### MANEUVER SCORES

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

- 1.5 Excellent Poor, 1 Very Poor, 1.5 Poor, 0 Correct, 1 Excellent, 1 Very Good, 1.5 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>PENALTY</th>
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**JUDGE'S SIGNATURE:**

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*Printed from HSX*
### STOCK HORSE PLEASURE
### VERSATILITY RANCH HORSE - RANCH RIDING

**1 Point Penalties:**
- Overbored
- 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
- Dragging reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

**5 Point Penalties:**
- Spinning in front of clinic
- Bilateral disobedience
- Use of either hand to instill fear/pause
- 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):
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

### DIS:
- Lameress
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

---

### MANEUVER SCORES

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<thead>
<tr>
<th>W/O</th>
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<th>Tie-Breaker</th>
<th>Walk</th>
<th>Lope</th>
<th>Side Lope</th>
<th>Trot</th>
<th>Sali &amp; Breaks</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Step &amp; Staccato</th>
<th>Pen.</th>
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**JUDGE'S SIGNATURE:**

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Printed from HSW
# Stock Horse Pleasure

**Pattern 2**

**Class:** #30 - SHOT YPLS - Youth Pleasure

**Date:** 09/03/2016

## Point Penalties:
- Over bided
- 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:
- Spanning in front of cinch
- 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 normal reins (except two rein) per maneuver

## Maneuver Scores

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Tie-Breaker</th>
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<th>Trot</th>
<th>Lope</th>
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<th>Trot &amp; Stop</th>
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**Judge's Signature:**

[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 gait at walk or trot for one to 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:
- Spinning in front of cirque
- Blunt disobedience
- Use of either hand to kotlin feint/pause
- 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
- 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-Pattern (OP): Cannot place above other who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blunt disobedience
- Fall horse/riders; run ends; credit will be given for work done

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

### OBSTACLE SCORES

Each horse/riders team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 1 to 1.5 Extremely Poor, 1.5 to 2 Poor, 2 to 2.5 Good, 2.5 to 3 Excellent

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<th>Content</th>
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<td>1/2</td>
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**JUDGE'S SIGNATURE:**

Steven Cooper
# STOCK HORSE TRAIL
## VERSATILITY RANCH HORSE - TRAIL

| CLASS: | #83 - SHOT YTRL - Youth Trail |
| DATE: | 09/10/2016 |

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

### 2 Point Penalties:
- Wrong lead
- Draped 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:
- Spurring in front of clinch
- Blantly disobedience
- Use of either hand to install leadreins
- 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) 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- 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

### EQ:
- 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:
- 1 1/2 Extreme Poor, -1 Very Poor, -1 1/2 Poor, 0 Correct, +1 1/2 Good, +1 Very Good, +1 1/2 Excellent

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**JUDGE'S SIGNATURE:**

[Signature]

Steven Cooper

Printed from HSW
### STOCK HORSE TRAIL

#### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** SHOT Versatility Ranch-Vernon  
**CLASS:** #83 - SHOT YTRL - Youth Trail  
**DATE:** 09/10/2016

<table>
<thead>
<tr>
<th>1 Point Penalties:</th>
<th>5 Point Penalties:</th>
<th>Off Pattern (OP):</th>
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<tr>
<td>- Each hit, bite, or stepping on a log, cone, plant, or any component of the obstacle.</td>
<td>- Spurring in front of cinch</td>
<td>Cannot place above others who compete.</td>
</tr>
<tr>
<td>- Incorrect or break of gait at walk or trot for two strides or less.</td>
<td>- Blatant disobedience</td>
<td>pattern correctly.</td>
</tr>
<tr>
<td>- Both front or hind feet in a single-stride space at walk or trot.</td>
<td>- Use of either hand to assist/lead/praise</td>
<td>- Breaking pattern</td>
</tr>
<tr>
<td>- Shipping over or failing to step into correct space.</td>
<td>- Use of two hands (except in snaffle bit or hackamore) per</td>
<td>- Leaving arena before pattern is complete</td>
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<tr>
<td>- Incorrect number of strides, if specified.</td>
<td>- Navigation</td>
<td>3rd refusal</td>
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<tr>
<td>- One step on dismount or ground tie except shifting to balance.</td>
<td></td>
<td>- No attempt to perform obstacle</td>
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| 3 Point Penalties: | | DO: |
|--------------------| | - Lameness |
| - Wrong lead | | - Abuse |
| - Dropped reins | | - Illegal equipment |
| - Break or gait at walk or trot for more than two (3) strides | | - Disrespect or misconduct |
| - 2-3 steps on dismount or ground tie | | - Improper western attire |

### OBSTACLE SCORES

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

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<th>W/H</th>
<th>Tie Breaker</th>
<th>Obstacle Description</th>
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**JUDGE'S SIGNATURE:**  
Steven Cooper  
Printed from HSW
## MANEUVER SCORES

Each horse/riders 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 Normal: +1/2 Good: +1 Very Good: +1 1/2 Excellent

### Penalty

- Spinning in front of cinch
- Placed disobedience
- Use of either hand to instil fear/panic
- 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/ride; run ends; credit will be given for work done

### DO:

- Uninhibited
- Abuse
- Illegal equipment
- Disrupt or misbehavior
- Improper western attire

### W/O #

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**Shows:** SHOT Versatility Ranch-Vernon  
**Class:** #36 - SHOT YRNN - Youth Reining  
**Date:** 09/10/2013
**STOCK HORSE REINING**  
VERSATILITY RANCH HORSE - REINING

### 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/or rollback (except in Level IV Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

### 3 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 rollback
- Failure to stop or walk before executing a stop departure on the pattern
- Failure to be in the lead 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 the cinch
- Blatant disobedience
- Use of either hand to instill fear/punish
- Use of two hands (except in snaffle bit or hackamores) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two rein) 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 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/sheer 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:**

[Signature]
**SHOW:** SHOT Versatility Ranch-Vernon  
**CLASS:** #36 - SHOT YRNN - Youth Reining  
**DATE:** 09/10/2016

### 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 1/8 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 at goal  
  - Fleece 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 last 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 maneuver (e.g., over or under spinning, backing more than two strides)  
  - Leaving arena before pattern is complete  
  - Repeated blatant disobedience  
  - Fall horse/ride; run ends; credit will be given for work done

#### DO:

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

---

### Maneuver Scores

| W/O | #  | Tie-Breaker | Maneuver Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Penalty Total | Score | OP |
|-----|----|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 17  | 890| 2 Circles Left | 2 Circles Stop 3 1/2 Spins Stop & Back Left, Right, Left | 0 | 1/2 | -1/2 | -1/2 | 0 | 0 | 0 | -1/2 | 4 | 63 1/2 |   |
| 18  | 796| 2 Circles Left | 2 Circles Stop 3 1/2 Spins Stop & Back Left, Right, Left | 2 | 1/2 | 1/2 | -1/2 | 0 | 0 | 0 | 0 | 0 | 10 | 57 |   |
| 19  | 849| 2 Circles Left | 2 Circles Stop 3 1/2 Spins Stop & Back Left, Right, Left | 1 1/2 | 0 | -1/2 | 0 | -1/2 | -1/2 | 0 | 0 | 0 | 0 | 7 1/2 | 59 1/2 |   |
| 20  | 882| 2 Circles Left | 2 Circles Stop 3 1/2 Spins Stop & Back Left, Right, Left | 1 1/2 | 0 | -1/2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 6 1/2 | 69 1/2 |   |
| 21  | 757| 2 Circles Left | 2 Circles Stop 3 1/2 Spins Stop & Back Left, Right, Left | 2 1/2 | 1/2 | 1 1/2 | 0 | 0 | 0 | 0 | 0 | 0 | 10 | 49 | DP |
| 22  | 829| 2 Circles Left | 2 Circles Stop 3 1/2 Spins Stop & Back Left, Right, Left | 1 | 1/2 | 1/2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 1 |   |
| 23  | 860| 2 Circles Left | 2 Circles Stop 3 1/2 Spins Stop & Back Left, Right, Left | 2 | 1/2 | 1/2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 7 | 59 1/2 |   |

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

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

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

**3 Point Penalties:**
- Kneeling down the cow without having a working advantage
- Losing a cow while backing

**5 Point Penalties:**
- Sprawling in front of the 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 normal reins (except two reins) per maneuver

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horse/riders run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if any cow is awarded
- Failure to attempt any part of the class

**Disqualifiers (DQ):**
- Lameness
- Atase
- Illegal 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; 1 Very Poor; 12-18; 2 Correct; 18-22; 3 Good; 22-24; 4 Very Good; 24-28; Excellent

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## NOVICE/YOUTH COW WORK

**SHOW:** SHOT Versatility Ranch-Vernon  
**CLASS:** #89 - SHOT YWCH - Youth Working Cow  
**DATE:** 09/10/2016

### 1 Point Penalties:
- Loss of working advantage  
- Working out of position  
- Slipping rein

### 3 Point Penalties:
- Galloping away from the cow without losing a working advantage  
- Losing a cow while boxing

### 5 Point Penalties:
- Spurring in front of cow  
- Blatant disobedience  
- Use of either hand to mislead/insure  
- Use of 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  

### Off-Pattern (OP):
- Cannot place above other who complete pattern correctly  
- Tuning tail  
- Repeated blatant disobedience  
- Fall horse/ride; 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

### DO:
- Laxness  
- Abuse  
- Illegal 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.  
- +12 Excellent: Perfect  
- +1 Very Good: Correct  
- +0 Poor: Correct  
- -1 Very Poor: Correct  
- -2 Extremely Poor: Correct  

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**Tie-Breaker**

FIELDING ROGERS JUDGE'S SIGNATURE: [Signature]

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: Rattles disobedience
- Use of either hand to hold horse's head
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any finger between normal reins
  (except two fingers per maneuver)

#### Off-Pattern (OP): Cannot change above others who complete pattern correctly
- A: Turning tail
- E: Repeated blatant disobedience
- I: Full horse/inter; no credit; 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

#### DO:
- A: Abuse
- B: Lameness
- G: Illegal equipment
- N: Improper western attire
  - 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:
- 1:10 Extremely Poor, 4 Very Poor, 6 Poor, 8:10 Good, 1:12 Very Good, 1:12 Excellent

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#### Tie-Breaker:
- Penalty: 1A1P
- Content: 1A1P

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**Judge's Signature:**

[Signature]

FIELDING ROGERS
### Stock Horse Cow Work

**Versatility Ranch Horse - Ranch Cow Work**

**SHOW:** SHOT Versatility Ranch-Vernon  
**CLASS:** 483000 - Youth  
**DATE:** 09/10/2016

#### 1 Point Penalties:
- A - Loss of working advantage  
- B - Using the corner or the end of the arena to turn the cow when going down the fence  
- C - Chasing sides of arena to turn cow  
- D - For each length horse runs past cow  
- E - Hanging up on the fence (refusing to turn)  
- F - Knocking cow over the cow without having a working advantage  
- G - Missing first loop  
- H - Losing a cow while boxing

#### 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 end fence before being turned

#### 3 Point Penalties:
- E - Exhausting or overworking the cow before circling or roping  
- F - Hanging up on the fence (refusing to turn)  
- G - Knocking cow over the cow without having a working advantage  
- H - Missing first loop  
- I - Losing a cow while boxing

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

#### DS:
- A - Abuse  
- B - Lameness  
- C - Illegal equipment  
- D - Improper western attire  
- E - 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.

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<th>W/O</th>
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<th>Penalty</th>
<th>Boxing Rating</th>
<th>Fencing Turns</th>
<th>Circling</th>
<th>Roping</th>
<th>Position &amp; Control</th>
<th>Degree of Difficulty</th>
<th>Eye Appeal</th>
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**Judge's Signature:**

Fielding Rogers

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### Versatility Ranch Horse - Cutting

**1 Point Penalties:**
- A - Losing working advantage
- C - Working out of position
- D - Toe, foot or stirrup 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-Pattern (OP):**
- Cannot place above others who complete pattern correctly
- Not working two cattle (open, cowboy and amateur division only)

**Penalty Score 0:**
- D - Illegal equipment
- Excessive disturbance of herd

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**Judge:**
- Fielding Rogers

**Show:** SHOT Versatility Ranch - Vernon
**Class:** #02 - AQHA 482000 - Youth VRH Ranch Cutting
**Date:** 06/09/2016

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