# STOCK HORSE TRAIL
## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Each hit, hit, or stepping on a log, cone, slant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both/one hind foot in a single-stride space at a walk or trot
- Stepping 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:
- Spinning in front of circled obstacle
- 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 nasal reins (except two rein permanence)
- Knocking over, stepping out or, or failing out of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate

### Off-Penalty (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

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

### OBSTACLE SCORES

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**JUDGE'S SIGNATURE:**

Marilyn Peters
## 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
- Ditch front or hind foot in a single-stride space at a walk or trot
- Stepping over or failing to step into required space
- Incorrect number of strides if specified
- One step on dismount or ground 5 feet except shifting to balance

**5 Point Penalties:**
- Spurning in front of cinch
- Baited disobedience
- Use of either hand to instill fear (prise)
- Use of other hands except in cantering bit or Hackamore per maneuver
- More than one finger between split reins or any fingers between rein reins (except two rail) 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-Point (CP):** 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

**GO:***
- Luminous
- Abusive
- 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.

| W/O | #   | OBSTACLE DESCRIPTION | PENALTY | CONTENT | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | PENALTY TOTAL | SCORE | OP |
|-----|-----|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|                |       |    |
| 9   | 249 |                      | -1      | 0       | +1| 0 | -1| -1| -1| -1| 0 | 0 | -1| -1| 11             | 58    |    |
| 10  | 104 |                      | -1      | 0       | +1| +1| +1| +1| +1| +1| 0 | 0 | 0 | 0 | 4              | 60 1/2 |    |
| 11  | 82  |                      | -1      | 0       | +1| +1| +1| +1| +1| +1| 0 | 0 | 0 | 0 | 2              | 75    |    |
| 12  | 87  |                      | -1      | 0       | +1| +1| +1| +1| +1| +1| 0 | 0 | 0 | 0 | 8              | 104   |    |
| 13  | 22  |                      | -1      | 0       | +1| +1| +1| +1| +1| +1| 0 | 0 | 0 | 0 | 12             | 50 1/2 |    |
| 14  | 97  |                      | -1      | 0       | +1| +1| +1| +1| +1| +1| 0 | 0 | 0 | 0 | 3              | 70 1/2 |    |
| 15  | 187 |                      | -1      | 0       | +1| +1| +1| +1| +1| +1| 0 | 0 | 0 | 0 | 5              | 107 1/2 |   |
| 16  | 108 |                      | -1      | 0       | +1| +1| +1| +1| +1| +1| 0 | 0 | 0 | 0 | 1              | 74 1/2 |   |

**JUDGE'S SIGNATURE:**

Marilyn Peters

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 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:
- Spurning is front of cinch
- Blatant disobedience
- Use of either hand to stall rider/psher
- 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, slipping 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

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### Judge's Signature:

Marilyn Peters

Printed from HSW
## STOCK HORSE COW WORK
### VRH - LIMITED RANCH COW WORK

### Point Penalties:
- A: Loss of working advantage
- P: Working out of position
- S: Slipping rein

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

### Off-Point (OP): Cannot place above others who complete pattern correctly
- A: Turning tail
- E: Repeated or blatant disobedience
- F: Fall horse/toter run ends; credit will be given for work done
- J: Schooling after entering the arena prior to calling for cow
- K: Crossing horse between cows; if new cow is awarded
- D: Failure to attempt any part of the class

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

### RUN CONTENT

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### SCRATCH

| 2   | 123 | ✔️     | -½  | -½  | 0     | -½  | 0     | -½  | 0          |                       |
|     |     | Penalty |     |     |       |     |       |     |            |                       |
|     |     | CONTENT | 10  | 1½ | 1½   | 1½ | 0½   | 1½ | 0½        |                       |

| 3   | 241 | ✔️     | ½    | 1   | 1½   | 0   | 0     | -½  | 0          |                       |
|     |     | Penalty | 10  | 5½ | 5½   | 5½ | 0½   | 5½ | 0½        |                       |
|     |     | CONTENT | 7½  | 7½ | 7½   | 7½ | 0½   | 7½ | 0½        |                       |

| 4   | 216 | ✔️     | -½  | 0   | 0     | -½  | 0     | -½  | 0          |                       |
|     |     | Penalty | 10  | 10 | 10   | 10 | 0½   | 10 | 0½        |                       |
|     |     | CONTENT | 10  | 10 | 10   | 10 | 0½   | 10 | 0½        |                       |

| 5   | 230 | ✔️     | 0    | 0   | -½  | 0    | 0     | 0    | 0          |                       |
|     |     | Penalty | 10  | 0½ | 0½   | 0½ | 0    | 0½ | 0½        |                       |
|     |     | CONTENT | 10  | 0½ | 0½   | 0½ | 0    | 0½ | 0½        |                       |

| 6   | 151 | ✔️     | 0    | 0   | 0    | 0    | 0     | 10   | 0½        |                       |
|     |     | Penalty | 10  | 10 | 10   | 10 | 0½   | 10 | 0½        |                       |
|     |     | CONTENT | 10  | 10 | 10   | 10 | 0½   | 10 | 0½        |                       |

| 7   | 81  | ✔️     | -½  | 1   | 1½   | 0   | 0     | -½  | 0          |                       |
|     |     | Penalty | 10  | 1½ | 1½   | 1½ | 0½   | 1½ | 0½        |                       |
|     |     | CONTENT | 10  | 1½ | 1½   | 1½ | 0½   | 1½ | 0½        |                       |

| 8   | 3   | ✔️     | ½    | ½   | 0    | ½    | 0     | ½    | 0          |                       |
|     |     | Penalty | 10  | 10 | 10   | 10 | 0½   | 10 | 0½        |                       |
|     |     | CONTENT | 10  | 10 | 10   | 10 | 0½   | 10 | 0½        |                       |

### JUDGE'S SIGNATURE:

Morgan Lybbert

Printed from HSW
**SHOW:** SHOT Versatility Ranch-Stephenville  
**CLASS:** #06 - SHOT IWCH - Intermediate Working Cow  
**DATE:** 10/08/2016

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**STOCK HORSE COW WORK**  
**VRH - LIMITED RANCH COW WORK**

**Rules:**
- **Point Penalties:**
  - A: Loss of working advantage  
  - P: Working out of position  
  - S: Slipping rein
- **Point Penalties:**
  - K: Knocking down the cow without having a working advantage  
  - L: Losing a cow while towing
- **Point Penalties:**
  - E: Spinning in front of the pinch  
  - B: Blunt disobedience
- **Point Penalties:**
  - Use of either hand (not in the same hand) per maneuver  
  - Use of two hands (except in snaffle bit or hackamore) per maneuver  
  - More than one finger between split reins or any fingers between rein rings per maneuver

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**RUN CONTENT**

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

1. **Position & Control**
2. **Eye Appeal**
3. **Degree of Difficulty**

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**JUDGE'S SIGNATURE:**

Morgan Lybbert

Printed from HSW
# SHOW: SHOT Versatility Ranch-Stephenville
# CLASS: #66 - SHOT IWCH - Intermediate Working Cow
# DATE: 10/08/2016

## 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 a cinch
- C - Ristant disobedience
- Use of either hand to install 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 normal reins (except two rein) per maneuver

### Off-Pattern (OP):
- Cannot place above others who complete pattern correct.
- A - Turning tail
- F - Repeated violent 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
- O - Failure to attempt any part of the class

### DO:
- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper riding attire
- O - 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 1/2 Very Poor, 1 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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**JUDGE'S SIGNATURE:**

Morgan Lybbert
# STOCK HORSE PLEASURE

## VERSATILITY RANCH HORSE - RANCH RIDING

### 1 Point Penalties:
- Overbidding
- Out of frame
- Too slow
- Sapping 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:
- Spurting in front of cinch
- Blunt 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

### 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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<th>W/O</th>
<th>#</th>
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JUDGE'S SIGNATURE: ____________  Printed from HSW
# Stock Horse Pleasure

## Versatility Ranch Horse - Ranch Riding

### Pattern 1

**SHOW:** SHOT Versatility Ranch-Stephenville  
**CLASS:** #60 - SHOT IPLS - Intermediate Pleasure  
**DATE:** 10/08/2016

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<th>Trot</th>
<th>EXT Trot</th>
<th>LOPE</th>
<th>STOP &amp; Press</th>
<th>WALK</th>
<th>EXT LOPE</th>
<th>Trot</th>
<th>STOP &amp; Back</th>
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<td>1/2</td>
<td>73</td>
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</tbody>
</table>

**Penalties:**  
- Over-bred  
- Out of frame  
- Too slow  
- Capping mouth  
- Break of gait at Walk or trot for two (2) strides or less  

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

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

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**Maneuver Scores:**  
Each horse/reader team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
- 70 Ext. Walk, 70 Trot, 70 EXT Trot, 70 Lope, 70 STOP & Press, 70 Stop & Press, 70 EXT LOPE, 70 Trot, 70 STOP & Back, 70

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**Judge's Signature:**

[Signature]

TOM NEEL

Printed from HSW
# STOCK HORSE REINING

## VERSATILITY RANCH HORSE - REINING

### 10 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 1/2 turns.

### 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.
- Stopping rein.

### 2 Point Penalties:
- Break of guilt.
- Freeze up in spins or rollbacks.
- Failure to stop or walk before executing a lope departure on test-in patterns.
- Failure to be in a lope prior to the first marker on run-in patterns.
- Failure to completely pass the specified markers before initiating a stop position.

### 5 Point Penalties:
- Spurring in front of cinch.
- Blatant disobedience.
- Use of either hand to stall feed/praise.
- Use of two hands (except in snaffle bit or hackamore) per maneuver.
- More than one finger between split reins or any fingers between natural 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 outs; credit will be given if work done.

**REINING MANEUVER SCORING**

Each horse/rider team is scored between 0-100 points. Penalties range between -1 to +10 points. A +12 Excellent. Each pattern must be completed in 180 seconds or less.

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<tr>
<th>Maneuver</th>
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<td>Trot to Corner</td>
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<td>0</td>
<td>69 1/2</td>
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**Judge's Signature:**

TOM NEEL
## 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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**Pattern 1**

**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 18 turn.

**5 Point Penalties:**
- Spinning in front of a Cinch.
- Blatant disobedience.
- Use of either hand to instill fear/panic.
- Use of two hands (except in snaffle bit or hackamore) per maneuver.
- More than one leg between split reins or any flagging 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.
- Fail to stop after 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.

**OFF-PATTERN**
- Lame ness.
- Abuse.
- Illegal equipment.
- Disrespect or misconduct.
- Improper western attire.
# 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- or under spin up to 1.64

## 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 18 to 14
- Spinning reign

## 2 Point Penalties:
- Entalk of gate
- F teens up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trots-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

## Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuvers (e.g., 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

## Points
- Lame
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

## MANEUVER SCORES

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## Tie-Breaker

- [Signature]

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JUDGE'S SIGNATURE: [Signature]

TOM NEEL

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