## SHOW: SHOT Versatility Ranch-Hamilton
## CLASS: #80 - SHOT YPLS - Youth Pleasure
## DATE: 08/06/2016

**STOCK HORSE PLEASURE**

**VERSESITY RANCH HORSE - RANCH RIDING**

### Penalties:
- Over-bitied
- 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

### 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

### 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; Reward</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Stop</th>
<th>Lope</th>
<th>Stop &amp; Back</th>
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**Judge's Signature:**

Earnest Wilson

Printed from HSW
## 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

<table>
<thead>
<tr>
<th>W/O</th>
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**JUDGE'S SIGNATURE:** Earnest Wilson

Printed from HSW
**SHOW:** SHOT Versatility Ranch-Hamilton  
**CLASS:** #50 - SHOT YPLS - Youth Pleasure  
**DATE:** 08/06/2016

### STOCK HORSE PLEASURE

#### VERSATILITY RANCH HORSE - RANCH RIDING

**1 Point Penalties:**  
- Over-bindered  
- 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  
- Bilateral 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

---

**MANEUVER SCORES**  
Each horse/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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<td>607</td>
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<td>525</td>
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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 fee in a single-stride space at a walk or trot
- Skipping 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
- 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
- Blisters/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 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 pass 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 Extremely Poor, 1/2 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Content</th>
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<th>Content</th>
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| 2  | 534| 0 | Trott Logs | 0 0 +1/2 +1/2 +1/2 | 1/2 1/2 1/2 1/2 | 2 69 1/2
| 3  | 495| 0 | Walk Logs | -1/2 0 0 +1/2 +1/2 +1/2 | 1 | 3 69
| 4  | 605| 0 | Walk Bridge S | -1/2 0 0 +1/2 +1/2 +1/2 | 0 1 | 1 71 1/2
| 5  | 549| 0 | Box 2/0 S | -1 1/2 0 0 0 0 -1/2 -1 | 1 10 59
| 6  | 537| 0 | R/H Gate S | -1/2 -1 0 0 -1/2 -1 0 | 1 17 59
| 7  | 478| 0 | Ex Trott R | -1/2 1/2 0 0 +1/2 | 1/2 1/2 | 3 66
| 8  | -524| 0 | SPL | 0 1/2 0 0 0 1/2 1/2 | 1/2 1/2 1/2 | 4 66

**Judge's Signature:**

Chris Hardcastle

**Show:** SHOT Versatility Ranch - Hamilton

**Class:** #83 - SHOT YTRL - Youth 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 gat 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 stall tear/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
- 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

<table>
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<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>
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JUDGE'S SIGNATURE: Chris Hardcastle

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
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- Incorrect number of strides, if specified
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### 5 Point Penalties:
- Spur in front of cinch
- Blisters on foot
- Use of either hand to instill fear or praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
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- 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
- Dishonesty 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

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### JUDGE'S SIGNATURE:

 capitalism
### MANEUVER SCORES

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

- 1-10 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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#### Maneuver Description

- **Trot to Center:**
  - RL Lope
  - LL Lope

- **Run Down**:
  - 3 1/2 spins
  - 3 1/2 spins run past center

- **Stop**:
  - Left
  - Right

#### Scores

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#### 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

#### DQs:

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

---

**JUDGE'S SIGNATURE:**

Trigg Rentfro
# SHOW: SHOT Versatility Ranch-Hamilton
## CLASS:#86 - SHOT YRNN - Youth Reining
## DATE: 08/06/2016

## 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 rein 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

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## NOVICE/YOUTH COW WORK

### 1 Point Penalties:
- Loss of working advantage
- Working out of position
- Slipping rein

### 2 Point Penalties:
- Knocking down the cow without having the advantage
- Losing a cow while boxing

### 3 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/punishment
- 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
- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

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

### RUN CONTENT
Each horse/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 Poor, +1 Good, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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Janette Marie Dublin
JUDGE'S SIGNATURE: [Signature]

Printed from HSW
### NOVICE/YOUTH COW WORK

**1 Point Penalties:**
- Loss of working advantage
- Working out of position
- Slipping rein

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

**5 Point Penalties:**
- Spurring in front of cinch
- Blatant disobedience
- Use of exhalter 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 bridle reins (except two rein) per maneuver

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- Turning tail
- Repeated blatant disobedience
- Fall horse/handler; run ends; credit will be given for work done
- Schooling horse between cows (if new cow is awarded)
- Failure to attempt any part of the class

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

### RUN CONTENT
Each horse/handler 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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**Score:**

- 68 1/2
- 60 1/2

Janette Marie Dublin **Judge's Signature:**

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

**5 Point Penalties:**
- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- Failure to catch
- 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

### 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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**Off-Pattern (OP):** Cannot place above others who complete pattern correctly

A - Turning tail
B - Repeated blatant disobedience
C - Leaving arena before run is complete
D - Fall horse/rider; run ends; credit will be given for work done
E - 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

**DQ:**
- A - Abuse
- B - Lameness
- C - Illegal equipment
- D - Improper western attire
- E - Disrespect or misconduct

**Judge's Signature:** 

**Earnest Wilson**

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 - Sloping 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 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
- F - 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
- DQ: Failure to attempt any part of the class
- 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 30 points.

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