### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points. A score of 1-5 is 1/10 Below Average, 6-9 is 1/10 Average, 10-14 is 1/10 Above Average, 15-19 is 1/10 Excellent, 20-24 is 1/10 Below Average, 25-29 is 1/10 Average, 30-34 is 1/10 Above Average, 35-39 is 1/10 Excellent, 40-44 is 1/10 Below Average, 45-49 is 1/10 Average, 50-54 is 1/10 Above Average, 55-59 is 1/10 Excellent, 60-64 is 1/10 Below Average, 65-69 is 1/10 Average, 70-74 is 1/10 Above Average, 75-79 is 1/10 Excellent, 80-84 is 1/10 Below Average, 85-89 is 1/10 Average, 90-94 is 1/10 Above Average, 95-99 is 1/10 Excellent, 100 is 1/10 Perfect.

#### Tie-Breaker

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<th>Trot</th>
<th>Ext Trot</th>
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<th>Walk</th>
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</table>
### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.
- 70 Extremely Poor, 50 Very Poor, 30 Poor, 10 Correct, 10 Good, 10 Very Good, 10 Excellent.

#### W/H # MANEUVER DESCRIPTION PENALTY CONTENT EXT WALK TROT EXT TROT LOPE STOP & REVERSE WALK LOPE EXT LOPE TROT STOP & BACK

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</table>

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

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

Printed from HSW
### MANEUVER SCORES

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

- 1-10 Extremely Poor,
- 11-20 Poor,
- 21-30 Fair,
- 31-40 Good,
- 41-50 Very Good,
- 51-70 Excellent

**W/O #**

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<th>Ext Trot</th>
<th>Lope</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

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**OBSTACLE SCORES**

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

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</table>

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

**JUDGE'S SIGNATURE:**
### VERSATILITY RANCH HORSE - TRAIL

#### 1 Point Penalties:
- 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 and 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 dismount or ground tie except shifting to balance
- Split point at lope

#### 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
- 2-3 steps on dismount or ground tie

#### 5 Point Penalties:
- Spurring in front of circh
- Blatant disobedience
- Use of either hand to install lead/prance
- 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
- Lasting go of gait
- 4 or more steps on dismount or ground tie

#### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

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

### OBSTACLE SCORES

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

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<th>SP</th>
<th>SP Le</th>
<th>Lope Ht</th>
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<th>Drag Figure 8</th>
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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

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

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #32 - SHTX NPTR - Non Pro Trail  
**DATE:** 03/31/2017

**1 Point Penalties:**
- 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 fore or hind feet in a single-stride space at a walk or trot
- Stepping over or falling off step up or space required
- Incorrect number of strides if specified
- One step on dismount or ground tie except shifting to balance
- Split pole at lope

**5 Point Penalties:**
- Sparring in front of cinch
- Blatant disobedience
- Use of either hand to assist 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 reins per maneuver
- Knocking over, stepping out of, or falling off an obstacle
- Dropping an object required to be carried
- 4 or 3 cumulative refusal
- Letting go of gate
- 4 or more steps on dismount or ground tie

**OFF-Pattern (OP):** Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

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

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

Printed from HSW
# VERSATILITY RANCH HORSE - REINING

## MANEUVER SCORES

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**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #4 - SHTX NPRN - Non Pro Reining  
**DATE:** 03/31/2017

**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

**BIBLICAL NOTES:**  
- Laxness  
- Abuse  
- Fall of horse/rider: run ends  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire

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

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

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #34 - SHTX NPRN - Non Pro Reining  
**DATE:** 03/31/2017

**PATTERN 3**

1/2 Point Penalties:
- Starting a circle or exiting a rollback as 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
- Treading beyond 2 strides, but less than 1/2 circle

5 Point Penalties:
- Spur in front of cinch
- Blatant disobedience
- Use of either hand to instill headraise
- 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

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuvers (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**ID:**
- Lame
- Abuse
- Fall of horse or rider
- 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.
- 1-1.2 Extremely Poor, 1.3 Very Poor, 1.2 Poor, 1.1 Correct, 1.0 Good, 1 Very Good, 1.12 Excellent

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

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #34 - SHTX NPRN - Non Pro Reining  
**DATE:** 03/31/2017

### 5 Point Penalties:
- Spurring in front of cinch  
- Blatant disobedience  
- Use of either hand to instill head-pause  
- 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  

### DO:
- Lame ness  
- Abuse  
- Fall of horse/rider; 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. A score of 1 1/2 Extremely Poor, 3 Very Poor, .5 Poor, 2 Correct, 1 1/2 Good, 1 Very Good, +1 1/2 Excellent.

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

Printed from HSW
### MANEUVER SCORES

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

- 1-12 Extremely Poor
- 1-7 Poor
- 1-3 Correct
- 1-2 Good
- 1-1/2 Excellent

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### PENALTY TOTAL | SCORE | OP
---|---|---
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| | 167 | |
| | 58.5 | |

JUDGE'S NAME (PRINTED): [Signature]

JUDGE'S SIGNATURE: [Signature]
**SHOW:** Lubbock SHTX VPH  
**CLASS:** #36 - SHTX NPWC - Non Pro Working Cow  
**DATE:** 03/31/2017

**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  
S - Slipping reins  
T - Failure to drive cow past middle marker on first turn

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  
C - Failure to catch

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  
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 or pain  
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 rostral reins (except two reins) per maneuver

**Off-Pattern (OP): Cannot place above others who complete pattern correctly:**  
A - Turning tail  
B - 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

**DO:**  
A - Abuse  
B - Lameness  
G - Illegal equipment  
N - Improper western attire  
D - Disrespect or misconduct  
F - Fall of horserider

**RUN CONTENT**  
Each horserider team is scored between 1-10 points and automatically begins the run with a score of 70 points.  
1 1/2 Excellent P, 1 1/2 Very P, 1 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

**PENALTIES**

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<th>B</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
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**JUDGE'S NAME (PRINTED):**  
JUDGE'S SIGNATURE: [Signature]

Printed from HSW
# Versatility Ranch Horse - Ranch Cow Work

## SHOW: Lubbock SHTX-VRH

## CLASS: #36 - SHTX NPWC - Non Pro
- Working Cow

## DATE: 03/31/2017

### 1. Point Penalties:
- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- F - For each length horse runs past cow
- P - Working out of position
- S - Slipping reins
- T - Failure to drive cow past middle marker on first turn

### 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
- C - Failure to catch

### 3. Point Penalties:
- E - Exhauising 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

### 4. Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Spraying or hitting in front of chimney at any time
- C - Blatant disobedience
- E - Use of either hand to resist movement
- H - Take of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between reins (except two reins) per 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

### DO:
- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fail of horseman

### RUN CONTENT

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### PENALTIES

- Angle
- Distance
- Line
- Stop & Hold
- Track & Rate
- Turn

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

### JUDGE'S SIGNATURE: Shari Rose

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

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #36 - SHTX NPWC - Non Pro Working Cow  
**DATE:** 03/31/2017

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**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  
S - Stopping run  
T - Failure to drive cow past middle marker on first turn

**2 Point Penalties:**  
A - Going around the corner of the arena before turning cow  
B - In an open field turn animal gets within 5 feet of the end fence before being turned  
C - Failure to catch

---

**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

**5 Point Penalties:**  
A - Failure to turn the cow both directions on the fence  
B - Squaring 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 reins) per maneuver

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**RUN CONTENT**  
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 Poor.  
1/2 Poor.  
0 Correct.  
-1/2 Good.  
-1 Very Good.  
-1 1/2 Excellent.

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**DECISIONS:**  
A - Abuse  
B - Lameness  
C - Illegal equipment  
D - Improper western attire  
E - Orsospo or misconduct  
F - Fall of horse/rider

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

**JUDGE'S SIGNATURE:**

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Printed from HSW