**NOVICE/YOUTH COW WORK**

**1. Point Penalties:**
- Loss of working advantage
- Working out of position
- Stepping into

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

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Turning tail
- Repeated instant disobedience
- Fall horsemen: runs 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

**DJ:**
- Lameness
- Abuse
- Legal equipment
- Disrespect or misconduct
- Improper western attire

---

**RUN CONTENT**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 1-12: Extremely Poor
- 13-24: Poor
- 25-52: Correct
- 53-66: Good
- 67-75: Excellent

**BOXING MANEUVERS**

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**Morgan Lybbert**

**JUDGE'S SIGNATURE:**

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**Printed from HSW**
# AQHA NOVICE/YOUTH COW WORK

## POINT PENALTIES:
- Loss of working advantage
- Working out of position
- Staying out

## PATTERN PENALTIES:
- Knocking down the cow without having a working advantage
- Losing a cow while boxign

## OFF-PATTERN PENALTIES:
- 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 this class

## OFF-ON PENALTIES:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

## RUN CONTENT

Each performance is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 12 Extremely Poor
- 13 Very Poor
- 14 Poor
- 15 Correct
- 16 Good
- 17 Very Good
- 18 Excellent

### BOXING MANEUVERS

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**Morgan Lybbert**

**JUDGE'S SIGNATURE:**

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RUN CONTENT
Each horseman team is scored between 0-100 points and automatically begins the run with a score of 70 penalty.

Morgan Lybbett
JUDGE'S SIGNATURE: [Signature]
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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 taking a working advantage
   - Losing a cow while boxing

3. Point Penalties:
   - Spurring in front of cinch
   - Biting a horse
   - Use of either hand to instill fear/praise
   - Use of two hands (except in staffs bit or hackers) per maneuver
   - More than one finger between split reins or any fingers between normal reins except two reins per maneuver

4. Off-Pattern (OP): Cannot place above others who complete patterns correctly
   - Turning tar
   - Repeated blatant disobedience
   - Fall horse/horse 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

5. OCS:
   - Lameness
   - Abuse
   - Illegal equipment
   - Disrespect or misconduct
   - Improper western attire

RUN CONTENT
Each horse/ride team is scored between 0-100 points and automatically begins the run with scores 60 points.

1/2 Extremely Poor, 1/2-2 Poor, 1/2 Good, 1/2 Very Good, 1/2 Excellent

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Morgan Lybbert
JUDGE'S SIGNATURE:

Printed from HSW
# NOVICE/YOUTH COW WORK

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

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

**5 Point Penalties:**
- Spurring in front of cinch
- Blunt disobedience
- Use of either hand to instil 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 normal reins (except two rein) per maneuver

**On Pattern:**
- Cannot place above others who complete pattern correctly
  - Turning tail
  - Repeated blunt disobedience
  - Fall horse/hider; runtends; credit will be given for work done
  - Schooling after entering arena prior to calling for cow
  - Schooling horse between cows, if new cow is awarded
  - Failure to attempt any part of the class

**Do:**
- Laminence
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

## RUN CONTENT

Each horse/team 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:**

Morgan Lybbett

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**STOCK HORSE PLEASURE**

**VERSATILITY RANCH HORSE - RANCH RIDING**

**PATTERN 1**

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

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

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to signal fearless
- 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

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JUDGE'S SIGNATURE: Joe Hayes

Printed from HSW
### Pattern 1

**SHOW:** SHOT Versatility Ranch-Stephenville  
**CLASS:** #70 - SHOT VPLS - Novice Pleasure  
**DATE:** 10/03/2016

#### Point Penalties:
- Over excitability
- 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

#### Point Penalties:
- Spinning in front of chest
- Blatant disobedience
- Use of either hand to pull head against
- 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

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<thead>
<tr>
<th>W/O</th>
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<th>Penalty</th>
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</table>

**Printed from HSW**

**JUDGE'S SIGNATURE:** Joe Hayes
# STOCK HORSE PLEASURE

## VERSATILITY RANCH HORSE - RANCH RIDING

**Pattern 1**

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

### 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

### 5 Point Penalties:
- Spurring in front of clinic
- Blatant disobedience
- Use of other aids to injure/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 reins except two reins per maneuver

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

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

## Maneuver Scores

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**JUDGE'S SIGNATURE:**

Joe Hayes

**Printed from HSW**
# AQHA
## STOCK HORSE PLEASURE
### VERSATILITY RANCH HORSE - RANCH RIDING

### PATTERN

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

#### 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 coach
- Reckless disobedience
- Use of either hand to instill fear/prairie
- Use of two hands (except in schlepp bit or hackamore) per maneuver

#### 5 Point Penalties:
- More than one finger between split reins or any fingers between reins (except two rein) per maneuver

### MANEUVER SCORES

Each maneuver is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 12 Extreme Poor, 1 Very Poor, 0 Poor, 0 Correct, +1 Good, +3 Very Good, +6 Excellent

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### JUDGE'S SIGNATURE:

Joe Hayes

Printed from HSW
# STOCK HORSE PLEASURE
## VERSATILITY RANCH HORSE - RANCH RIDING

### 1 Point Penalties:
- Over-gritted
- 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
- Dropped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

### 5 Point Penalties:
- Swaying in front of cinch
- Blatant disobedience
- Use of either hand to instill fear (raise)
- Use of two hands (except in stall bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rootless 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 is scored between 1-100 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; 1/2 Very Good; 1/2 Excellent

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<th>W/O</th>
<th>#</th>
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<th>PENALTY</th>
<th>CONTENT</th>
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<td>149</td>
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**JUDGE'S SIGNATURE:**

Joe Hayes

Printed from HSW
# 1 - STOCK HORSE PLEASURE:

## VERSATILITY RANCH HORSE - RANCH RIDING

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

### 3 Point Penalties:
- Wronglead
- 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 insist feel/praise
- Use of two hands except in stallion bit or hackamore per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) 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 Immediate Pass, 1 Very Poor, 1 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

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<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Penalty</th>
<th>Score</th>
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## 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

### JUDGE'S SIGNATURE:

Joe Hayes

Printed from HSW
### MANEUVER SCORES

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

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</table>

**JUDGE’S SIGNATURE:** Joe Hayes

---

**PENALTY**
- Over-bridled
- Out of frame
- Too slow
- Gapping mouth
- Break of gait at Walk or trot for 2 (two) strides or less

**3 Point Penalty**
- Wrong lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than 2 (two) strides

**5 Point Penalty**
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to swell feet/paws
- 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

**SHOW:** SHOT Versatility Ranch-Stephenville
**CLASS:** #70 - SHOT VPLS - Novice Pleasure
**DATE:** 10/08/2016
# STOCK HORSE REINING
## VERSATILITY RANCH HORSE - REINING

### 1/2 Point Penalties:
- Starting a circle or rolling a rollback at a trot for up to two circles
- Delayed change of lead by one circle 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 line 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 line
- Carry or under spinning /6 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 turn-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:
- Spinning is front of cinch
- Blisters disobedience
- Use of either hand to insist teasing
- Use of two handles (except in snaffle bit or hackamore) per maneuver
- More than one leg between split reins or any fingers between formal reins (except two rein) per maneuver

### Off Pattern (OP):
- Cannot place above others who complete pattern correctly
- Breathing pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated or blatant disobedience
- Fall horse rider; run ends, credit will be given for work done

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

### MANEUVER SCORES

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**JUDGE'S SIGNATURE:**

**TOM NEEL**

Printed from HSW
## STOCK HORSE REINING
### VERSATILITY RANCH HORSE - REINING

**SHOW:** SHOT Versatility Ranch-Stephenville  
**CLASS:** #72 - SHOT VRNN - Novice Reining  
**DATE:** 10/08/2016

### PENALTY 8

**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 strip 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 spin

**2 Point Penalties:**
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a low departure on trot-in patterns
- Failure to stop 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 other hand to instill fear/pain
- Use of one hand (excess 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, bucking 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:

- 1-10: Extremely Poor, 11-12: Poor, 13-14: Correct, 15-16: Good, 17-18: Very Good, 19-20: Excellent

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<thead>
<tr>
<th>W/O</th>
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<th>MANEUVER DESCRIPTION</th>
<th>PENALTY</th>
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**JUDGE'S SIGNATURE:**

**TCM NEEL**

Printed from HSW
**STOCK HORSE REINING**

**VERSATILITY RANCH HORSE - REINING**

**PATTERN 8**

**SHOW:** SHOT Versatility Ranch-Stephenville  
**CLASS:** #72 - SHOT VRNN - Novice Reining  
**DATE:** 10/08/2016

---

1 Point Penalties:
- Starting a circle or rolling 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 1/8 turn

2 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 or loped patterns
- Failure to be in a lope prior to the first marker or run-in patterns
- Failure to complete the specified marker before initiating a stop position

---

**MANEUVER SCORES**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 10 points.

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

<table>
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<tr>
<th>WO</th>
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<th>3</th>
<th>4</th>
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**JUDGE'S SIGNATURE:**

TOM NEEL

*Printed from HSW*
# Stock Horse Reining

## Versatility Ranch Horse - Reining

### 1 Point Penalties:
- Stepping on a circle or being off 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

### 2 Point Penalties:
- Break of gait
- Freeze up in going or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to pass 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:
- Spinning in front of the cinch
- Blazing disobedience
- Use of either hand to stall the horse
- 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 blazing disobedience
- Fall horse/rider: run ends, credit will be given for work done

### Maneuver Scores

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**Judge's Signature:**

Tom Neel
### Stock Horse Reining - Reining

**Pattern:**

1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot or up to two strides
- Delayed change of lead by one circle 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
- Skipping rein

2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a stop before completing a pattern
- Failure to be in a proper position when starting a pattern
- Failure to completely pass the specified marker before initiating a stop position

5 Point Penalties:
- Spinning in front of circle
- Bending disobedience
- Use of other hand to assist top rope
- Use of two reins (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins and circle (except two reins per maneuver)

On Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuvers (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

**DDC:**
- Lameness
- Abuse
- Illegal equipment
- Dis respect 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:

- -1/2: Extremely Poor, -1 Very Poor, -2 Poor, 0 Complet, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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<tr>
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<tr>
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<td>70 1/2</td>
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**Judge's Signature:**

TOM NEEL

Printed from HSW
### Stock Horse Reining

**Versatility Ranch Horse - Reining**

**Pattern** 8

**SHOW:** SHOT Versatility Ranch-Stephenville

**CLASS:** #72 - SHOT VRNN - Novice Reining

**DATE:** 10/08/2016

---

**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 1/8 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 depart off 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 or behind
- Biting disobedience
- Use of either hand to insist, lean, push, or pull
- Use of two hands (except in en flush 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

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

---

### Maneuver Scores

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**Judge's Signature:**

[TOM NEEL]

Printed from HSV
**SHOW:** SHOT Versatility Ranch - Stephenville
**CLASS:** #71 - SHOT VTRL - Novice Trail
**DATE:** 10/08/2016

### STOCK HORSE TRAIL VERSEATILITY RANCH HORSE - TRAIL

#### 1 Point Penalties:
- Each bit, 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
- Slipping over or falling into a required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance

#### 5 Point Penalties:
- Spraying in front of cinch
- Bringer disobedience
- Use of either hand to assist fellow
- Use of two reins (except in stop
tack) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver
- Knocking over, stopping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate

#### 10 Point 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
- Repetitive disobedience
- Fall horse/rider, run ends; credit will be given for work done

#### DO:
- Lameness
- Abuse
- Illegal equipment
- Dissipate or misconduct
- Improper Western attire

---

### OBSTACLE SCORES

Each horse/rider team is scored between 3-100 points and automatically begins the run with a score of 70 points.

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**JUDGE'S SIGNATURE:** Joe Hayes

Printed from HSW
**SHOW:** SHOT Versatility Ranch-Stephenville  
**CLASS:** #71 - SHOT VTRL - Novice Trail  
**DATE:** 10/08/2016

**STOCK HORSE TRAIL**  
**VERSATILITY RANCH HORSE - TRAIL**

1 Point Penalties:  
- Each hit, bite, or stepping on or over gate, plant, or any component of the obstacle  
- Incorrect or break of gate at walk or trot for two strides or less  
- Both front or hind feet in a single-stride space at a walk or trot  
- Stopping over or failing to step into required space  
- Incorrect number of strides, if specified  
- One step on downwind or ground line except shifting to balance

2 Point Penalties:  
- Wrong lead  
- Displaced vehicle  
- Break of gate at Lope  
- Break of gate at Walk or trot for more than two (2) strides  
- 2.0 steps on downwind or ground line

5 Point Penalties:  
- Spurring in front of or behind  
- Blatant disobedience  
- Use of either hand in flank reins  
- 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  
- Kicking, 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

**OBS TACLE SCORES**  
Each horse/riders team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
- 99-100 - Excellent  
- 90-98 - Good  
- 80-89 - Fair  
- 70-79 - Poor

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**JUDGE'S SIGNATURE:**  
Joe Hayes

Printed from HSW
### STOCK HORSE TRAIL
### VERSATILITY RANCH HORSE - TRAIL

#### 1 Point Penalties:
- Each bit, 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 hind hooves or one 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

#### 2 Point Penalties:
- Wrong lead
- Dropped reins
- Break of gait at Lepe
- Break of gait at Walk or trot for more than two strides
- 2-3 steps on dismount or ground tie

#### 3 Point Penalties:
- Sprung 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 rein reins (except two reins) per maneuver
- Knocking over, stepping out of, or rolling 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 off; credit will be given for work done

#### PENALTY TOTAL

| W/O | Tie Breaker | Obstacle Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Score | OP |
|-----|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|-----|-----|----|
| 17  | 103         | Trot Poles           | +1/2    | 1       | O | -1| 0 | -1| +1/2| +1/2| 0 | -1/2| +1/2| 8   | 61.5|
| 18  | 68          | L. R. Poles          | 0       | 0       | 0 | 0 | 0 | +1/2| +1/2| 0 | -1/2| +1/2| 3   | 67.5|
| 19  | 140         | L. Poles             | 0       | -1/2   | -1/2| +1/2| 0 | -1/2| 0 | -1/2| 0 | -1/2| 9   | 58  |
| 20  | 109         | Walk Logs            | 0       | -1/2   | +1/2| -1/2| +1/2| +1/2| +1/2| 0 | -1/2| +1/2| 13  | 56.5|
| 21  | 231         | RH Push Gate         | 0       | -1/2   | -1/2| 0 | -1/2| 0 | -1/2| -1/2| 0 | -1/2| 23  | 42  | OP  |
| 22  | 138         | Ext Poles            | +1/2    | -1/2   | +1/2| +1/2| 0 | 0 | +1/2| 0 | 0 | +1/2| 5   | 68  |
| 23  | 106         | L. Poles             | 0       | -1/2   | -1/2| +1/2| 0 | -1/2| -1/2| +1/2| 0 | +1/2| 8   | 59.5|
| 24  | 28          | Ext Poles            | +1/2    | 0      | 0 | 0 | +1/2| 0 | +1/2| +1/2| 0 | +1/2| 8   | 59.5|

**OBSTACLE SCORES**

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

-1.0 to Extremity Poor -1.0 Very Poor -1.2 Poor 0 Correct +1.2 Good +1.6 Very Good +1.8 Excellent

**Judge's Signature:**

[Signature]

[Printed from ISW]
# STOCK HORSE TRAIL
## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Each hit, bite, or stopping on a leg, case, 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 falling to step into required space
- Incorrect number of strides, if specified
- One step on a mount or ground tie except shifting to balance

### 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
- 2-3 steps on a mount or ground tie

### 4 Point Penalties:
- Stopping in front of cinch
- Instant disobedience
- Use of either hand to instill fear/pain
- Use of two hands (except in a snaffle bit or hockamore) 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

### Obstacle Scores

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<th>Score</th>
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<tr>
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### Judge's Signature

Joe Hayes
# STOCK HORSE TRAIL
## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Each Hil, Dit 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 leg 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 for balance

### 3 Point Penalties:
- Wrong lead
- Draped rein
- Break of gate at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 2-3 stops on dismount or ground tie

### 5 Point Penalties:
- Spraying in front of clints
- Blunt disobedience
- Use of either hand to install/ remove
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between lateral reins (except two reins) per maneuver
- Knocking over, stepping out of gate, 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

### Off Course (OC):
- Lumeness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### Obstacle Scores

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JUDGE’S SIGNATURE: Joe Hayas

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

**1 Point Penalties:**
- Each bit, 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 walking into step into no go 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 circled
- Blunt or too long
- Use of either hand to install foot on stirrup or stirrup
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between lateral reins (except two reins) per maneuver
- Knocks 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 Scores

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<td>Bridge</td>
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<td>+1/2</td>
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<td>End Trot 8</td>
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### Total Scores

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**Judge's Signature:**

Joe Hayes

Printed from HSW
### Obstacle Scores

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, -2 Poor, 6 Correct, +2 Good, +1 Very Good, +10 Excellent

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<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Obstacle Description</th>
<th>Penalties</th>
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