**VERSATILITY RANCH HORSE - RANCH RIDING**

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

**3 Point Penalties:**
- Wrong lead or out of lead
- Dashed 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
- Blatant disobedience
- Use of either hand to instil 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

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**MANEUVER SCORES**

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

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**VERSATILE RANCH HORSE - RANCH RIDING**

**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:**
- Spurring in front of cinch
- Ristant disobedience
- Use of either hand to instill fear/paralyzation
- 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 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
- Disobedience or misconduct
- Illegal equipment
- Fall of horse/rode
- Incomplete 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.

- 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):**

**JUDGE'S SIGNATURE:**

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.
- 11/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Lubbock-Versatility  
**CLASS:** #80 - SHTX YPLS - Youth Pleasure  
**DATE:** 04/07/2018

**1 Point Penalties:**
- Over bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break of gait at walk or trot for more than 2 strides or less

**3 Point Penalties:**
- Wrong lead or out of lead
- Grappled reins
- Break of gait at lope
- Break of gait at walk or trot for more than 2 strides

**5 Point Penalties:**
- Sparring in front of clinch
- 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
- 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.

- +1½: Extremely Poor
- -1½: Very Poor
- +1: Poor
- -1: Fairly Good
- +½: Good
- -½: Very Good
- +1: Excellent

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**VERSAILITY RANCH HORSE - RANCH RIDING**

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

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

**5 Point Penalties:**
- Spurring in front of carth
- 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
- 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
- Disruptive 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.
- 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):**

**JUDGE'S SIGNATURE:**

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

**1 Point Penalties:**
- Over-binded (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
- Blunt disbursement
- Use of either hand to instill fear/pause
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between oral 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 horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

1.5 Extremely Poor, -1.5 Very Poor, -1 Poor, 0 Correct, +1 Good, +1.5 Very Good, +1.75 Excellent

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<td>0 0 0</td>
<td>7/1</td>
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</table>

**JUDGE'S SIGNATURE:**

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Printed from HSW
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
- 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 cnch
- Blatant disobedience
- Use of either hand to instill fear/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 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:
- Breathing pattern
- Stopping 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

| Tie-Breaker | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | PENALTY | PENALTY | PENALTY | PENALTY | PENALTY | PENALTY | PENALTY | PENALTY | PENALTY | PENALTY | PENALTY | TOTAL | SCORE | OFF PATTERN |
|-------------|---|---|---|---|---|---|---|---|---|----|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|-------|-------|
| W/O #       |   |   |   |   |   |   |   |   |   |    |         |         |         |         |         |         |         |         |         |         |         |       |       |         |
| 51 402      |   |   |   |   |   |   |   |   |   |    | 0/2     | 0       | 0/2     | 0       | -1/2    | 0       | -1/2    | 0       | 0/2     | 0       | 0/2     | 0       | 61/2   |       |       |         |

JUDGE'S NAME (PRINTED): [Signature]

JUDGE'S SIGNATURE: [Signature]
**VERSATILITY RANCH HORSE - TRAIL**

**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 dallied during the drag

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

---

### OBSTACLE SCORES

Each horse/rider team is scored between 0-100 points 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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<thead>
<tr>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
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<tr>
<td><strong>Walk bridge</strong></td>
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<td>33 1 1</td>
</tr>
<tr>
<td><strong>Trot SP R</strong></td>
<td>1</td>
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</tr>
<tr>
<td><strong>Lope RLC</strong></td>
<td>3</td>
<td>1 1 1</td>
</tr>
<tr>
<td><strong>Big L</strong></td>
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<td>0 +1/2 -1/2 -1/2 -1/2 0 -1/2</td>
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<tr>
<td><strong>Trot Sep to walk</strong></td>
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<td>3 1</td>
</tr>
<tr>
<td><strong>Out of Pattern</strong></td>
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</tr>
<tr>
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<td>0 +1/2 -1/2 -1/2 -1/2 0 -1/2</td>
</tr>
<tr>
<td><strong>Break of gait at</strong></td>
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<td>0 +1/2 -1/2 -1/2 -1/2 0 -1/2</td>
</tr>
<tr>
<td><strong>Trot over</strong></td>
<td>1</td>
<td>0 +1/2 -1/2 -1/2 -1/2 0 -1/2</td>
</tr>
<tr>
<td><strong>Trot fence</strong></td>
<td>1</td>
<td>0 +1/2 -1/2 -1/2 -1/2 0 -1/2</td>
</tr>
</tbody>
</table>

**Total Penalty:** 10
**Total Score:** 58

---

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Lubbock-Versatility  
**CLASS:** #83 - SHTX YTRL - Youth 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  
- Incomprehensible or break of gait at walk or trot for two strides or less  
- Both front or hind feet in a single stride spaces at a walk or trot  
- Slipping 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 over

#### 5 Point Penalties:
- Spurting 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 off 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 dailey and remain dallyed during the drag

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

### OBSTACLE SCORES
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

<table>
<thead>
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<th>WO</th>
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<th>Obstacle Description</th>
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<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
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**JUDGE’S NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**  
Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Overbridle (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 over

**3 Point Penalties:**
- Wrong lead or out of lead
- Draped reins
- Break of gait at trots
- 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:**
- Spurt in front of cinch
- Ristant disobedience
- Use of either hand to hold leash/rope
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roand 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)

---

### OBSCURE SCORING

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

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<th>Content</th>
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<th>7</th>
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<th>9</th>
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<tr>
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</tbody>
</table>

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### Show: Lubbock - Versatility
### Class: #83 - SHTX YTRL - Youth Trail
### Date: 04/07/2018

#### Versatility Ranch Horse - Trail

**1 Point Penalties:**
- Over bridled (per maneuver)
- Out of frame (per maneuver)
- Each Mt, bit, 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 line over

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

**5 Point Penalties:**
- Spurring in front of chin
- Blisters dis allowed
- 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 pulling 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

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Content</th>
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</thead>
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#### 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 trail

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

**1 Point Penalties:**
- Over-brushed (per maneuver)
- Out of frame (per maneuver)
- Each bit, bridle, or standing 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
- Both front or hind feet in a single stride space at a walk or trot
- Skipping over, falling to step into required space
- Incorrect number of strides, as specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in line over

**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 per maneuver
- Knocking over, stepping over, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Stopping of gate
- Four or more stops 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 from 0-100 points and automatically begins the run with a score of 70 points
- 71: Extremely Poor
- 72: Very Poor
- 73: Poor
- 74: Correct
- 75: Good
- 76: Very Good
- 77: Excellent

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

**Judge's Signature:**

---

**SHOW:** Lubbock-Versatility  
**CLASS:** #83 - SHTX YTRL - Youth Trail  
**DATE:** 04/07/2018  
**OBSERVER:** Printed from HSW
### Obstacle Scoring

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

#### Obstacle Description

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#### Scoring Matrix

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#### Judge's Signature:

[Signature]

Printed from HSW
### SHOW: Lubbock-Versatility
### CLASS: #86 - SHTX YRNN - Youth Reining
### DATE: 04/07/2018

### PATTERN 7

#### 1/2 Point Penalties:
- Starting a circle or writing 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-bidded (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 stop departure on trot-in patterns
- Failure to be in a stop 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

### MANEUVER SCORES

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JUDGE’S NAME (PRINTED): ____________________________
JUDGE’S SIGNATURE: ________________________________

Printed from HSW
### Pattern 7

**SHOW:** Lubbock-Versatility  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 04/07/2018

#### 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 1/2 to 1 1/4 turn
- Slipping reins

#### 2 Point Penalties:
- Break of gait
- Freeze up in stops or rollbacks
- Failure to stop or walk before executing a lope departure on test-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 or 1/2 length of arena

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### Maneuver Scores

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**10 Point Penalties:**
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to lift hear/raise
- 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
- Opposite 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 (DO):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

---

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

---

*Printed from HSRC*
### VERSATILITY RANCH HORSE - REINING

#### PATTERN

<table>
<thead>
<tr>
<th>SHOW:</th>
<th>Lubbock-Versatility</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLASS:</td>
<td>#86 - SHTX YRNN - Youth Reining</td>
</tr>
<tr>
<td>DATE:</td>
<td>04/07/2018</td>
</tr>
</tbody>
</table>

#### 1 Point Penalties:
- Starting a circle or ending 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

#### 2 Point Penalties:
- Over-bred (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

#### 5 Point Penalties:
- Spurring in front of clinic
- Blatant disobedience
- Use of either hand to insult feet/paw
- 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 bridge 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 (DG):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/hider
- Improper western attire

---

### MANEUVER SCORES

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

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<th>SCORE</th>
<th>OFF PATTERN</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

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

**SHOW:** Lubbock-Versatility  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 04/07/2018

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<th>Tie-Breaker</th>
<th>Maneuver Description</th>
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**MANEUVER SCORES**  
Each horse/rider team is scored between 5-100 points and automatically begins the run with a score of 70 points.  
1:0 Extremely Poor, 1:2 Poor, 1:2 Fair, 1:2 Good, 1:2 Very Good, 1:2 Excellent

**JUDGE'S NAME (PRINTED):** Milena Chipley  
**JUDGE'S SIGNATURE:** Printed from HSU
### VERSATILITY RANCH HORSE - REINING

**SHOW:** Lubbock-Versatility  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 04/07/2016

<table>
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<th>12 Point Penalties:</th>
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<td>- Starting a circle or rolling back at a trot for up to two strides</td>
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<td>- Delayed change of lead by one stride where the lead change is required by the pattern description</td>
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<tr>
<td>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback</td>
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<tr>
<td>- Over spin or under spin up to 1/8 turn</td>
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<table>
<thead>
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<th>1 Point Penalties:</th>
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<tbody>
<tr>
<td>- Over bridled (per maneuver)</td>
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<tr>
<td>- Out of frame (per maneuver)</td>
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<td>- 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</td>
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<tr>
<td>- Over or under spinning 1/8 to 1/4 turn</td>
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<tr>
<td>- Slipping rein</td>
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<table>
<thead>
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<th>2 Point Penalties:</th>
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<tbody>
<tr>
<td>- Break of gait</td>
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<tr>
<td>- Freeze up in spins or rollbacks</td>
</tr>
<tr>
<td>- Failure to stop or walk before executing a lope departure on trot-in patterns</td>
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<tr>
<td>- Failure to be in a lope prior to the first marker on run-in patterns</td>
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<tr>
<td>- Failure to completely pass the specified marker before initiating a stop position</td>
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<tr>
<td>- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena</td>
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</tbody>
</table>

### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
- 1.0 Extremely Poor  
- 1.2 Very Poor  
- 1.4 Poor  
- 1.6 Correct  
- 1.8 Good  
- 2.0 Very Good  
- 2.2 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Right Circle</th>
<th>Left Circle</th>
<th>Lead Change</th>
<th>3 1/2 Spins Right</th>
<th>3 1/2 Spins Left</th>
<th>Stop</th>
<th>Stop &amp; Back</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
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<td>-1/2</td>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HMS.
**PATTERN** 7

**SHOW:** Lubbock-Versatility  
**CLASS:** #86 - SHTX YRNN - Youth Reining  
**DATE:** 04/07/2018

- **10 Point Penalties:**  
  - Starting a circle or exiting a rollback before the 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- or under-rollback up to 1 1/2 turn

- **5 Point Penalties:**  
  - Spurring in front of cinch  
  - Blatant disobedience  
  - Use of either hand to insist test prisoners  
  - 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 (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., over or under spinning, backing more than two strides)  
  - 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 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 Excellent

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<tr>
<th>W/O #</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Right Circle</th>
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<th>Stop 3 1/2 Spins</th>
<th>Right</th>
<th>Stop 3 1/2 Spins</th>
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<td>1 1/2</td>
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**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 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
- R: Two-loop catch in amateur and youth classes
- S: Slipping rein
- T: Failure to drive cow past middle marker on first turn
- V: Over-bridled (per maneuver)
- W: Out of frame (per maneuver)

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
- R: Failure to catch if roping in amateur and youth classes

3 Point Penalties:
- F: 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
- R: Two-loop catch when roping in open/cowboy classes

5 Point Penalties:
- A: Failure to turn the cow both directions on the fence
- B: Spurring or hitting in front of chin at any time
- C: Blatant disobedience
- E: Use of either hand to instill fear/pain
- H: Use of two hands (except in a gate bit or hackamore) per maneuver
- M: More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver
- R: Failure to catch when roping in open/cowboy classes

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

### RUN CONTENT

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<th>W/O #</th>
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<th>RATING</th>
<th>FENCE TURNS (Form/Quality)</th>
<th>CIRCLING TRACK &amp; RATE</th>
<th>STOP &amp; HOLD</th>
<th>ROPE</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
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### JUDGE'S NAME (PRINTED): [Signature]

### JUDGE'S SIGNATURE: [Signature]

Printed from HSW
### 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
- R - Two-loop catch in amateur and youth classes
- S - Slipping reins
- T - Failure to drive cow past middle marker on first turn
- V - Over-briddled (per maneuver)
- W - Out of frame (per maneuver)

#### 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
- R - Failure to catch if roping in amateur and youth classes

#### 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
- R - Two-loop catch when roping in open/cowboy classes

#### 5 Point Penalties:
- A - Failure to turn the cow both directions on the fences
- B - Spurting or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- G - Use of two hands (except in anathex bit or hackamores) per maneuver
- M - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver
- R - Failure to catch when roping in open/cowboy classes

### RUN CONTENT

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### PENALTIES

- 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
- L: Failure to attempt any part of the class
- R: Complete loss of rope

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

---

### JUDGE'S NAME (PRINTED):

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### JUDGE'S SIGNATURE: 

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Printed from HSW
## AQHA Stock Horse of Texas
### VRH - LIMITED COW WORK (Amateur/Youth)

**SHOW:** Lubbock-Versatility  
**CLASS:** AQHA 485000 - Youth VRH Limited  
**Ranch Cow Work**  
**DATE:** 04/07/2018

### Point Penalties:
- **A:** Loss of working advantage  
- **D:** Failure to drive cow passed middle marker on second drive before time expires  
- **P:** Working out of position  
- **S:** Slipping reins  
- **V:** Over-botted (per maneuver)  
- **W:** Out of frame (per maneuver)

### 5 Point Penalties:
- **K:** Knocking down the cow without having a working advantage  
- **L:** Losing a cow while towing

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

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

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

### PENALTIES

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

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

**SHOW:** Lubbock-Versatility  
**CLASS:** #91 - AQHA 485000 - Youth VRH Limited Ranch Cow Work  
**DATE:** 04/07/2018

#### 10 Point Penalty:  
- **A:** Loss of working advantage  
- **D:** Failure to drive cow passed middle marker on second drive before time expires  
- **P:** Working out of position  
- **S:** Slipping rein  
- **V:** Over-tied (per maneuver)  
- **W:** Out of frame (per maneuver)

#### 5 Point Penalties:  
- **K:** Knocking down the cow without having a working advantage  
- **L:** Losing a cow while boxing

#### 0 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):  
- **A:** Turning tail  
- **E:** Repeated blatant disobedience  
- **H:** Leaving area before run is complete  
- **J:** Schooling after entering the area prior to calling for cow  
- **K:** Schooling horse between cows, if new cow is awarded  
- **N:** Failure to attempt any part of the class

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

#### RUN CONTENT

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

#### PENALTIES

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

![Signature]

#### JUDGE'S SIGNATURE:

![Signature]
**NOVICE/YOUTH COW WORK**

**SHOW:** Lubbock Versatility  
**CLASS:** #89 - SHT YWCH - Youth Working Cow  
**DATE:** 04/07/2019

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

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

### 5 Point Penalties:
- F: Spurring in front of vision
- G: Bunting disobedience
- H: Use of two hands (except in snaffle bit or hackamore) per maneuver
- I: More than one finger between split reins or any fingers between nasal 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: Schooling 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

### DO:
- A: Abuse
- B: Lameness
- C: Disrespect or misconduct
- D: Irregular equipment
- E: Improper western attire
- F: Faulty horse/handler; run ends; credit will be given for work done

---

### RUN CONTENT

Each horse/driver is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1-10: Extremely Poor, 1 Very Poor, 2 Poor, 3 Correct, 4 Good, 5 Very Good, 6 Excellent

#### BOXING MANEUVERS

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| Tie-Breakers >

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3. **74**

4. **447**

5. **407**

6. **497**

7. **399**

8. **437**

9. **425**

10. **286**

---

**JUDGE'S SIGNATURE:**

Printed from HSW
# NOVICE/YOUTH COW WORK

**SHOW:** Lubbock-Versatility  
**CLASS:** #89 - SHTX YWCH - Youth Working Cow  
**DATE:** 04/07/2018

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

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

## 3 Point Penalties:
- B. Spurred in front of cow
- C. Battered disobedience
- D. Use of either hand to instill fear/pain
- H. Use of two hands (except in spurs bit or hackamore) per maneuver
- F. More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver

## CR-Pattern (OP): Cannot place above others who complete pattern correctly
- A. Turning tail
- B. Repeated blatant disobedience
- C. Schooling after entering the arena prior to calling for cow
- K. Schooling home between cows, if new cow is awarded
- NE: Failure to attempt any part of the class

## DO:
- A. Abuse
- B. Lame
- C. Disrespect or misconduct
- G. Illegal equipment
- M. Improper western attire
- F. Fall horse/rider; run ends; credit will be given for work done

## RUN CONTENT
Each horse/rider team is scored between 5-100 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 Excellent

### BOXING MANEUVERS

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### PENALTIES

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### PENALTY TOTAL | SCORE | OP

| Tie-Breakers | 7       | 02 |
| 11 260      | 721/2   | 691/2 |
| 12 387      | 70      | 691/2 |
| 13 431      | 671/2   | 671/2 |
| 14 440      | 63      | 681/2 |
| 15 366      | 4       | 6A   |
| 16 421      | 2       | 68   |
| 17 277      | 0       | 68   |
| 18 499      | 0       | 68   |
| 19 82       | 0       | 68   |
| 20 448      | 0       | 68   |

**JUDGE'S SIGNATURE:**

Printed from HSW
# AQHA
## AMERICAN QUARTER HORSE ASSOCIATION
## Stock Horse of Texas

### NOVICE/YOUTH COW WORK

#### SHOW:
Lubbock-Versatility

#### CLASS:
#89 - SHTX YWCH - Youth Working Cow

#### DATE:
04/07/2016

---

**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: Spinning in front of chic
- C: Blistest disobedience
- D: Use of either hand to instill teer/pulse
- H: Use of two hands (except in snaffle bit or hackamore) pair maneuver
- F: More than one finger between split reins or any fingers between normal reins (except two mil) pair maneuver

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**Off-Pattern (OP):** Cannot place above others who complete pattern correctly:
- A: Turning tail
- B: Repeated blatant disobedience
- C: Schooling after entering the arena prior to calling for cow
- X: 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
- M: Improper western attire
- T: Fall horse/ rider run ends; credit will be given for work done

---

### RUN CONTENT

Each horse/rider team is scored between 5-100 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

### BOXING MANEUVERS

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**JUDGE’S SIGNATURE:**

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# NOVICE/YOUTH COW WORK

## 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: Spinning in front of a cow
- C: Blatant disobedience
- D: Use of either hand to assist feet/mares
- H: Use of two hands (except in snaffle bit or hackamore) per maneuver
- F: More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

## Off-Pattern (OP):
- A: Turning tail
- B: Repeated blatant disobedience
- C: 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

## Failure (F):
- A: Abuse
- B: Lame
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- L: Fall horse/driver, runs credit will be given for work done

### RUN CONTENT

Each horse/driver team is scored between 0-100 points and automatically begins the run with a score of 60 points.

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

## BOXING MANEUVERS

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**JUDGE'S SIGNATURE:**

*Printed from HSW*
### Run Content

Each horse/ rider team is scored between 5-100 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

#### Penalties

- **1 Point Penalties:**
  - A: Loss of working advantage
  - B: 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 looking

- **5 Point Penalties:**
  - B: Spurring in front of clock
  - C: Blatant disobedience
  - D: Use of either hand to instill fear/praise
  - H: Use of two hands (except in snaffle bit or hackamore) per maneuver
  - F: More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

#### Notes

- A: Turning tail
- B: Repeated blatant disobedience
- C: 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: Laxness
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fall horse/ rider: run ends; credit will be given for work done

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