### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

<table>
<thead>
<tr>
<th>Maneuver Description</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF-PATTERN</th>
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</table>

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

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**SHOW:** Drippings Springs

**CLASS:** #40 SHTX JPLS - Junior Pleasure

**DATE:** 06/30/2018

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**VERSTALITY RANCH HORSE - RANCH RIDING**

**AMERICAN QUARTER HORSE ASSOCIATION**

**SHAM Stock Horse of Texas**
## Versatility Ranch Horse - Trail

### Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both trot or hind feet in a single-stride space at a walk or trot
- Skidding over or failing to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in lope over

### 3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Two-three steps on mount/dismount or ground tie

### 5 Point Penalties:
- Spurring in front of chin
- Biting disobedience
- Use of either hand to install fear/pace
- 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 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 daily and remain distal during the drag

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

### Obstacle Scores:

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Penalty</th>
<th>Content</th>
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<tbody>
<tr>
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<td></td>
<td>Back Chute</td>
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<tr>
<td></td>
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<td>Lope Logs</td>
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<td></td>
<td>Walk, Bridges SP &amp; SP L Ext Trol</td>
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</table>

**Total Score:** 71

**Scorers:**
- SCR: 780
- SCR: 751

**Judges' Signature:**
- Printed from HSW
### VERSATILITY RANCH HORSE - REINING

**5 Point Penalties:**
- Spurring in front of the cinch
- Blatant disobedience
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between ranal reins (except two rein)
- 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

**Disqualifications (DQ):**
- Abuse
- Lame
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rode
- Improper western attire

### MANEUVER SCORES

<table>
<thead>
<tr>
<th>W/O #</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Content</th>
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<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
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</table>

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

**JUDGE'S SIGNATURE:**

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

### Point Penalties:
- A: Loss of working advantage
- D: Failure to drive cow pasted middle marker on second drive before time expires
- P: Working out of position
- S: Slipping reel
- V: Over-bridded (per maneuver)
- W: Out of frame (per maneuver)
- K: Knocking down the cow without working advantage
- L: Losing a cow while boxing

### Point Penalties:
- B: Spurting in front of cinch
- C: Evasive disobedience
- E: Use of either hand to instill fear/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 normal reins (except two rein) per maneuver

### 10 Point Penalty:
- U: Unnatural Ranch Horse Appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly

### Disqualification (DQ):
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse/handler
- N: Improper western attire

### RUN CONTENT

<table>
<thead>
<tr>
<th>W/O #</th>
<th>BOXING</th>
<th>DRIVE</th>
<th>PENALTIES</th>
<th>SCORE</th>
<th>OP</th>
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 1 4 3 |
 4 1/2 |
 3 1/2 |
 7 1/2 |
 10 | DEG. OF DIFF.:
 7 1/2 |
 1/2 |
 7 1/2 |
 1/2 |
 10 | BANK |
| 2 511 | PENALTY |
| | CONTENT |
| 1 730 | PENALTY |
| | CONTENT |
| 1 733 | PENALTY |
| | CONTENT |
| 1 751 | PENALTY |
| | CONTENT |
| 1 807 | PENALTY |
| | CONTENT |
| 1 766 | PENALTY |
| | CONTENT |