# STOCK HORSE PLEASURE

## VERSATILITY RANCH HORSE - RANCH RIDING

### 1 Point Penalties:
- Over-bridled
- 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
- 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 instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver

### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

### DQ:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- 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

### W/O #

<table>
<thead>
<tr>
<th>Maneuver Description</th>
<th>Walk</th>
<th>Lope</th>
<th>Exit Lope</th>
<th>Trot</th>
<th>Stop &amp; Return</th>
<th>Ext Walk</th>
<th>Ext Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
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**JUDGE'S SIGNATURE:**

**EARNEST WILSON**

**SHOW:** SHOT Versatility Ranch-Hamilton

**CLASS:** #60 - SHOT IPLS - Intermediate Pleasure

**DATE:** 08/06/2016
### STOCK HORSE PLEASURE
### VERSATILITY RANCH HORSE - RANCH RIDING

**1 Point Penalties:**
- Over bridled
- 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
- 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 instill fear/raise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roentral reins (except two rein) per maneuver

**OR Pattern (OP):**
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

**DO:**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- 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.

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

<table>
<thead>
<tr>
<th>W/O</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Stop &amp; Revers</th>
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<th>Ext Trot</th>
<th>Lope</th>
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**JUDGE'S SIGNATURE:**

**EARNEST WILSON**

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 feet in a single-stride space at a walk or trot
- Slipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance

#### 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
- 2-3 steps on dismount or ground tie

#### 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 normal reins (except two rein) 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

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

#### DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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#### OBSTACLE SCORES

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

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**JUDGE'S SIGNATURE:**

Chris Hardcastle

Printed from HSW
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**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

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# 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 description
- 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:
- Spinning in front of cinch
- Blistant 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

### 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
- Fall horse rider; run ends; credit will be given for work done

### DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### MANEUVER SCORES

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Score</th>
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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.

### SHOW:
SHOT Versatility Ranch-Hamilton

### CLASS:
#64 - SHOT IRNN - Intermediate Rein

### DATE:
08/06/2016

JUDGE'S SIGNATURE: ____________________________

Trigg Reinholt
# STOCK HORSE REINING

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**
- Starting a circle or rolling 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 (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:**
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/premise
- 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

**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
- Fall horse/rider; run ends; credit will be given for work done

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

## MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 75 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>
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<th>W/O</th>
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**JUDGE'S SIGNATURE:**

Trigg Rentero
# AQHA SHOT

## STOCK HORSE COW WORK

### VRH - LIMITED RANCH 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 cinch
- C - Blatant disobedience
- Use of either hand to install lead/paddle
- 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

---

### 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
- 2/2 Very Poor
- 0/0 Correct
- 0/0 Excellent

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**Judge's Signature:**

Janette Marie Dublin

Printed from HSW
# STOCK HORSE COW WORK
## VRH - LIMITED RANCH 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: Spurring in front of cinch
- C: Blatant disobedience
  - Use of either hand to insult/insult orHackamore
  - Use of two hands (except in snaffle bit or Hackamore) per maneuver
  - More than one finger between split reins or any fingers between torn reins
    (except two rein) per maneuver
- Off-Pattern (OP): Cannot place above others who complete pattern correctly
  - A: Turning tail
  - E: Repeated blatant disobedience
  - I: Fall horse/rider; run ends; credit will be given for work done
  - J: Schooling after entering the arena prior to calling for cow
  - K: Schooling horse between cows, if new cow is awarded
    - Failure to attempt any part of the class
  - DQ: A: Abuse
  - B: Lameness
  - G: Illegal equipment
  - N: Improper western attire
  - M: Disrespect or misconduct

### 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
- +1/2 Excellent

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### JUDGE'S SIGNATURE:

Janette Marie Dublin