# Stock Horse Pleasure

## Versatility Ranch Horse - Ranch Riding

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

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

### 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

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Stop &amp; Reverse</th>
<th>Ext Walk</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Back</th>
<th>Pen</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>479</td>
<td>2</td>
<td>4</td>
<td>5</td>
<td>7</td>
<td>8</td>
<td>1</td>
<td>1</td>
<td>1/2 +1</td>
<td>1</td>
<td>1/2 +1</td>
<td>0</td>
<td>7 3/2</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>504</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>-1</td>
<td>1    79</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>533</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>0</td>
<td>7 6</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>490</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>0</td>
<td>7 6 1/2</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>546</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>8 2 1/2</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>653</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>5</td>
<td>50 18 1/2</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>552</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>7 4</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>493</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>8 2</td>
<td></td>
</tr>
</tbody>
</table>

**JUDGE'S SIGNATURE:** Earnest Wilson

Printed from HSW
# Stock Horse Pleasure

## Versatility Ranch Horse - Ranch Riding

### 1 Point Penalties:
- Over-brided
- 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 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

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</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; Reverse</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Black</th>
<th>Penalty Total</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>529</td>
<td>CONTENT</td>
<td>+1/2 +1 +1/2 +1 O +1/2 +1 +1 +1 O</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>561</td>
<td>CONTENT</td>
<td>+1 1/2 +1 +1/2 +1 +1/2 +1/2 +1 +1/2 +1/2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>658</td>
<td>CONTENT</td>
<td>0 +1 +1 +1 0 -1/2 -1/2 -1/2 -1/2 0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>501</td>
<td>CONTENT</td>
<td>-1 0 0 0 0 -1/2 -1 -1 -1 0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>489</td>
<td>CONTENT</td>
<td>+1 +1 +1 +1/2 +1 +1 +1 +1 +1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>498</td>
<td>CONTENT</td>
<td>+1/2 +1/2 +1 +1/2 +1 +1 +1/2 +1/2 +1/2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>565</td>
<td>CONTENT</td>
<td>+1 +1/2 +1/2 +1/2 +1 +1 +1 +1/2 +1 +1/2 +1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>477</td>
<td>CONTENT</td>
<td>+1 +1/2 +1/2 +1 +1/2 +1/2 +1/2 +1/2 +1/2 +1/2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Judge's Signature:** Earnest Wilson

Printed from HSW
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

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

3. 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 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/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>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Penalties</th>
<th>Content</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Maneuver Description</td>
<td>Penalties</td>
<td>Content</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Walk</td>
<td>Lope</td>
<td>Ext Lope</td>
<td>Trot</td>
<td>Stop &amp;</td>
</tr>
<tr>
<td>17</td>
<td>640</td>
<td></td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
# 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 downturn 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 downturn or ground tie

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

## OBSTACLE SCORES

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

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Content</th>
<th>Penalty</th>
<th>Content</th>
<th>Penalty</th>
<th>Content</th>
<th>Penalty</th>
<th>Content</th>
<th>Penalty</th>
<th>Content</th>
<th>Penalty</th>
<th>Content</th>
<th>Penalty</th>
<th>Content</th>
<th>Total</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>477</td>
<td>7 6 8 5 1 3 4 2</td>
<td>Ope' Logs Ll Trol Logs Walk Logs Walk Bridge S Box 270 S RH Gate</td>
<td>3 5 1</td>
<td>0 0 0 0 -1 0</td>
<td>0 0 0 0 0 1</td>
<td>0 0 0 0 0 0 0 0 0</td>
<td>70</td>
<td>69 1/2</td>
<td>1</td>
<td>69 1/2</td>
<td>3</td>
<td>66 1/2</td>
<td>4</td>
<td>64 1/2</td>
<td>5</td>
<td>68 1/2</td>
<td>6</td>
<td>69 1/2</td>
<td>7</td>
</tr>
</tbody>
</table>

**JUDGE'S SIGNATURE:**

Chris Hardcastle
# 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 fee in a single-stride space at a walk or trot
- Skipping over or tailing to step into a required space
- Incorrect number of strides, if specified
- One step on a 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 a dismount or ground tie

### 5 Point Penalties:
- Spurning in front of a cinch
- Blatant disobedience
- Use of either hand to instill fear or 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 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

### 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

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

## Obstacle Scores

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Content</th>
<th>Total</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>552</td>
<td>Lope Logs</td>
<td>552</td>
<td>-1/2</td>
<td>0</td>
<td>-1</td>
<td>0</td>
<td>+1/2</td>
</tr>
<tr>
<td>10</td>
<td>490</td>
<td>Trot Logs</td>
<td>490</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>68</td>
</tr>
<tr>
<td>11</td>
<td>658</td>
<td>Walk Logs</td>
<td>658</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1</td>
</tr>
<tr>
<td>12</td>
<td>479</td>
<td>Walk Bridge</td>
<td>479</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>13</td>
<td>504</td>
<td>S Box 270</td>
<td>504</td>
<td>1</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
</tr>
<tr>
<td>14</td>
<td>501</td>
<td>S Gate 10</td>
<td>501</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1</td>
</tr>
<tr>
<td>15</td>
<td>561</td>
<td>RH Gate 10</td>
<td>561</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>16</td>
<td>546</td>
<td>Drag &amp; Trot</td>
<td>546</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1</td>
</tr>
</tbody>
</table>

**JUDGE'S SIGNATURE:**

Chris Hardcastle

Printed from HSW
# STOCK HORSE REINING

## VERSATILITY RANCH HORSE - REINING

**SHOW:** SHOT Versatility Ranch-Hamilton  
**CLASS:** #54 - SHOT LNPR - Ltd Non Pro Reining  
**DATE:** 08/06/2016

### 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 eighths, 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
- Stopping 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:
- Spurting 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 roman reins (except two rein) per maneuver

### Off-Trim (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:
- Laminens
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### MANEUVER SCORES

Each horse/rider team is scored between 90-30 points and automatically begins drawn with a score of 70 points.

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>529</td>
<td>3 Circles Right Lead</td>
<td>Run Stop 3/4 Spins Right &amp; Back</td>
<td>1/2</td>
<td>69</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>546</td>
<td>3 Circles Left Lead</td>
<td>Run Stop 3/4 Spins Right &amp; Back</td>
<td>1</td>
<td>69</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>640</td>
<td>3 Circles Right Lead</td>
<td>Run Stop 3/4 Spins Right &amp; Back</td>
<td>1/2</td>
<td>66</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>501</td>
<td>3 Circles Left Lead</td>
<td>Run Stop 3/4 Spins Right &amp; Back</td>
<td>3/2</td>
<td>63</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>498</td>
<td>3 Circles Right Lead</td>
<td>Run Stop 3/4 Spins Right &amp; Back</td>
<td>5</td>
<td>64</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>565</td>
<td>3 Circles Left Lead</td>
<td>Run Stop 3/4 Spins Right &amp; Back</td>
<td>72</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**JUDGE'S SIGNATURE:**

Trigg Rentfro

**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 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 normal reins (except two reins) 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
- Neglig 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

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>493</td>
<td>3 Circles, 3 Circles Left, Run Stop, 3 1/2 Spins Right, 3 1/2 Spins Left, Stop &amp; Back</td>
<td>PENALTY:</td>
<td>CONTENT:</td>
<td>+1/2</td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>10</td>
<td>11</td>
<td>11</td>
<td>11</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>70</td>
<td>70</td>
<td>70</td>
<td>70</td>
<td>70</td>
<td>70</td>
<td>70</td>
<td>70</td>
<td>70</td>
<td>70</td>
</tr>
<tr>
<td>10</td>
<td>566</td>
<td>1/10</td>
<td>Run Stop, Right, Left</td>
<td>PENALTY:</td>
<td>CONTENT:</td>
<td>1/2</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>67 67 67 67</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>561</td>
<td>Run Stop, Right, Left</td>
<td>PENALTY:</td>
<td>CONTENT:</td>
<td>1/2</td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>12</td>
<td>516</td>
<td>Run Stop, Right, Left</td>
<td>PENALTY:</td>
<td>CONTENT:</td>
<td>1/2</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>-1/2</td>
<td>-1/2</td>
<td>67 67 67 67</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>490</td>
<td>Run Stop, Right, Left</td>
<td>PENALTY:</td>
<td>CONTENT:</td>
<td>0</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>67 67 67 67</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>504</td>
<td>Run Stop, Right, Left</td>
<td>PENALTY:</td>
<td>CONTENT:</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>-1</td>
<td>0</td>
<td>0</td>
<td>67 67 67 67</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>552</td>
<td>Run Stop, Right, Left</td>
<td>PENALTY:</td>
<td>CONTENT:</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>67 67 67 67</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>515</td>
<td>Run Stop, Right, Left</td>
<td>PENALTY:</td>
<td>CONTENT:</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>-1/2</td>
<td>67 67 67 67</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

TOTAL: 73 67 71 66 65 67 67 71 70

JUDGE'S SIGNATURE: Trigg Rentfro
# STOCK HORSE REINING

## VERSATILITY RANCH HORSE - REINING

<table>
<thead>
<tr>
<th>10 Point Penalties:</th>
<th>5 Point Penalties:</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Starting a circle or exiting a rollback at a trot for up to two strides</td>
<td></td>
</tr>
<tr>
<td>- Delayed change of lead by one stride where the lead change is required by the pattern description</td>
<td></td>
</tr>
<tr>
<td>- 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)</td>
<td></td>
</tr>
<tr>
<td>- Over-spin or under-spin up to 1/8 turn</td>
<td></td>
</tr>
<tr>
<td>- Spinning in front of cinch</td>
<td></td>
</tr>
<tr>
<td>- Blatant disobedience</td>
<td></td>
</tr>
<tr>
<td>- Use of either hand to instill fear/consideration</td>
<td></td>
</tr>
<tr>
<td>- Use of two hands (except in snaffle bit or hackamore) per maneuver</td>
<td></td>
</tr>
<tr>
<td>- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1 Point Penalties:</th>
<th>Off-Pattern (OP): Cannot place above others who complete pattern correctly</th>
</tr>
</thead>
<tbody>
<tr>
<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>
<td></td>
</tr>
<tr>
<td>- Over or under spinning 1/8 to 1/4 turn</td>
<td></td>
</tr>
<tr>
<td>- Stopping rein</td>
<td></td>
</tr>
<tr>
<td>- Breaking pattern</td>
<td></td>
</tr>
<tr>
<td>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</td>
<td></td>
</tr>
<tr>
<td>- Leaving arena before pattern is complete</td>
<td></td>
</tr>
<tr>
<td>- Repeated blatant disobedience</td>
<td></td>
</tr>
<tr>
<td>- Fall horse/rider; run ends; credit will be given for work done</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>2 Point Penalties:</th>
<th>DD:</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Break of gait</td>
<td></td>
</tr>
<tr>
<td>- Freeze up in spins or rollbacks</td>
<td></td>
</tr>
<tr>
<td>- Failure to stop or walk before executing a lope departure on trot-in patterns</td>
<td></td>
</tr>
<tr>
<td>- Failure to be in a lope prior to the first marker on run-in patterns</td>
<td></td>
</tr>
<tr>
<td>- Failure to completely pass the specified marker before initiating a stop position</td>
<td></td>
</tr>
<tr>
<td>- Lameneness</td>
<td></td>
</tr>
<tr>
<td>- Abuse</td>
<td></td>
</tr>
<tr>
<td>- Illegal equipment</td>
<td></td>
</tr>
<tr>
<td>- Disrespect or misconduct</td>
<td></td>
</tr>
<tr>
<td>- Improper western attire</td>
<td></td>
</tr>
</tbody>
</table>

### 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>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>533</td>
<td>PENALTY</td>
<td>3 Circles Left Run Stop 3 1/2 Spins Right Stop &amp; Back</td>
<td>0 0 - 1/2 0 - 1/2 0</td>
<td>69</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>479</td>
<td>PENALTY</td>
<td>1 1/2 Right 3 Circles Left Run Stop 3 1/2 Spins Right Stop &amp; Back</td>
<td>1 - 1/2 - 1 - 1/2 - 1/2</td>
<td>3 1/2</td>
<td>62 1/2</td>
</tr>
<tr>
<td>19</td>
<td>590</td>
<td>PENALTY</td>
<td>OFF-PATTERN</td>
<td>0 0 0 0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>489</td>
<td>PENALTY</td>
<td>0 0 0 0 0 - 1/2 - 1/2 - 1/2 - 1/2</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

**JUDGE'S SIGNATURE:**

Trigg Remfro

*Printed from HSW*
## AQHA Stock Horse of Texas Association

### 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: Bistant 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):
- A: Turning tail
- B: Repeated blatant disobedience
- C: Stall horse/rider; run ends; credit will be given for work done
- D: Schooling after entering the arena prior to calling for cow
- F: Schooling horse between cows; if new cow is awarded
- G: Failure to attempt any part of the class

#### DO:
- A: Abuse
- B: Lameness
- C: Illegal equipment
- D: Improper western attire
- E: 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 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Position &amp; Control</th>
<th>Drive</th>
<th>Position &amp; Control</th>
<th>Drive</th>
<th>Penalty Total</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tie-Breaker</td>
<td>1</td>
<td>3</td>
<td>2</td>
<td>7</td>
<td>9</td>
<td>8</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>1</td>
<td>477</td>
<td>- 1/2</td>
<td>- 1/2</td>
<td>0</td>
<td>- 1</td>
<td>0</td>
<td>0</td>
<td>- 1</td>
</tr>
<tr>
<td>2</td>
<td>566</td>
<td>+ 1/2</td>
<td>0</td>
<td>+ 1/2</td>
<td>0</td>
<td>+ 1</td>
<td>0</td>
<td>+ 1/2</td>
</tr>
<tr>
<td>3</td>
<td>489</td>
<td>- 1/2</td>
<td>- 1/2</td>
<td>0</td>
<td>+ 1/2</td>
<td>- 1/2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>504</td>
<td>- 1/2</td>
<td>- 1</td>
<td>0</td>
<td>- 1/2</td>
<td>- 1</td>
<td>0</td>
<td>+ 1/2</td>
</tr>
<tr>
<td>5</td>
<td>498</td>
<td>- 1/2</td>
<td>0</td>
<td>0</td>
<td>- 1/2</td>
<td>0</td>
<td>0</td>
<td>- 1/2</td>
</tr>
<tr>
<td>6</td>
<td>490</td>
<td>+ 1/2</td>
<td>0</td>
<td>0</td>
<td>- 1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>7</td>
<td>546</td>
<td>+ 1</td>
<td>+ 1/2</td>
<td>0</td>
<td>+ 1/2</td>
<td>0</td>
<td>0</td>
<td>+ 1/2</td>
</tr>
<tr>
<td>8</td>
<td>552</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

---

**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 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
- A - Turning tail
- E - Repeated blatant disobedience
- I - Failing horse/rodeo; 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

**DO:**
- 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 75 points.

- 1/2 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>#</th>
<th>POSITION &amp; CONTROL</th>
<th>EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>POSITION &amp; CONTROL</th>
<th>EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>POSITION &amp; CONTROL</th>
<th>EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>533</td>
<td>1</td>
<td>3</td>
<td>2</td>
<td>7</td>
<td>9</td>
<td>8</td>
<td>4</td>
<td>7</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Penalty</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Content</td>
<td></td>
<td>-1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>10</td>
<td>493</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Penalty</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Content</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>529</td>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Penalty</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Content</td>
<td></td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>565</td>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>-1/2</td>
<td>0</td>
<td>3</td>
<td>-1/2</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Penalty</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Content</td>
<td></td>
<td>-1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>479</td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>3</td>
<td>5</td>
<td>1</td>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Penalty</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Content</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>590</td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Penalty</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Content</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**JUDGE’S SIGNATURE:**

Janette Marie Dublin

Printed from HSW