# STOCK HORSE PLEASURE

## VERSATILITY RANCH HORSE - RANCH RIDING

### Point Penalties:
- Overbitted
- Out of frame
- Too slow
- Grabbing mouth
- Break of gait at Walk or trot or two (2) strides or less

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

### 5 Point Penalties:
- Spurring in front of cinch
- Braided disobedience
- Use of either hand to instill fear/panic
- Use of two hands (except in small hit or trigger motion) 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 or blatant disobedience
- Fall horse/rodeo
- Run ends; credit will be given for work done

### SHOW:
- SHOT Versatility Ranch-Vernon

### CLASS:
- #60 - SHOT IPLS - Intermediate Pleasure

### DATE:
- 09/10/2016

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### MANEUVER SCORES

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

- 1 = Extremely Poor, -1 = Very Poor, -1 = Poor, 0 = Correct, +1 = Good, +1 = Very Good, +1.5 = Excellent

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**JUDGE'S SIGNATURE:**

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

### POINT PENALTIES:
- Over-enthusiastic
- Get of time
- Too slow
- Gapping mouth
- Break of gait at Walk or not for more than (2) strides or less

### 3 POINT PENALTIES:
- Wrong lead
- Crossed reins
- Break of gait at Lope
- Break of gait at Walk or not for more than (2) strides

### 5 POINT PENALTIES:
- Spurring in front of cinch
- Repeated disobedience
- Use of either hand to instill fear/attraction
- Use of two hands except in snaffle bit or halter (3) 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 bitting disobedience
- Fall horse/rider; run out; credit will be given for work done

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

## MANEUVER SCORES

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

- 1 2 Extremely Poor, 3 Very Poor, 4 Poor, 5 Correct, 6 Good, 7 Very Good, 8 Excellent

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### JUDGE'S SIGNATURE:

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 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
- 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
- Dropped reins
- Break of gate at Lope
- Break of gate at Walk or trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

#### 5 Point Penalties:
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to instill fears or panic
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate

#### Obstacle Scores

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#### JUDGE'S SIGNATURE:

Signature: [Signatures]

Date: 09/10/2016

**SHOW:** SHOT Versatility Ranch-Vernon
**CLASS:** #62 - SHOT ITRL - Intermediate Trail
**DATE:** 09/10/2016

**Note:** Printed from HSW
# Stock Horse Reining

## Versatility Ranch Horse - Reining

**SHOW:** SHOT Versatility Ranch-Vernon  
**CLASS:** #64 - SHOT IRNN - Intermediate Reining  
**DATE:** 09/10/2016

### 12 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 rollback (except in Level 3/Youth Henning Pattern #1)  
- Over-spin or under-spin up to 1 1/2 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 1/2 to 1 1/4 turn  
- Slipping rein

### 2 Point Penalties:
- Break of gait  
- Freeze up in some or rollback  
- 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 pace the specified marker before initiating a stop position

### 5 Point Penalties:
- Spinning 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 crossed 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 stops)  
  - Leaving area before pattern is complete  
  - 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

### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
- 1.5 or Extremely Poor  
- 2 Poor  
- 3 Fair  
- 4 Good  
- 5 Very Good  
- 6 Excellent

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**JUDGE'S SIGNATURE:**

Pam Rose

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

### Run Content
Each horse/riders team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 10 - Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1/2 Excellent

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### Judge's Signature:
FIELDING ROGERS

Printed from HSW
### STOCK HORSE COW WORK

#### VRH - LIMITED RANCH COW WORK

<table>
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<tr>
<th>Penalties</th>
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| 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: | Spurting in front of cinch  
|             | Blatant disobedience  
|             | Use of other hand to assist in brand/finish  
|             | More than one finger between split reins or any fingers between reins on rein  |

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

- A: Tuning tail  
- E: Repeated blatant 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  
- Failure to attempt any part of the class

#### DQ:  
- A: Abuse  
- E: Lameness  
- G: Illegal equipment  
- N: Improper western attire  
- Disrespect or misconduct

#### RUN CONTENT

Each horse/rider team is scored between 0-110 points and automatically begins the run with a score of 70 points.

- 1-12 Extremely Poor  
- 1-20 Very Poor  
- 20-40 Poor  
- 40-60 Good  
- 60-80 Very Good  
- 80-100 Excellent

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