the reins (except two rein) per maneuver

### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
  - A - Turning tail
  - B - Repeated blatant disobedience
  - C - Schooled after entering the arena prior to calling for cow
  - D - Schooling horse between cows, if new cow is awarded
  - E - Failure to attempt any part of the class
  - F - Fall of horse/riders; run ends
  - G - Improper western attire

### RUN CONTENT
Each horse/riders team is scored between 1-100 points and automatically begins the run with a score of 70 points.

<table>
<thead>
<tr>
<th>WIO</th>
<th>#</th>
<th>BOXING</th>
<th>PENALTIES</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>POSITION &amp; CONTROL</td>
<td>EYE APPEAL</td>
</tr>
<tr>
<td>Tie-Breaker</td>
<td>1</td>
<td>273</td>
<td>-1/2 - 1/2</td>
</tr>
<tr>
<td>2</td>
<td>433</td>
<td>-1/2</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>374</td>
<td>-1/2 - 1/2</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>279</td>
<td>-1/2 - 1/2</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>333</td>
<td>-1/2 - 1/2</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>364</td>
<td>0</td>
<td>1/2 - 1/2</td>
</tr>
<tr>
<td>7</td>
<td>437</td>
<td>-1/2</td>
<td>0</td>
</tr>
<tr>
<td>8</td>
<td>370</td>
<td>-1/2</td>
<td>0</td>
</tr>
</tbody>
</table>

**JUDGE'S NAME (PRINTED):** J. Amore  
**JUDGE'S SIGNATURE:** J. Amore

Printed from HSW
### RUN CONTENT

Each horse/ rider team is scored between 1-100 points and automatically begins the run with a score of 100 points.

- 1 1/2 Barometry Points
- 1 Very Poor
- 1 1/2 Poor
- 0 Control
- 1 1/2 Good
- 1 1/2 Excellent

### PENALTIES

**1 Point Penalties:**
- A - Loss of working advantage
- P - Working out of position
- S - Slipping rein

**3 Point Penalties:**
- K - Knocking down the cow without a working advantage
- L - Lifting a cow while boring

**5 Point Penalties:**
- B - Spurring in front of cinch
- C - Blunt disobedience
- E - Use of other hand to instil fear/prise
- 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 reins) per maneuver

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- A - Turning tail
- E - Repeated blunt disobedience
- 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

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

### Score Table

<table>
<thead>
<tr>
<th>WID</th>
<th>#</th>
<th>BOXING</th>
<th>DRIVE</th>
<th>BOXING</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>POSITION &amp; CONTROL</td>
<td>EYE APPEAL</td>
<td>DEGREE OF DIFFICULTY</td>
</tr>
<tr>
<td>Tie-Breaker</td>
<td></td>
<td>1</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>9</td>
<td>342</td>
<td>PENALTY</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>10</td>
<td>315</td>
<td>PENALTY</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td>11</td>
<td>299</td>
<td>PENALTY</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td>12</td>
<td>365</td>
<td>PENALTY</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td>13</td>
<td>330</td>
<td>PENALTY</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td>14</td>
<td>386</td>
<td>PENALTY</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td>15</td>
<td>317</td>
<td>PENALTY</td>
<td>0</td>
<td>-1</td>
</tr>
<tr>
<td>16</td>
<td>314</td>
<td>PENALTY</td>
<td>0</td>
<td>-1</td>
</tr>
</tbody>
</table>
### VRH - LIMITED RANCH COW WORK (Amateur)

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #56-SHTXIWCH-IntermediateWorkingCow  
**DATE:** 03/31/2017

1 Point Penalties:
- A - Loss of working advantage
- B - Working out of position
- C - Slipping rein

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 the cinch
- C - Blanket disobedience
- E - Use of either hand to instill fear/purse
- 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 reins) per maneuver

---

### RUN CONTENT

Each horse/rider team is scored between 1-100 points and annually 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

### BOXING

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Position &amp; Control</th>
<th>Eye Appeal</th>
<th>Degree of Difficulty</th>
<th>Position &amp; Control</th>
<th>Eye Appeal</th>
<th>Degree of Difficulty</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>334</td>
<td>1</td>
<td>3</td>
<td>2</td>
<td>9</td>
<td>5</td>
<td>6</td>
<td>71</td>
</tr>
<tr>
<td>18</td>
<td>434</td>
<td>Penalty</td>
<td></td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>C5</td>
</tr>
<tr>
<td>19</td>
<td>388</td>
<td>Penalty</td>
<td></td>
<td>-1/2</td>
<td>-1</td>
<td>-2</td>
<td>-1 1/2</td>
<td>2 63</td>
</tr>
<tr>
<td>20</td>
<td>345</td>
<td>Penalty</td>
<td></td>
<td>-1/2</td>
<td>-1</td>
<td>-1</td>
<td>-1 1/2</td>
<td>L3</td>
</tr>
<tr>
<td>21</td>
<td>443</td>
<td>Penalty</td>
<td></td>
<td>-1</td>
<td>+1/2</td>
<td>-1</td>
<td>0</td>
<td>L3</td>
</tr>
<tr>
<td>22</td>
<td>356</td>
<td>Penalty</td>
<td></td>
<td>-1</td>
<td>+1/2</td>
<td>+1/2</td>
<td>0</td>
<td>701/2</td>
</tr>
<tr>
<td>23</td>
<td>284</td>
<td>Penalty</td>
<td></td>
<td>-1/2</td>
<td>0</td>
<td>-1</td>
<td>0</td>
<td>67</td>
</tr>
<tr>
<td>24</td>
<td>289</td>
<td>Penalty</td>
<td></td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
<td>-1</td>
<td>62</td>
</tr>
</tbody>
</table>

### PENALTIES

<table>
<thead>
<tr>
<th>BOXING</th>
<th>DRIVE</th>
<th>PENALTIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 POINTS</td>
<td>5 POINTS</td>
<td>TOTAL</td>
</tr>
</tbody>
</table>

---

**JUDGE'S NAME (PRINTED):** Sam Rose  
**JUDGE'S SIGNATURE:** [Signature]  
Printed from HSW
**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #68-SHTXIVCH-IntermediateWorkingCow  
**DATE:** 03/31/2017

**VRH - LIMITED RANCH COW WORK (Amateur)**

**1 Point Penalties:**
- A - Loss of working advantage  
- P - Working out of position  
- S - Slipping rein

**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 - 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 central reins (except two reins) per maneuver

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly.
- A - Turning tail  
- E - Repeated blatant disobedience  
- 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  

**DQ:**
- A - Abuse  
- B - Lameness  
- D - Disrespect or misconduct  
- G - Illegal equipment  
- F - Fall of horse/hider; run ends  
- N - Improper western attire

---

### RUN CONTENT

Each horse/hider team is scored between 1-100 points and automatically begins the run with a score of 20 points:
- 1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1/2 Excellent

<table>
<thead>
<tr>
<th>WIO</th>
<th>#</th>
<th>Position &amp; Control</th>
<th>Eye Appeal</th>
<th>Degree of Difficulty</th>
<th>Position &amp; Control</th>
<th>Eye Appeal</th>
<th>Degree of Difficulty</th>
<th>Position &amp; Control</th>
<th>Eye Appeal</th>
<th>Degree of Difficulty</th>
<th>3 Points</th>
<th>5 Points</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>25</td>
<td>353</td>
<td>Penalty</td>
<td>+1</td>
<td>1</td>
<td>Penalty</td>
<td>0</td>
<td>-1</td>
<td>Penalty</td>
<td>+1</td>
<td>0</td>
<td>13</td>
<td>2</td>
<td>15</td>
</tr>
<tr>
<td>26</td>
<td>408</td>
<td>Penalty</td>
<td>-1</td>
<td>-1/2</td>
<td>Penalty</td>
<td>0</td>
<td>-1</td>
<td>Penalty</td>
<td>-1</td>
<td>0</td>
<td>8</td>
<td>1</td>
<td>9</td>
</tr>
<tr>
<td>27</td>
<td>316</td>
<td>Penalty</td>
<td>+1/2</td>
<td>+1/2</td>
<td>Penalty</td>
<td>0</td>
<td>-1</td>
<td>Penalty</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**PENALTIES**

<table>
<thead>
<tr>
<th>WIO</th>
<th>#</th>
<th>Position &amp; Control</th>
<th>Eye Appeal</th>
<th>Degree of Difficulty</th>
<th>Position &amp; Control</th>
<th>Eye Appeal</th>
<th>Degree of Difficulty</th>
<th>Position &amp; Control</th>
<th>Eye Appeal</th>
<th>Degree of Difficulty</th>
<th>3 Points</th>
<th>5 Points</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>25</td>
<td>353</td>
<td>Penalty</td>
<td>+1</td>
<td>1</td>
<td>Penalty</td>
<td>0</td>
<td>-1</td>
<td>Penalty</td>
<td>+1</td>
<td>0</td>
<td>13</td>
<td>2</td>
<td>15</td>
</tr>
<tr>
<td>26</td>
<td>408</td>
<td>Penalty</td>
<td>-1</td>
<td>-1/2</td>
<td>Penalty</td>
<td>0</td>
<td>-1</td>
<td>Penalty</td>
<td>-1</td>
<td>0</td>
<td>8</td>
<td>1</td>
<td>9</td>
</tr>
<tr>
<td>27</td>
<td>316</td>
<td>Penalty</td>
<td>+1/2</td>
<td>+1/2</td>
<td>Penalty</td>
<td>0</td>
<td>-1</td>
<td>Penalty</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**SCORE**  
74 1/2

**OP**

---

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

**JUDGE'S SIGNATURE:**

Printed from HSW