**STOCK HORSE PLEASURE**

**VERSATILITY RANCH HORSE - RANCH RIDING**

**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
- 1.5 Very Poor
- 2.0 Poor
- 3.0 Correct
- 4.0 Good
- 5.0 Very Good
- 6.0 Excellent

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SHOW: SHOT Versatility Ranch-Hamilton  
CLASS: #30 - SHOT NPPL - Non Pro 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/praise  
- 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 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

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.  
1.0/5 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: EARNEST WILSON

Printed from HSW
## Stock Horse Trail
### Versatility Ranch Horse - Trail

### 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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### Judge's Signature:

Chris Hardcastle

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/pain
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rein relays (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

<table>
<thead>
<tr>
<th>W/O</th>
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<th>Tie-Breaker</th>
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<th>PENALTY</th>
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JUDGE'S SIGNATURE: ____________________________

Printed from HSW
### MANEUVER SCORES

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

- -1.0: Extremely Poor
- -1.2: Very Poor
- -1.5: Poor
- +1.0: Correct
- +1.5: Good
- +2.0: Excellent

| W/O | #  | Tie-Breaker | Maneuver Description | PENALTY | CONTENT | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | TOTAL | SCORE | OP |
|-----|----|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|----|----|-----|------|-------|-----|
| 9   | 620| 3 Circles   | Right, Right, Right, | |
|     |    |             | Run Stop              | 0       | 0       | +1/2| 0  | +1/2| 0  | +1/2|     |     |    |     |     |      | 71/2 |     |
| 10  | 604| 3 Circles   | Left, Left, Left,    | |
|     |    |             | Run Stop              | 0       | 0       | -1/2| 0  | +1/2| 0  | -1/2|     |     |    |     |     |      | 1/2  | 69   |
|     |    |             | Run Stop              | 0       | 0       |       | 0  |     |     |     |     |     |    |     |     |      |      |      |
|     |    |             | Run Stop              | 0       | 0       |       | 0  |     |     |     |     |     |    |     |     |      |      |      |
|     |    |             | Run Stop              | 0       | 0       |       | 0  |     |     |     |     |     |    |     |     |      |      |      |
|     |    |             | Run Stop              | 0       | 0       |       | 0  |     |     |     |     |     |    |     |     |      |      |      |
|     |    |             | Run Stop              | 0       | 0       |       | 0  |     |     |     |     |     |    |     |     |      |      |      |
|     |    |             | Run Stop              | 0       | 0       |       | 0  |     |     |     |     |     |    |     |     |      |      |      |

**JUDGE'S SIGNATURE:**

Trigg Rentfro

Printed from HSW
## Stock Horse Cow Work - Versatility Ranch Horse - Ranch Cow Work

### 1 Point Penalties:
- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

### 2 Point Penalties:
- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned

### 3 Point Penalties:
- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
  - Missed first loop
  - Losing a cow while boxing

### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- 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

### DO:
- A - Abuse
- B - Lameness
- G - 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 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

Printed from HSW
# Stock Horse Cow Work
## Versatility Ranch Horse - Ranch Cow Work

### 1 Point Penalties:
- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

### 2 Point Penalties:
- A - Going around the corner of the arena before turning the cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned

### 3 Point Penalties:
- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
  - Missed first loop
  - Losing a cow while boxing

### 5 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Spinning or hitting in front of cinch at any time
- C - Blatant disobedience
  - Failure to catch
  - Use of either hand to instill fear/prise
  - Use of two hands (except in anaffle 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
- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- 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

### DO:
- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - 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

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### Judge's Signature:

Janette Marie Dublin

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