# VERSATILITY RANCH HORSE - RANCH RIDING

### SHOW: World Show #1  
### CLASS: #70 - SHHJ VELS - Novice Pleasure  
### DATE: 10/26/2018

1 **Point Penalties:**
- Over-bred (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:**
- Spurting in front of chicch
- Blatant disobedience
- Use of either hand to instill fear/naivete
- 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 violent 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
- 1-1.5 Extremely Poor, 1.6 Very Poor, 2.0 Poor, 3 Correct, 3.5 Good, 4 Very Good, 5 Excellent

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### JUDGE'S NAME (PRINTED):

### JUDGE'S SIGNATURE:

Printed from HSW
VERSATILITY RANCH HORSE - RANCH RIDING

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 two (2) strides or less

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- 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:
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praize
- 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

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<th>Trot Step &amp; End</th>
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JUDGE'S NAME (PRINTED): 
JUDGE'S SIGNATURE: 
Printed from HSW
**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** World Show #1  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 10/26/2018

**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 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/pain  
- 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 unnatural manner in every maneuver)

**OF-PATTERN (OP): Cannot place above others who complete pattern correctly:**  
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- 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

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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.  
- 0-10 Extremely Poor, 10-49 Poor, 50-89 Correct, ≥90 Good, 100 Very Good

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**
# Versatility Ranch Horse - Ranch Riding

## Pattern 1

**Show:** World Show #1  
**Class:** #70 - SHTX VPLS - Novice Pleasure  
**Date:** 10/26/2016

### 1 Point Penalties:
- Over-braced (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 leg or out of lead  
- Dropped reins  
- Break of gate at lope  
- Break of gate 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 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

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

### Judge's Name (Printed):  

### Judge's Signature:  

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
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- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

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- Spurring in front of cinch
- Blatant disobedience
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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:
- 1-2 Poor, 3-4 Fair, 5-6 Good, 7-8 Very Good, 9-10 Excellent.

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

**JUDGE'S SIGNATURE:**

Printed from HSW
**SHOW:** World Show #1  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 10/26/2018

### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically earns a 60 point minimum. A score of 70 or higher qualifies them as a winner. A score of 120 or higher qualifies them as a champion.  
1.0 Extremely Poor, 1.1 Very Poor, 1.2 Poor, 1.3 Good, 1.4 Very Good, 1.5 Excellent

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<th>Lope</th>
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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
# AQHA Stock Horse of Texas
## Versatility Ranch Horse - Ranch Riding

**Pattern 1**

**Show:** World Show #1  
**Class:** #70 - SHTX VPLS - Novice Pleasure  
**Date:** 10/26/2018

### 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 two (2) strides or less

### 2 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  
- Blatant disobedience  
- Use of either hand to stall tear/raise  
- Use of two hands (except in snaffle bit or hacksamore) 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  
- Laminens  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

### Maneuver Scores

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<tr>
<th>W/O</th>
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<th>Maneuver Description</th>
<th>Tie-Breaker</th>
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<th>Trot</th>
<th>Ext-Trot</th>
<th>Lope</th>
<th>Stop 180</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext-Lope</th>
<th>Trot</th>
<th>Stop &amp; Back</th>
<th>Penalty</th>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**
**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** World Show #1  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 10/26/2016

**1 Point Penalties:**  
- Over-bred (per maneuver)  
- Out of frame (per maneuver)  
- Each hill, rise, or stopping 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 or failing to step into required space  
- Incorrect number of strides, if specified  
- One step on mount/dismount or ground (except shifting to balance)  
- Split poles in lop 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

**5 Point Penalties:**  
- Spurring in front of crinch  
- Blasphamy  
- Use of either hand or other form of 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 failing on an obstacle  
- Dropping an object required to be carried  
- Dropping go of gate  
- Four or more steps on mount/dismount or ground

**10 Point Penalty:**  
- Unnatural Ranch Horse Appearance (Horse/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  
- 1/2 Poor  
- 1/2 Correct  
- 1/2 Good  
- 1/2 Very Good  
- 1/2 Excellent

<table>
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<th>W/O</th>
<th>#</th>
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<th>Obstacle Description</th>
<th>Penalty</th>
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**JUDGE'S SIGNATURE:**

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**Off-Pattern (OP):**
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaping arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain tailed during the drag

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

**SHOW:** World Show #1  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 10/26/2018  

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

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

**SHOW:** World Show #1  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 10/26/2018

### 1 Point Penalties:
- Overbridled (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 gat at walk or trot for two strides or less  
- Both front or hind feet in a single-space space 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 balance)  
- Old pole in base over

### 5 Point Penalties:
- Spinning in front of cinch  
- Blistar disobedience  
- Use of either hand to insist tear praise  
- Use of two hands (except in snaffle bit or hackamores) per maneuver  
- More than one finger between split reins or any fingers between normal 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 a unnatural manner in every maneuver)

---

### 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: 2 Poor: 3 Correct: 4 Good: 5 Very Good: 6 Excellent

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# Versatility Ranch Horse - Trail

**SHOW:** World Show #1  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 10/26/2018

## Penalties

- **1 Point Penalties:**  
  - Over-handled (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 loops over

- **5 Point Penalties:**  
  - Spinning in front of cinch  
  - Blatant disobedience  
  - Use of either hand to instill fear/punish  
  - 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)

---

## Obstacle Scores

### Tie-Breaker

- **Obstacle Description:** Walk Logs, LT. Lope, Trot, HL. Lope, Bridges, Log Sp, Trolf Gate, Trailer

### Judging Results

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

Printed from HSW
VERSATILITY RANCH HORSE - TRAIL

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
- Stepping 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 lopes 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:
- Spinning in front of cinch
- Blistant disobedience
- Use of either hand to instil 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
- 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)

SHOW: World Show #1
CLASS: #71 - SHTX VTRL - Novice Trail
DATE: 10/26/2018

OBSTACLE SCORES
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 10 points
-1 1/2 Extremely Poor, -1 Very Poor, -0 1/2 Poor, 0 Correct, +1 1/2 Good, +1 Very Good, +1 3/4 Excellent

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

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

**SHOW:** World Show #1  
**CLASS:** #71 - SHTX VTRL - Novice Trail  
**DATE:** 10/26/2018

#### 1 Point Penalties:
- Over-handled (per maneuver)  
- Out of frame (per maneuver)  
- Each bite, trimming, 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 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 or mount/dismount or ground le (except shifting to balance)  
- Slip pole in lope over

#### 5 Point Penalties:
- Spurring in front of oxen  
- Blazing disobedience  
- Use of either hand to instill fear/punish  
- 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 stops on mount/dismount or ground le  
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

#### 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. 0.1-2 Extremely Poor, 1 Very Poor, 1.5 Poor, 2 Correct, 2.5 Good, 3 Very Good, 3.5 Excellent.

| W/O | #  | Tie-Breaker | Obstacle Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Pen. Penalty | Total Penalty | Score |
|-----|----|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 49  | 541|             | Walk Logs            | 0       | 0       | +1/2 | 0 | +1/2 | +1/2 | 0 | 4 | 73 | 73 |
| 50  | 547|             | Ht. Lope/ Bridges    | +1/2    | -1      | +1/2 | -1/2 | 0 | 0 | -1/2 | 50 | 50 |
| 51  | 692|             |                       |         |         | 0   | 0 | 0   | +1/2 | +1/2 | 0 | 72 | 72 |
| 52  | 731|             |                       |         |         |     |   |     |     |     | 58 | 58 |
| 53  | 682|             |                       | 0       | +1/2    | +1/2 | -1/2 | 0 | 0 | +1/2 | 367 | 367 |
| 54  | 558|             |                       | 0       | 0       | +1/2 | 0 | +1/2 | -1/2 | 0 | 164  | 164 | 164 |

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

Printed from HSW
### Pattern: Versatility Ranch Horse - Reining

**SHOW:** World Show '18  
**CLASS:** 572 - SHTX VRNN - Novice Reining  
**DATE:** 10/26/2018

#### 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-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

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

#### 5 Point Penalties:
- Spurring in front of cinch
- Bistart 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 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
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall or horse/riders
- Improper western attire

**W/O #**

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

Printed from HSW
**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-brought (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 where 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 initiating a stop position
- Trotting beyond 5 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 stop/reverse
- 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 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
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- 5 Point Penalties (sometimes)
- Repeated blatant disobedience

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

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### MANEUVER SCORES

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

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

*Printed from HSW*
VERSATILITY RANCH HORSE - REINING

SHOW: World Show #1
CLASS: #72 - SHTX VRNN - Novice Reining
DATE: 10/26/2018

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
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:
- Over-briddled (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 spurs or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- 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/pain
- Use of two hands, except with 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
- Lameness
- Disregard 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 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.
- 1/2 Extremely Poor: 0 Very Poor: 1 Poor: 2 Correct: 3 Good: 4 Very Good: 5 Excellent

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**VERSATILITY RANCH HORSE - REINING**

**SHOW:** World Show #1  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 10/26/2018

### 10 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-bridled (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 spin or rollbacks
- Failure to stop or walk before executing a lope departure on trot or 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

### 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 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 maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving area before pattern is complete
- Repeated blatant disobedience

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

### MANEUVER SCORES

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S 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-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 the circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

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

## 5 Point Penalties:
- Spinning in front of onch
- Bland obedience
- Use of either hand to instill fear or prise
- 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
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

### MANEUVER SCORES

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

Printed from HSWS
### 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 rollback
- Over-spin or under-spin up to 1/8 turn

### 1 Point Penalties:
- Over-bridded (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 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

### 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 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 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
- Disproportion or misconduct
- Illegal equipment
- Fall of horse/reiner
- Improper western attire

#### MANEUVER SCORES

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10 POINT PENALTY | PENALTY TOTAL | SCORE | OFF PATTERN
--- | --- | --- | ---
70 1/2 | 70 1/2 | 70 1/2 |

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

**JUDGE'S SIGNATURE:**

Printed From HSW
## NOVICE/YOUTH COW WORK

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

**3 Point Penalties:**
- D: Knocking down the cow without having a working advantage
- L: Losing a cow while backing

**5 Point Penalties:**
- B: Spurring in front of chin
- C: Blatant disobedience
- D: Use of either hand to instill fear/pain
- E: 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

### 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
- E: Schooling horse between cows, if new cow is awarded
- NE: Failure to attempt any part of the class

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

### RUN CONTENT

Each horsemanship team is scored between 0-100 points and automatically begins the run with a score of 70 points; 1/2 Excellent, 1/2 Good, 1/2 Very Good, 1/2 Good, 1/2 Poor, 1/2 Very Poor, 1/2 Poor. Total points are added up for the final score.

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# NOVICE/YOUTH COW WORK

**SHOW:** World Show #1  
**CLASS:** #73 - SHTXWVWCH - Novice Working Cow  
**DATE:** 10/26/2018

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

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

## 5 Point Penalties:
- B - Spurring in front of chin
- C - Blatant disobedience
- D - Use of either hand to instill fear/pain
- 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

## 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
- NE - Failure to attempt any part of the class

## DO:
- A - Abuse
- B - Lameness
- C - Disrespect or misconduct
- G - Illegal equipment
- M - Improper western attire
- I - Fall horse rider, run ends, credit will be given for work done

## RUN CONTENT
Each horseman 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 SIGNATURE:**

Printed from HSW
# NOVICE/YOUTH COW WORK

**SHOW:** World Show #1  
**CLASS:** #73 - SHTX VWCH - Novice Working Cow  
**DATE:** 10/26/2018

**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 boxing  

**5 Point Penalties:**  
- B: Spinning in front of cinch  
- C: Blisters on cow  
- 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 roman 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  
- K: Schooling horse between cows, if new cow is awarded  
- NE: Failure to attempt any part of the class  

**DG:**  
- A: Abuse  
- B: Lameness  
- D: Disrespect or misconduct  
- G: Illegal equipment  
- M: Improper western attire  
- T: Fail horseholder, run ends, credit will be given for work done  

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**RUN CONTENT**  
Each horseholder is scored between 0-100 points and automatically begins the run with a score of 70 points.  
1 = Extremely Poor, 2 = Very Poor, 3 = Poor, 4 = Correct, 5 = Good, 6 = Very Good, 7 = Excellent

**JUDGE'S SIGNATURE:** [Signature]  
Printed from HSW
**NOVICE/YOUTH COW WORK**

**SHOW:** World Show #1  
**CLASS:** #73 - SHTXVWCH-NoviceWorkingCow  
**DATE:** 10/26/2018

### 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 boxing

### 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
- K: Schooling horse between cows, if new cow is awarded
- NE: Failure to attempt any part of the class

### DO:
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fall horse/riders; credit will be given for work done

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

<table>
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<tr>
<th>W/O</th>
<th>#</th>
<th>BOXING MANEUVERS</th>
<th>PENALTIES</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
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</table>

**JUDGE'S SIGNATURE:**

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### NOVICE/YOUTH COW WORK

#### 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 a cow
- C: Blistert disobeidience
- D: Use of either hand to instill fear/praise
- H: Use of two hands (except in an offensive bit or hacksamore) per maneuver
- F: 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
- A: Tumbling 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
- NE: Failure to attempt any part of the class

#### DQ:
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- M: Improper western attire
- I: Fall horseholder, run ends, credit will be given for work done

### RUN CONTENT

Each horseman team is scored between 0-100 points and automatically begins the run with a score of 10 points.

1-1/2 Extremely Poor, 1-3/4 Poor, 1 Poor, 5 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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<th>COURAGE</th>
<th>TIME WORKED</th>
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### JUDGES SIGNATURE: [Signature]

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