### 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 Excellent: -2
- 1/2 Very Good: 0
- 1/2 Good: +2
- 1/2 Very Poor: +4
- 1/2 Excellent: +6

| W/O | #  | Maneuver Description | PENALTY | CONTENT | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | TOTAL | SCORE | OP |
|-----|----|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|-------|-------|----|
| 1   | 757|                      | PENALTY | CONTENT |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | 3    | 67    |    |
| 2   | 758|                      | PENALTY | CONTENT |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | 4    | 66 1/2 |    |
| 3   | 764|                      | PENALTY | CONTENT |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | 3    | 71    |    |
| 4   | 765|                      | PENALTY | CONTENT |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | 3    | 67 1/2 |    |
| 5   | 770|                      | PENALTY | CONTENT |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | 3    | 71    |    |
| 6   | 771|                      | PENALTY | CONTENT |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | 3    | 67 1/2 |    |
| 7   | 772|                      | PENALTY | CONTENT |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | 3    | 75    |    |
| 8   | 775|                      | PENALTY | CONTENT |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | 2    | 68 1/2 |    |
# Stock Horse Pleasure
## Versatility Ranch Horse - Ranch Riding

### 1 Point Penalties:
- Over braced
- Out of frame
- Too slow
- Gate (gut at Walk or trot for two (2) strides)

### 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 rein
- Blatant disobedience
- Use of either hand to restil tushpad
- Use of two hands (except in snaffle bit or harkamore) per maneuver
- More than one finger behind split reins or any fingers between normal reins (except two) 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-end, tread 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:**

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

### PENALTY

**1 Point Penalties:**
- Over bridled
- 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
- 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 assist in passing
- 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

### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fail horseman, run ends; credit will be given for work done

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

### MANEUVER SCORES

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JUDGE'S SIGNATURE: ___________________________  
FIELDING ROGERS  
Printed from HSW
## STOCK HORSE TRAIL
### VERSATILITY RANCH HORSE - TRAIL

### POINT PENALTIES:
- Each hit, bite, or stepping on or off a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Turn more or counterclockwise at a single-stride space at a walk or trot
- Skipping over or failing to step into required spaces
- 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 gait at Lope
- Break of gait at Walk or trot for more than (2) strides
- 2/3 steps on dismount or ground tie

### 5 POINT PENALTIES:
- Spooking in front of cinch
- Blisters/disobedience
- Use of either hand to instill fear/patience
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between mule reins or any fingers between mule reins (except two reins) per maneuver
- Knocking over, stepping out of, or falling off or over 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 completed
- 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:

Steven Cooper

Printed from HSW
## 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
- Break both front or hind feet in a single-stance 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 line except shifting to balance

**3 Point Penalties:**
- Wrong lead
- Bumped 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 line

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**Judge's Signature:**

Steven Cooper

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

#### POINT PENALTIES:
- Each hit, bite, or stepping on a leg, rail, person 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 any single space in a 10'x10' area at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on a down or ground tie except shifting to balance

#### 5 POINT PENALTIES:
- Spurting in front of cinch
- Blunt disobedience
- Use of either hand to assist
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one hand between split reins or any fingers between manual 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

#### 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 Poor, 1/2 Poor, 1/2 Fenced, 1/2 Good, 1/2 Very Good, 1/2 Excellent

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**JUDGE'S SIGNATURE:**

Steven Cooper

Printed from HSW
### 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 strides 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 untying to balance

#### 2 Point Penalties:
- Wrong lead
- Dropped 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

#### Penalties:
- Spurting in front of cinch
- Blatant disobedience
- Use of either hand to instill fear
- Sneeze
- Use of two hands (except in small bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between 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
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.

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### Judge's Signature:
Steven Cooper

Printed from HSW
**STOCK HORSE REARING**

**VERSATILITY RANCH HORSE - REINING**

**PATTERN 4**

**SHOW:** SHOT Versatility Ranch-Vernon  
**CLASS:** #16 - SHOT ORNN - Open Reining  
**DATE:** 09/10/2016

### 1/2 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 I/Youth Reining Pattern #1)
- Over-slip or under-slip up to 1/8 turn

### 1 Point Penalties:
- Out of lead in the circles, figures 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 3/8 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 or run-in patterns
- Failure to completely pass the specified marker before initiating a stop position

### 3 Point Penalties:
- Spinning in front of circle
- Blistar disobedience
- Use of either hand to stall or 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 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/holder; run ends; credits 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 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:** [Signature]
### STOCK HORSE REINING

#### VERSATILITY RANCH HORSE - REINING

**SHOW:** SHOT Versatility Ranch-Vernon  
**CLASS:** #16 - SHOT ORNN - Open Reining  
**DATE:** 09/10/2016

**12 Point Penalties:**
- Starting a circle or rolling back 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

**5 Point Penalties:**
- Spurring in front of cinch
- Bizarre disobedience
- Use of either hand to still/tie/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

- 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

Each horse/rider team is scored between 0-160 points and automatically begins the run with a score of 76 points  
- 1 1/2 Extremely Poor; 1 Very Poor; 1 Poor; 1 Correct; 1 Very Good; 1 Excellent

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**JUDGE'S SIGNATURE:** [Signature]

Printed from HSW
### STOCK HORSE REINUING
#### VERSATILITY RANCH HORSE - REINDING

**SHOW:** SHOT Versatility Ranch-Vernon  
**CLASS:** #16 - SHOT CRNN - Open Reining  
**DATE:** 09/10/2016

**1/2 Point Penalties:**
- Starting a circle or ending 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 Reining Pattern #1)
- Over-spin or under-spin up to 18 turn

**1 Point Penalties:**
- Out of lead in the circles, figure-eights, or around the end of the arena. This penalty a 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:**
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to signal foot/face
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between separate 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 10 points
- 1-1.5 Extremely Poor, 1 Very Poor, 1.5-2 Poor, 2 Correct, 2.5 Good, 3 Very Good, 3.5 Excellent

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**JUDGE'S SIGNATURE:**

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**Pattern 4**

**SHOW:** SHOT Versatility Ranch-Vernon  
**CLASS:** #16 - SHOT ORNN - Open Reining  
**DATE:** 09/10/2016

**Stock Horse Reining**  
**Versatility Ranch Horse - Reining**

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<td>Delayed change of lead by one stride where the lead change is required by the pattern description</td>
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<td>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)</td>
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<td>Over spin or under spin up to 1/8 turn</td>
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<td>Blatant disobedience</td>
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<tr>
<td>Use of either hand to instill fear/pain</td>
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<tr>
<td>Use of two hands (except in snaffle bit or hackamore) per maneuver</td>
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<tr>
<td>More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver</td>
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**Off-Pattern (OP):** Cannot place above others who complete pattern correctly  
- Breaking pattern  
- Inclined maneuver (i.e., over or under spinning, backing more than two strides)  
- Leaning 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.  
- 1-2 Extremely Poor  
- 3-4 Very Poor  
- 5-6 Poor  
- 7-8 Correct  
- 9-10 Good  
- 11-12 Very Good  
- 13-14 Excellent

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**TOTAL**  

**SCORE**  
609

**OP**

**Judges Signature:**

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## 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 run
- 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 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
- L - Missed first loop
- M - Losing a cow while boxing

### 5 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Sparring or rattling in front of cinch as any time
- C - Bistant disobedience
- D - Failure to catch
- G - Use of either hand to instill fear/raise
- H - Use of two hands (except in anafele bit or Hackamore) per maneuver
- I - More than one finger between split reins or any fingers between Romania reins (except two rein) per maneuver

### Off-Pattern (OP):
- Cannot place above others who compete
- Pattern correct
- A - Turning tail
- B - Repeated blatant disobedience
- C - Leaving arena before run is complete
- D - Fail horse/riders; 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 case

### DO:
- A - Abuse
- B - Lame
- C - Illegal equipment
- D - Improper western attire
- E - Disrespect or misconduct

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**JUDGE'S SIGNATURE:**

**FIELDING ROGERS**

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<th>ROPING</th>
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JUDGE'S SIGNATURE: [Signature]

FIELDING ROGERS

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 at the end of the arena to turn the cow when gaining 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 - Stepping 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
- D - In an open field turn animal gets within 3 feet of the end fence before being turned

**3 Point Penalties:**
- E - Exhauisting 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
- L - Missed first loop
- M - Losing a cow while boxing

**4 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 - Bistar discourse
  - Failure to catch
  - Use of either hand to instill fear/prase
  - Use of two hands (except in a catch or hackamores) per maneuver
  - More than one finger between spilt reins or any fingers
  - Between normal reins (except two rein) per maneuver

**5 Point Penalties:**
- Failing to perform correctly
  - A - Turning tail
  - G - Repeated blatant disobedience
  - H - Leaving arena before run is complete
  - 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 wanted
  - Failure to attempt any part of the class

**Do'S:**
- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct

### RUN CONTENT

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

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**JUDGE'S SIGNATURE:**

FIELDING ROGERS

Printed from HSW
SHOW: SHOT Versatility Ranch-Vernon
CLASS: #19 - SHOT OWCH - Open Working Cow
DATE: 09/10/2016

STOCK HORSE COW WORK
VERSATILITY RANCH HORSE - RANCH COW WORK

1 Point Penalties:
A - Loss of working advantage
C - Using the corner of the arena to turn the
cow when going down the fence
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
the 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 white boxing

5 Point Penalties:
A - Failure to turn the cow both directions on the fence
B - Spinning or whirling in front of cinch at any time
C - Blatant disobedience
   - Failure to catch
   - Use of either hand to mole/still/presume
   - 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 fingers) per maneuver

Off-Point (OP): Cannot place above others who complete
pattern correctly
A - Tuning tail
E - Repeated blatant disobedience
H - Leaving arena before run is complete
I - Fall horse/walk: no penalty, credit will be given for work
done
J - Schooling after entering arena prior to calling for cow
K - Schooling horse between cows, if new cow is awarded
   - Failure to attempt any part of the class

DG:
A - Abuse
B - Lameness
G - Illegal equipment
H - Improper western attire
J - 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:
+ 1/2 Extraary Poor 3 Very Poor 0 Poor 3.5 Correct +2 Good +1 Very Good +1.5 Excellent

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Penalties:

SCRATCH

JUDGE'S SIGNATURE: Fielding Rogers

Printed from HSW
# AQHA SHOW
## VERSATILITY RANCH HORSE - CUTTING

### PENALTIES

1 Point Penalties:
- A - Losing working advantage
- C - Working out of position
- D - Toe, foot or slip in on shoulder

3 Point Penalties:
- B - Cattle picked up or scattered
- D - Back fence
  - Spurning on shoulder
  - Pawing or biting cattle

5 Point Penalties:
- A - Horse quitting cow
- B - Losing a cow

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Not working two cattle (open, cowboy and amateur division only)

### PENALTY TOTALS

**W/O** | **#** | **1 POINT** | **3 POINTS** | **5 POINTS** | **Hard Work** | **Control of Cow** | **Degree of Difficulty** | **Eye Appeal** | **Courage** | **Total** |
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3 | 760 | | | | | | | | | |
4 | 911 | | | | | | | | | |
5 | 863 | | | | | | | | | |
6 | 765 | | | | | | | | | |
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### JUDGE'S SIGNATURE:

[Signature]

FIELDING/ROGERS

Printed from HSW
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# Versatility Ranch Horse - Cutting

### 1 Point Penalties:
- A: Losing working advantage
- C: Working out of position
- D: Toe, foot or splint on shoulder

### 3 Point Penalties:
- B: Cattle picked up or scattered
- D: Back fence
  - Spurring on shoulder
  - Pawing or biting cattle

### 5 Point Penalties:
- A: Horse quitting cow
- B: Losing a cow

### Off-Setters (OP):
- Cannot place above others who complete pattern correctly
- Not working two cattle (Open, Cowboy and Amateur division only)

### Penalty Score D:
- D: Illegal equipment
  - Excessive disturbance of herd

---

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JUDGE'S SIGNATURE: [Signature]

FIELDING ROGERS

Printed from MSW