## 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 roman reins (except two rein) 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/riders are scored between 0-100 points and automatically begins the run with a score of 70 points.

- 1-1.2 Extremely Poor
- 1 Very Poor
- 1.2-1.5 Poor
- 1.5-2 Correct
- 2-2.5 Good
- 2.5-3 Very Good
- 3-3.5 Excellent

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**JUDGE'S SIGNATURE:**

***EARNEST WILSON***
# 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
- Drapped 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/stance
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins or reins (except two reins) per maneuver

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

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

### MANEUVER SCORES

Each horse/riders 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:

[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
- Skipping 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

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

**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 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 Scoring:**
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points,
- 1-1/2 Excellent
- 1-2 Poor
- 0-1 Correct
- -1 Very Poor
- -1.5 Extremely Poor

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**Judge's Signature:**
Chris Hardcastle

Printed from HSW
**SHOW:** SHOT Versatility Ranch-Hamilton  
**CLASS:** #41 - SHOT JTRL - Junior Trail  
**DATE:** 08/06/2016

## 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
- Skipping 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:
- Spurting 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 rein) 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

#### 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

---

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

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**JUDGE'S SIGNATURE:**

Chris Hardcastle

Printed from HSW
# Stock Horse Reining - Reining

## Pattern 3

### 12 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:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/pain
- Use of two hands (except in snatch 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

### 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.

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**Judge's Signature:**

Trigg Rentfro
STOCK HORSE REINING
VERSATILITY RANCH HORSE - REINING

SHOW: SHOT Versatility Ranch-Hamilton
CLASS: #42 - SHOT JRNN - Junior Reining
DATE: 08/06/2016

PATTERN 3

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:
- 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 rostral 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/wider; run ends; credit will be given for work done

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

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MANEUVER SCORES
Each horse/athlete 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

Penalty Total: 68
Score: 69

JUDGE'S SIGNATURE: ____________________________

Trigg Rentfro
# Stock Horse Reining

**Versatility Ranch Horse - Reining**

**Show:** SHOT VR Hamilton

**Class:** #42 SHOT Jenn

**Date:** 8-6-16

## 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:
- Spurring 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 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

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 Signature:**

Trigg Rentfro
### 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

#### 2. 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 instill fear/inspire
  - 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 reins) 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

#### DG:
- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct

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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 - Blanket 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 romal reins (except two reins) per maneuver

---

### RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 76 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 | #    | PENALTY | CONTENT | BOXING
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**Total Score:**

- Tie-Breaker: 1 67 1/2
- 10 68
- 11 65 1/2
- 12 67
- 13 62
- 14 67
- 15 68 1/2
- 16 59 1/2

---

**Judge's Signature:**

Janette Marie Dublin

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**SHOW:** SHOT Versatility Ranch-Hamilton  
**CLASS:** #43 - SHOT JWCH - Junior Working Cow  
**DATE:** 08/06/2016
# 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: Blandt 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 reins) 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
- C: Illegal equipment
- N: Improper western attire
  - 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 1/2 Excellent

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**JUDGE'S SIGNATURE:**

Janette Marie Dublin

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