VERSATILITY RANCH HORSE - RANCH RIDING

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

3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gate at lope
- Break of gate at walk or trot for more than two (2) strides

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

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

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

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

<table>
<thead>
<tr>
<th>W/O</th>
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<th>Maneuver Description</th>
<th>Penalty</th>
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JUDGE’S NAME (PRINTED):  
JUDGE’S SIGNATURE:  
Printed from HSW
# VERSATILITY RANCH HORSE - RANCH RIDING

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<tr>
<th>SHOW:</th>
<th>Lubbock-Versatility</th>
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<td>CLASS:</td>
<td>#50 - SHTX LNPP - Ltd Non Pro Pleasure</td>
</tr>
<tr>
<td>DATE:</td>
<td>04/07/2018</td>
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## 1 Point Penalties:
- Over bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gaping mouth
- Break of gait at walk or trot for two (2) strides or less

## 2 Point Penalties:
- Wrong lead or out of lead
- Dropped 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 sash
- Blatant disobedience
- Use of either hand to instill 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 normal reins per maneuver
- 1st or 2nd cumulative refusal

## MANEUVER SCORES

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

1 PM: 1/2 Extremely Poor, 1/2 Very Poor, 1 Poor, 1.5 Good, 2 Very Good, 2.5 Excellent

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

## JUDGE'S SIGNATURE: [Signature]

Printed from HSW
# Pattern

**SHOW:** Lubbock-Versatility  
**CLASS:** #50 - SHTX LNPP - Ltd Non Pro Pleasure  
**DATE:** 04/07/2018

## Versatility Ranch Horse - Ranch Riding

### Penalty

1 Point Penalties:
- Overbridled (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
- Dropped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

5 Point Penalties:
- Spurring in front of cinch
- Bistant disobedience
- Use of either hand to instill fear/pain
- Use of two hands (except in snaffle bit or hackamone) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- 1st or 2nd cumulative refusal

### Off-Pattern

- Cannot place above others who complete pattern correctly

### Disqualification

- Abuse
- Lameness
- Disrespected or misconduct
- Illegal equipment
- Fall of horse/rodeo
- Improper western attire

## Maneuver Scores

Each horse/rodeo team is scored between 0-100 points and automatically assigned one run with an average score of 76 points.

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<th>Maneuver Description</th>
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<th>Content</th>
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<th>Lope</th>
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**Judge's Name (Printed):**

**Judge's Signature:**

Printed from HSW
# VERSATILITY RANCH HORSE - RANCH RIDING

## SHOW:
- Lubbock-Versatility

## CLASS:
- #50 - SHTX LNPP - Ltd Non Pro Pleasure

## DATE:
- 04/07/2018

## 1 Point Penalties:
- Over-taxed (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gaping mouth
- Break of gait at walk or trot for two (2) strides or less

## 3 Point Penalties:
- Wrong lead or out of lead
- Dropped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

## 5 Point Penalties:
- Spinning in front of circle
- Blatant disobedience
- Use of either hand to instill fear/please
- 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

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

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

## Disqualification (DQ):
- Abuse
- Lasseness
- Disregard or misconduct
- Illegal equipment
- Fall of horserider
- Improper western attire

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### MANEUVER SCORES

Each horserider team is scored between 0-100 points and automatically begins the run with a score of 75 points

1) 0 Extremely Poor, 1 Very Poor, 2 Poor, 3 Cannot, 42 Good, 5 Very Good, 61 Excellent

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<th>Penalty</th>
<th>10 POINT PENALTY</th>
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SHOW: Lubbock-Versatility  
CLASS: #50 - SHTX LNPP - Ltd Non Pro Pleasure  
DATE: 04/07/2018

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:
- Over-briddled (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
- Cramped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

5 Point Penalties:
- Spurry in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/raize
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- 1st or 2nd cumulative refusal

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

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

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

MANEUVER SCORES

Each handler/team is scored between 0-100 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

<table>
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<td>Lope: +1/2, -1/2</td>
<td>Walk: +1/2, -1/2</td>
<td>Trot: +1/2, -1/2</td>
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JUDGE'S NAME (PRINTED): 
JUDGE'S SIGNATURE: 

Printed from HSW
# VERSATILITY RANCH HORSE - TRAIL

**Show:** Lubbock - Versatility  
**Class:** #52 - SHTX LNPT - Ltd Non Pro Trail  
**Date:** 04/07/2018

## 1 Point Penalties:
- Over-bred (per maneuver)  
- Out of frame (per maneuver)  
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle  
- Incorrect or break of gait at walk or trot for two strides or less  
- Both front or hind feet in a single-stride space at a walk or trot  
- Skipping over or 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 loop over

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

## 5 Point Penalties:
- Spurning in front of cink  
- Bizarre disobedience  
- Use of either hand to instill fear/praise  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between romal reins per maneuver  
- Knocking over, stepping out of, or falling off of an obstacle  
- Dropping an object required to be carried  
- 1st or 2nd cumulative refusal  
- Letting go of gate  
- Four or more steps on mount/dismount or ground tie

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

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### Obstacle Scores

| WO | #  | Tie-Breaker | Obstacle Description | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content |
|----|----|-------------|----------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
|    | 468|             | RM Push Gate Walk bridge Trot | $\frac{1}{2}$ | +$\frac{1}{2}$ | +$\frac{1}{2}$ | +$\frac{1}{2}$ | 0 | -+$\frac{1}{2}$ | +$\frac{1}{2}$ | +$\frac{1}{2}$ | 0 | -+$\frac{1}{2}$ | +$\frac{1}{2}$ | +$\frac{1}{2}$ | 0 | -+$\frac{1}{2}$ | +$\frac{1}{2}$ | +$\frac{1}{2}$ | 0 | -+$\frac{1}{2}$ | +$\frac{1}{2}$ | +$\frac{1}{2}$ |
|    | 0  |             |                    |         |         |         |         | 1 |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |
|    | 290|             |                    |         |         |         |         | 0 |         |         |         | 0 |         |         |         |         |         |         |         |         |         |         |         |         |         |
|    | 295|             |                    |         |         |         |         | 0 |         |         |         | 0 |         |         |         |         |         |         | 3 | +$\frac{1}{2}$ | --$\frac{1}{2}$ | --$\frac{1}{2}$ | 0 | 0 |         |         |
|    | 340|             |                    |         |         |         |         | 0 |         |         |         | 0 |         |         |         | 3 |         |         |         |         |         |         |         |         |         |
|    | 293|             |                    |         |         |         |         | 3 |         |         |         | 0 |         |         |         |         |         |         |         |         |         |         |         |         |         |
|    | 400|             |                    |         |         |         |         | 3 |         |         |         | 0 |         |         |         |         |         |         |         |         |         |         |         |         |         |
|    | 301|             |                    |         |         |         |         | 3 |         |         |         | 0 |         |         |         |         |         |         |         |         |         |         |         |         |         |
|    | 296|             |                    |         |         |         |         | 3 |         |         |         | 0 |         |         |         |         |         |         |         |         |         |         |         |         |         |
|    |    |             |                    |         |         |         |         | 0 |         |         |         | 0 |         |         |         |         |         |         |         |         |         |         |         |         |         |
|    |    |             |                    |         |         |         |         | 7 |         |         |         | 0 |         |         |         |         |         |         |         |         |         |         |         |         |         |

---

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

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

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

### 5 Point Penalties:
- 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 roman reins per maneuver
- Knocking over, stepping out of, or failing 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)

---

### OBSTACLE SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 1=12 Extremely Poor, -1=Very Poor, -2= Poor, 0=Correct, +1=Good, +1=Very Good, +12=Excellent

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Lubbock-Versatility  
**CLASS:** #52 - SHTX LNPT - Ltd Non Pro Trail  
**DATE:** 04/07/2018

**1 Point Penalties:**  
- Over-breded (per maneuver)  
- Out of frame (per maneuver)  
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle  
- Incorrect or break of gait at walk or trot for two strides or less  
- Both front or hind feet in a single-stride space at a walk or trot  
- Skipping over or 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

**5 Point Penalties:**  
- 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 normal reins per maneuver  
- Knocking over, stepping out of, or falling out 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)

---

### OBSTACLE SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
1/2 = Extremely Poor, -1 Very Poor, -2 Poor, 0 Correct, +1 Good, +1 Very Good, +11 Excellent

| W/O | #  | Obstacle Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Total | Score | Off Pattern |
|-----|----|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|-----|-------|------|-------------|
| 17  | 281| Obstacle 1           | 8       | -½ | -½ | -½ | ½ | 1  | 1  | 11|   |   |   |     | 8    | 59   |             |
| 18  | 326| Obstacle 2           | 0       | 0   | +½ | -½ |   | 0  | 0  | 0 | 0 |   |   |     | 2    | 68   |             |
| 19  | 331| Obstacle 3           | 0       | 0   | 0   | +½ |   | -½ | -½ | -½| +½|   |   |     | 3    | 65½ |             |
| 20  | 409| Obstacle 4           | 0       | +½ | 0   | +½ | +½ | +½ | +½| +½| +½| +½| +½| +½ | 4    | 66½ |             |
| 21  | 325| Obstacle 5           | 0       | -1  | 0   | -½ | +½ | +½ | +½| +½|   |   |   |     | 4    | 66½ |             |
| 22  | 330| Obstacle 6           | 0       | -½ | +½ |   | 0  | 0  | 0 | 0 | 0 | ½ |   |     | 1    | 69½ |             |
| 23  | 394| Obstacle 7           | 0       | +½ | +½ | +½ | +½ | +½ | 0 | +½| +½|   |   |   |     | 73   | 73   |             |
| 24  | 417| Obstacle 8           | 0       | 0   | +½ | -½ | +½ | +½ | +½| +½|   |   |   |     | 72   | 72   |             |

---

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

**JUDGE'S SIGNATURE:**

Printed from HSW
# Versatility Ranch Horse - Trail

## Penalties:

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

### 5 Point Penalties:
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to stall/lead/pat
- 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
- 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 dailed during the drag

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

## Obstacle Scores

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SHOW: Lubbock Versatility
CLASS: #52 - SHTX LNPT - Ltd Non Pro Trail
DATE: 04/07/2018

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each kit, box, 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 mount/dismount or ground tie (except shifting to balance)
- Split pole in lope over

5 Point Penalties:
- Spurning in front of cinch
- Biting and disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one fingers 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
- 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 (DP): 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 dailyed during the drag

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

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10 POINT PENALTY | TOTAL | SCORE | OFF PATTERN
-----------------|-------|-------|-----------------
                 |       |       | 3/2

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

**SHOW:** Lubbock-Versatility  
**CLASS:** #54 - SHTX LNPR - Ltd Non Pro Reining  
**DATE:** 04/07/2018

**1/2 Point Penalties:**  
- Starting a circle or exiting a rollback at a trot for up to two strides  
- Delayed change of lead by one stride where the lead change is required by the pattern description.  
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback.  
- Over-spin or under-spin up to 1/8 turn.

**1 Point Penalties:**  
- Over-bitted (per maneuver)  
- Out of frame (per maneuver)  
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead.  
- Over or under spinning 1/8 to 1/4 turn.  
- Slipping rein.

**2 Point Penalties:**  
- Break of gait  
- Freeze up in spins or rollbacks  
- Failure to stop or walk before executing a lope departure on trot-in patterns.  
- Failure to begin a lope prior to the first marker on run-in patterns.  
- Failure to completely pass the specified marker before initiating a stop position.  
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena.

**5 Point Penalties:**  
- Spurring in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/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 (except two rein) per maneuver.  
- Attempt to alter tension or length of reins from the bridle to the rein hand.

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

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

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

---

### MANEUVER SCORES

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

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

**Judge's Signature:**
**VERSATILITY RANCH HORSE - REINING**

**PATTERN** 9

**SHOW:** Lubbock-Versatility

**CLASS:** #54 - SHTX LNPR - Ltd Non Pro Reining

**DATE:** 04/07/2018

---

**1 Point Penalties:**
- Starting a circle or exiting a rollback at a trot or up for 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 20 feet from the wall or fence when approaching a stop and/or rollback
- Over spin or under spin up to 1/8 turn

**2 Point Penalties:**
- Over briddled (on maneuver)
- Out of frame (on maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

**5 Point Penalties:**
- Spinning in front of chin
- Blatant disobedience
- Use of either hand to stall, lead, or goad
- Use of a two-hand motions (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

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

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

**Disqualification (DQ):**
- Abuse
- Lame
- Disrespect or misconduct
- illegal movement
- Fall of horse/rider
- Improper western attire

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**10 POINT PENALTY**

**PENALTY TOTAL**

**SCORE**

**OFF-PATTERN**

---

**JUDGE'S SIGNATURE:**

---

**JUDGE'S NAME:**

---

**Printed from HSW**
### MANEUVER SCORES

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

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**TOTAL PENALTY**

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**JUDGE'S SIGNATURE:**

[Signature]
VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:
- Over-braked (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:
- Break of gait
- freezes up in spins or rollbacks
- Failure to stop or walk before executing a bope departure on trot-in patterns
- Failure to be in a bope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

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

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

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

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**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**
- A - Loss of working advantage
- B - Failure to drive cow passed middle marker on second drive before time expires
- C - Working out of position
- D - Slipping rein
- E - Over-bridled (per maneuver)
- F - Out of frame (per maneuver)

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

**3 Point Penalties:**
- I - Bumping in front of a closed
- J - Blatant disobedience
- K - Use of either hand to destabilize
- L - Use of both hands (except in sidestep bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between facial reins (except two hands) per maneuver

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- A - Turning tail
- B - Repeated blatant disobedience
- C - Leaving arena before run is complete
- D - Schooling after entering the arena prior to starting for cow
- E - Schooling horse between cows if new cow is awarded
- F - Failure to attempt any part of the class

**Disqualification (DQ):**
- A - Abuse
- B - Lameness
- C - Disrespect or misconduct
- D - Illegal equipment
- E - Fall of horse or rider
- F - Improper western attire

---

### RUN CONTENT

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

#### BOXING

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points
- 1-2 Extremely Poor, 3-4 Very Poor, 5-6 Poor, 7-8 Correct, 9-10 Good, 11-12 Very Good, 13-14 Excellent.

#### BOXING

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#### PENALTIES

- 5 Points: B - Spurring in front of cinch, C - Blatant disobedience, D - Use of either hand to instill fear/punish, E - Use of more than one finger between split reins or any fingers between reins (except two rein) per maneuver.
- 10 Points: A - Abuse, B - Lameness, C - Disrespect or misconduct, D - Illegal equipment, E - Fall of horse/rider, F - Improper western attire.
### VRH - LIMITED COW WORK (Amateur/Youth)

**DATE:** 04/07/2018

**SHOW:** Lubbock-Versatility

**CLASS:** #56-SHTX.LNPW.-LdNonProWorkingCow

#### POINT PENALTIES:
- **A:** Loss of working advantage
- **B:** Failure to drive cow passed middle marker on second drive before time expires
- **C:** Working out of position
- **D:** Slipping reins
- **E:** Over-brided (per maneuver)
- **F:** Out of frame (per maneuver)

#### POINT PENALTIES:
- **K:** Knocking down the cow without having a working advantage
- **L:** Losing a cow while boxing

#### POINT PENALTIES:
- **B:** Spurring in front of cinch
- **C:** Blistert disobedience
- **E:** Use of either hand to infill feet/pause
- **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 formal reins (except two rein) per maneuver

#### POINT PENALTIES:
- **U:** Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- **Q:** 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/rider
- **N:** Improper western attire

---

**RUN CONTENT**

Each horse/cow 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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**SCORE:** 68

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**SCORE:** 66 1/2

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**SCORE:** 70 1/2

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**SCORE:** 72 1/2

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**SCORE:** 65 1/2

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**SCORE:** 63 1/2

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**SCORE:** 68

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**SCORE:** 74
**VRH - LIMITED COW WORK (Amateur/Youth)**

**SHOW:** Lubbock-Versatility  
**CLASS:** #56-SHTXLPW-Ltd NonProWorking Cow  
**DATE:** 04/07/2018

### Run Content

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### Tie-Breaker

- PENALTY CONTENT
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- DRIVE: 0  0  0  0  0

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

Printed from HSW