# Stock Horse Pleasure Versatility Ranch Horse - Ranch Riding

**SHOW:** SHOT Versatility Ranch-Ven.

**CLASS:** AQ - SHOT JPLS - Junior Pleasure

**DATE:** 09/10/2016

## 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
- Intoxicated 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
- 1.20 Very Poor
- 1.32 Poor
- 1.50 Correct
- 1.70 Good
- 1.90 Very Good
- 1.12 Excellent

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<th>Trot</th>
<th>Step &amp; Boost</th>
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**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 Extremely Poor
- 1 Very Poor
- 1.2 Poor
- 1 Correct
- 0.5 Good
- 1 Very Good
- 1 Excellent

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**Nota:**
- Over-bred
- Out of frame
- Too slow
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less
- Wrong lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- Splaying 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 fingers (except two rein) per maneuver

**Off-Style (OS):** Cannot place above those 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

**DG:**
- Lameness
- Abuse
- Illegal equipment
- Overtact or misconduct
- Improper western attire

**JUDGE’S SIGNATURE:**

Fielding Rogers

Printed from HSW
**SHOW: SHOT Versatility Ranch - Vernon**
**CLASS: #41 - SHOT JTRL - Junior Trail**
**DATE: 09/10/2016**

### STOCK HORSE TRAIL
### VERSATILITY RANCH HORSE - TRAIL

#### 1 Point Penalties:
- Each hit, bite, or stepping on a leg, 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 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:
- Spurring in front of obstacle
- Blatant disobedience
- Use of either hand to instill fear or praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins (except two rein) per maneuver
- Knocking over, stepping on or, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate

#### 10 Pattern (OP): Cannot place above others who complete pattern correctly.
- Breaking pattern
- Leasing arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience
- Fall horse/rodeo, run ends; credit will be given for work done

#### Faults:
- 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.

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**JUDGE'S SIGNATURE:**

[Signature]

Steven Cooper

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
- Fault or hind leg in a single stride space at a walk or trot
- Slipping over or failure to step into required space
- Incorrect number or 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

### Obstacle Scores

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**Judge's Signature:**

Steven Cooper

Printed from HSW
# Stock Horse Reining

## Versatility Ranch Horse - Reining

### 12 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 return a minimum of twenty feet from the wall or fence before approaching a stop
- Over-spin or under-spin up to 0.8 turn

### 5 Point Penalties:
- Spining in front or behind
- Biting or disobedience
- Use of either hand to assist hari-graspe
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between the 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 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

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**SCRATCH**

### Judge's Signature:

[Signature]

Printed from HSW
3 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)
- Overspin 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 rope departure on test-in patterns
- Failure to be in a circle prior to the first marker on test-in patterns
- Failure to completely pass the specified marker before initiating a stop position

5 Point Penalties:
- Spinning in front of cinch
- Blisters on head, neck, or toe, especially if gait is affected
- 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 on gait) per maneuver

ON 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 blisters on head or toe
- Fall horseman; run ends; credit will be given for work done

DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper warm-up attire

MANEUVER SCORES
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points
- 1-1/2 Extremely Poor, 1-1/2 Very Poor, 1-1/2 Poor, 1-1/2 Fair, 1-1/2 Good, 1-1/2 Very Good, 1-1/2 Excellent

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<td>3 1/2 Spins Left</td>
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<td>3 1/2 Spins Right</td>
<td>Run, Stop</td>
<td>2 Circles Left</td>
<td>Right Lead</td>
<td>Stop &amp; Back</td>
<td>OP</td>
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<td>608</td>
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<td>2 Circles Left</td>
<td>Right Lead</td>
<td>Stop &amp; Back</td>
<td>OP</td>
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JUDGE'S SIGNATURE: [Signature]
### STOCK HORSE COW WORK

#### VRH - LIMITED RANCH COW WORK

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- A - Turning tail
- E - Repeated blatant disobedience
- I - Fall horse/oter; run ends; credit will be given for work done
- J - Schooling after entering the arena or 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 - Llameness
- G - Illegal equipment
- H - Improper western attire
- I - Distress or misconduct

### RUN CONTENT

Each horserider team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 0.5 Extremely Poor, -0.5 Very Poor, -0.2 Poor, 0 Correct, +0.2 Good, +0.5 Very Good, +1.0 Excellent

<table>
<thead>
<tr>
<th>WO</th>
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<th>POSITION &amp; CONTROL EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>DRIVE POSITION &amp; CONTROL EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>BOXING POSITION &amp; CONTROL EYE APPEAL</th>
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</table>

**JUDGES SIGNATURE:**

[Signature]

FIELDING ROGERS

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: Skipping 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/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 rings (except two rings) per maneuver

### Off Pattern (OP):
- Cannot place above others who complete pattern correctly
- A: Turning tail
- E: Repeated blatant disobedience
- I: Fall horse/binder, run ends; 2010 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

### DO:
- A: Abuse
- B: Lameness
- G: Illegal equipment
- N: Improper western attire
- T: Disrespect or misconduct

---

## RUN CONTENT

Each horse/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

<table>
<thead>
<tr>
<th>Run</th>
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<th>Drive</th>
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