### MANEUVER SCORES

Each horse/rider team is scored between 1-300 points and automatically begins the run with a score of 70 points).

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

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

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

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

#### SHOW: Lubbock SHTX-VRH
#### CLASS: #80 - SHTX YPLS - Youth Pleasure
#### DATE: 03/24/2017

**Pattern 1**

1. **Point Penalties:**
   - Over-reaching 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. **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

3. **5 Point Penalties:**
   - Spurring in front of clinch
   - Blunt disobedience
   - Use of either hand to instill fear/panic
   - Use of two hands (except in snaffle bit or hackamore) per maneuver
   - More than one finger between split reins or any fingers between normal reins per maneuver
   - 1st or 2nd cumulative refusal

#### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Failure to follow directions
- Improper western attire
- Fall of horse/rider

#### MANEUVER SCORES

Each maneuver 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

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**Judge's Name (Printed):** Frank Craighead
**Judge's Signature:** [Signature]
### MANEUVER SCORES

Each horse/rider team is scored between 1-150 points and automatically begins the run with a score of 70 points. 

- 1 = Excellent, 2 = Very Good, 3 = Good, 4 = Fair, 5 = Poor

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

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

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<th>Manuever Description</th>
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**JUDGE'S NAME (PRINTED):** Truink Craighead

**JUDGE'S SIGNATURE:** [Signature]
# Versatility Ranch Horse - Ranch Riding

**Pattern 1**

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 03/24/2017

**MANEUVER SCORES**  
Each horse/handler pair is scored between 1-100 points and automatically begins the run with a score of 70 points.  
- 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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

Printed from HSW
MANEUVER SCORES
Each team is scored between 1-100 points and automatically begins the run with a score of 70 points.
- 1/2 Extra E, 1/2 Extra, 1/2 Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1/2 Very Good, 1 1/2 Excellent

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JUDGE’S NAME (PRINTED): Frank Craighead

JUDGE’S SIGNATURE: ____________________________

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

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #83 - SHTX YTRL - Youth 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 gate at walk or trot for two strides or less
- Each front or hind leg in a single-trail space at a walk or trot
- Stepping 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 pole at gate

### 3 Point Penalties:
- Wrong lead or out of lead
- Dropped reins
- Break of gate at gate
- Break of gate at walk or trot for more than two (2) strides
- 3-5 steps on dismount or ground tie

### 5 Point Penalties:
- Spreading in front of line
- Basting disobedience
- Use of either hand to instill fear or pain
- 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 on, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd 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

### DQ:
- Lack of cooperation
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall 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>Lope RV</th>
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</table>

**JUDGE'S NAME (PRINTED):** Frank Craighead  
**JUDGE'S SIGNATURE:** [Signature]  
Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Each bite, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Split pole at gate

**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 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 normal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 4 or more steps on dismount or ground tie

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Walk, Trot, Lope, Pole, Figure 8</td>
<td>1</td>
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<td>Polle</td>
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<td>Course</td>
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**Obstacle Scores**

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<tr>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Score</th>
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<tr>
<td>Walk, Trot, Lope, Pole, Figure 8</td>
<td>1</td>
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<td>Polle</td>
<td>-1</td>
<td>9</td>
</tr>
<tr>
<td>Course</td>
<td>-2</td>
<td>7</td>
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</table>

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

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

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

**JUDGE'S SIGNATURE:**

Printed from HSW
# Versatility Ranch Horse - Trail

**1 Point Penalties:**
- Each bit, bridle, or stepping on a leg, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for more than two strides or less
- Break of gait or loss of balance in a single stride or 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 pole at rope

**3 Point Penalties:**
- Wrong lead or out of lead
- Dropped reins
- Break of gait at Walk or trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

**5 Point Penalties:**
- Spurning in front of cinch
- Blunt disobedience
- Use of either hand to stall, lean, or raise
- 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 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 gage
- 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 bared disobedience
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall 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:
- +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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<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Obstacle Description</th>
<th>Penalty</th>
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**Judge's Name (Printed):** Frank Crawford

**Judge's Signature:**

Printed from HSW
### 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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<tr>
<th>WIO</th>
<th>Obstacle Description</th>
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<th>Chute SPLIT</th>
<th>Lope Rails</th>
<th>Trot Log to Post</th>
<th>Trot Figure 6</th>
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**Penalty**

- 1/2 Point Penalty:
  - Spinning 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 girth
  - 4 or more stops 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:**
- Earmark
- Abase
- Illegal equipment
- Disrupt or misconduct
- Improper western attire
- Fall of horse/rider

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

**Judge's Signature:** [Signature]

Printed from HSW
### MANEUVER SCORES

Each maneuver is scored between -1.00 points and automatically begins the run with a score of 70 points.

- 1.0 Extremely Poor
- 0.5 Very Poor
- 0.0 Poor
- 0.25 Fair
- 0.125 Good
- 0.0625 Very Good
- 0.03125 Excellent

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

Printed from HSW
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 (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 relaying a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:
- Spurring in front of cinch
- blatant disobedience
- Use of either hand at all times, any hand placement
- 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 a roller (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 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 76 points.
- 1/2 Extremely Poor, 1/2 Very Poor, 0 Correct, 1/2 Good, 1/2 Very Good, +1/2 Excellent

<table>
<thead>
<tr>
<th>WNO</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>PENALTY</th>
<th>SCORE</th>
</tr>
</thead>
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**JUDGE'S SIGNATURE:**

Printed from HSW
VERSATILITY RANCH HORSE - REINING

1 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (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 reins

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 halting a stop position
- Training beyond 2 strides, but less than 1/2 circle

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to insinuate headpats
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between nonal 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:
  - Llameness
  - Abuse
  - Fall of horse and rider: run ends
  - Illegal equipment
  - Disrespect or misconduct
  - Improper western attire

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<th>Left Circle</th>
<th>Left or Right</th>
<th>Stop</th>
<th>3 1/2 Spins</th>
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MANEUVER SCORES
Each horse/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 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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
- 13-20 Very Poor
- 21-37 Poor
- 38-55 Fair
- 56-70 Good
- 71-86 Very Good
- 87-100 Excellent

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**JUDGE'S SIGNATURE:**

Bobby Lewis

Printed from HSW
### Run Content

Each horserider team is scored on a 0-100 points and automatically begins the run with a score of 70 points.

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

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**Judge's Signature:** [Signature]

Printed from HSW
# NOVICE/YOUTH COW WORK

**Show:** Lubbock SHTX-VRH  
**Class:** #89 - SHTX YWCH - Youth Working Cow  
**Date:** 03/31/2017

1. **Point Penalties:**  
   - Loss of working advantage  
   - Working out of position  
   - Slipping rein

2. **Point Penalties:**  
   - Knocking down the cow without having a working advantage  
   - Losing a cow while boxing  

3. **Point Penalties:**  
   - Spurning in front of cinch  
   - Blasphemy disobedience  
   - Use of other 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 (except two rein) per maneuver

---

**OFF-PATTERN (OP):** Cannot place above others who complete pattern correctly.  
- Turning tail  
- Repeated blatant disobedience  
- Fail horse/rider: run ends; credit will be given for work done  
- Schooling after entering the arena prior to calling for cow  
- Schooling horse between cows, if new cow is awarded  
- Failure to attempt any part of the class

**DQ:**  
- Lameness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire

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<th>COURAGE</th>
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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

---

**JUDGE'S SIGNATURE:**

---

**Printed from HSW**
SHOW: Lubbock SHTX-VRH  
CLASS: #89 - SHTX YWCH - Youth Working Cow  
DATE: 03/31/2017

NOVICE/YOUTH COW WORK

1 Point Penalties:  
- Loss of working advantage  
- Working out of position  
- Slip rein

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

5 Point Penalties:  
- Spurring in front of cinch  
- Bit/rope 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 reins) per maneuver

Off-Pattern (OP): Cannot place above others who complete pattern correctly  
- Turning tail  
- Repeated blatant disobedience  
- Fall horseman, run ends; credit will be given for work done  
- Schooling after entering the arena prior to calling for cow  
- Schooling horse between cows, if new cow is awarded  
- Failure to attempt any part of the class

DQ:  
- Lameness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire

RUN CONTENT  
Each horseman/team is scored between 0-100 points and automatically begins the run with a score of 70 points  
- 1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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JUDGE'S SIGNATURE: [Signature]

Printed from HSW
**SHOW:** Lubbock SHITX-VRH  
**CLASS:** #91 - AQHA 485000 - Youth VRH Limited Ranch Cow Work  
**DATE:** 03/31/2017

**VFH - 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 check
- C - Blatant disobedience
- E - Use of either hand instead of flag
- 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 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

**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 Very Poor, 1/2 Poor, 5 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent.

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JUDGE'S NAME (PRINTED): [Signature]  
JUDGE'S SIGNATURE: [Signature]  
Printed from HSW
**RUN CONTENT**
Each horserider team is scored between 1-100 points and automatically begins the run with a score of 70 points.
- 1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1/2 Excellent

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**PENALTIES**
- A - Loss of working advantage
- B - Spurring in front of encl
- C - Brunt disobedience
- D - Use of other hand to assist or praise
- E - Use of two hands (except in snaffle bit or hackamore) per maneuver
- F - More than one finger between spurs or no fingers between rein

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

**JUDGE'S SIGNATURE:**

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

#### 1 Point Penalties:
- A - Loss of working advantage
- C - Using the corner of the arena to turn the cow while 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 rein
- 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 - Squaring or hitting in front of cinch or at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/punish
- 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

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### RUN CONTENT

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

#### PENALTIES

- Off Pattern (OP): Cannot place above others who complete pattern correctly
- A - Turning tail
- B - Lamingeness
- C - Blatant disobedience
- D - Overreach or break
- E - Not following the pattern
- F - Failure to catch

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

*Signature*

#### JUDGE'S SIGNATURE:

*Signature*

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