## Stock Horse Pleasure

### Versatility Ranch Horse - Ranch Riding

**1 Point Penalties:**
- Overeared
- Out of frame
- Too slow
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

**3 Point Penalties:**
- Wrong lead
- Dropped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

**5 Point Penalties:**
- Scurrying in front or behind
- Balancing disobedience
- Use of either hand to instill fear or praise
- Use of two hands (except in small bit or halter and more)
- More than one finger between split reins or any fingers between reins
  (except two rein) per maneuver

### Maneuver Scores

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**Notes:**
- Off-Patens (OP): Cannot place above others who complete pattern correctly
  - Breaking pattern
  - Leaving arena before pattern is complete
  - Repetition of disobedience
  - Fall of horse or rider; run ends; credit will be given for work done

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

**Judge's Signature:**

Carl McCuisten

**Printed from HSW**
# STOCK HORSE PLEASURE
VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** SHOT Versatility Ranch-Bryan  
**CLASS:** #60 - SHOT IPLS - Intermediate Pleasure  
**DATE:** 09/24/2016

## 1Point Penalties:
- Over-handed
- Out of frame
- Too slow
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

## 3Point Penalties:
- Wrong lead
- Shipped wrong
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

## 5Point Penalties:
- Spurning in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/panic
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rein rings (except two rein) per maneuver

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## MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the test 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:**

[Signature]

Carl McCusker

Printed from HSW
## STOCK HORSE COW WORK

### VRH - LIMITED RANCH COW WORK

### RUN CONTENT

Each horse/rider team is scored between 0-150 points and automatically begins the run with a score of 70 points.

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

### Penalty:

- A: Turning tail
- B: Repeated blatant disobedience
- C: Failing to obey
- D: Failing to do as directed
- E: Failing to do as directed
- F: Failing to do as directed
- G: Failing to do as directed
- H: Failing to do as directed
- I: Failing to do as directed
- J: Failing to do as directed
- K: Failing to do as directed
- L: Failing to do as directed
- M: Failing to do as directed
- N: Failing to do as directed
- O: Failing to do as directed
- P: Failing to do as directed
- Q: Failing to do as directed
- R: Failing to do as directed
- S: Failing to do as directed
- T: Failing to do as directed
- U: Failing to do as directed
- V: Failing to do as directed
- W: Failing to do as directed
- X: Failing to do as directed
- Y: Failing to do as directed
- Z: Failing to do as directed

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### Judges Signature:

**Earnest Wilson**

**Printed from HSW**
### STOCK HORSE COW WORK

**VRH - LIMITED RANCH COW WORK**

**SHOW:** SHOT Versatility Ranch-Bryan  
**CLASS:** #66 - SHOT IWCH - Intermediate Working Cow  
**DATE:** 09/24/2016

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

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

#### 5 Point Penalties:
- B: Spanning in front of scores
- C: Blatant disobedience
  - Use of either hand to assist train/make
  - Use of two hands (except in snaffle bit or hackamore) per maneuver
  - More than one finger between split reins or any fingers between reins.

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly.
- A: Turning tail
- E: Repeated resist disobedience
- F: Full handed; run out; credit will be given for work done
- J: Schooled after entering the arena prior to calling for cow
- K: Schooled horse between cows, if new cow is awarded
  - Failure to attempt any part of the class

**EE:**
- A: Abuse
- B: Lameness
- S: Illegal equipment
- N: Improper western attire
- D: Disrespect or misconduct

### RUN CONTENT

Each horse/ rider team is scored between 0-600 points and automatically begins the run with a score of 70 points.

- 1.2 Extremely Poor  
- 1.0 Very Poor  
- 0.5 Poor  
- 0.25 Decent  
- 0.5 Good  
- 1.0 Very Good  
- 1.5 Excellent

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**JUDGE'S SIGNATURE:**

Earne Wilson

Printed from HSW
### STOCK HORSE TRAIL

#### VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Each hit, bite, or stepping on a leg, cone, plant or any component of the obstacle
- Incorced 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 disincent or ground tie except shifting to balance

**5 Point Penalties:**
- Spinning in front of cinch
- Blame or disobedience
- Use of either hand to inhalt footprains
- Use of two hands (except in snaffle bit or hackamore) per movement
- More than one finger between split reins or any fingers between rostral reins (except two rein) per movement
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- Fail or 2nd cumulative refusal
- Letting go of gate

**OF-Pattern OP:**
- Cannot place above others who compete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience
- Fall horse rider; if ends; credit will be given for work done

**DP:**
- Luminaries (A)
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### OBSTACLE SCORES

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

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**JUDGE'S SIGNATURE:**

Carl McCuiston

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

**1 Point Penalties:**
- 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 legs in a single-stride space at a walk or trot
- Stepping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance

**5 Point Penalties:**
- Spinning in front of cinch
- Blisters/behavior
- Use of either hand to instill fear/pause
- Use of two hands (except on snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two 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

**Obstacle Description**
- Loop Log
- Trot Logs
- Chute
- Walk Logs
- Walk Bridge
- RH Gate
- SF L - Trot
- Drag B

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**Obstacle Scores**
- Each obstacle earns points between 0-100 points and automatically begins the run with a score of 10 points.
- 1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 Excellent

**Judge's Signature:**
Carl McCulston

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# Stock Horse Reining

## Versatility Ranch Horse - Reining

**Pattern:** 3

**Show:** SHOT Versatility Ranch - Bryan

**Class:** #64 - SHOT IRN - Intermediate Reining

**Date:** 09/24/2016

## Rule Penalties:
- Starting outside of the box and entering on the bluff
- Failing to change direction at the turn-out
- Stopping at the turn-out
- Failing to complete a 90-degree turn at the turn-out
- Failing to complete the pattern within the time limit

## 1 Point Penalties:
- Out of lead in circles, figure eights, or around the end of the arena
- Over or under spinning 18 to 14 turns
- Slipping reins

## 2 Point Penalties:
- Break of gait
- Freeze up in circle or rolleback
- Failure to stop or walk before executing a lope departure on trots or 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

## Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Excessive maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/leader; run ends; credit will be given for work done

## Duties:
- Lame
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

## Maneuver Scores

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

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**Judge's Signature:**

Joe Hayes

Printed from HSW
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**JUDGE'S SIGNATURE:**

Joe Hayes

Printed from HSW
**STOCK HORSE REINING**

**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
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1 Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

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

**2 Point Penalties:**
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position

**5 Point Penalties:**
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear or 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

**Off-Pattern (OP):**
- Cannot place above those who complete pattern correctly
- Breaking pattern
- Inclusion of maneuvers (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rode; run ends; credit will be given for work done

**DQ:**
- Laminence
- Abuse
- Illegal equipment
- Disrespect or misconduct
- 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.

<table>
<thead>
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**JUDGES SIGNATURE:**

Joe Hayes

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