

**VERSATILITY RANCH HORSE - RANCH RIDING**

- 1 Point Penalties:**
- Over-bridled per maneuver
  - Out of frame per maneuver
  - Too slow per maneuver
  - Gapping mouth
  - Break of gait at Walk or trot for two (2) strides or less
- 3 Point Penalties:**
- Wrong lead or out of 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 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 romal reins per maneuver
  - 1st or 2nd cumulative refusal

- Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Breaking pattern
  - Leaving arena before pattern is complete
  - Repeated blatant disobedience
- DQ:**
- Lameness
  - Abuse
  - Illegal equipment
  - Disrespect or misconduct
  - Improper western attire
  - Fall of horse/rider

MANEUVER SCORES												PENALTY TOTAL	SCORE	OP
W/O	#	Each horse/rider team is scored between 1-100 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												
Tie-Breaker		9	5	2	3	4	10	6	1	7	8			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
1	255	PENALTY												
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	-1/2	+1/2	+1/2		73
2	256	PENALTY											OP	
		CONTENT	0	+1/2	0	+1/2	0	0	0	0	0	0		71
			70 1/2		71									
3	260	PENALTY												
		CONTENT	0	+1/2	0	0	-1/2	0	+1/2	-1/2	0	+1/2		70 1/2
			70 1/2		70		70 1/2		70		70 1/2			
4	261	PENALTY												
		CONTENT	0	0	0	-1/2	0	0	0	-1/2	-1/2	0		68 1/2
			69 1/2		69 1/2		69		69 1/2					
5	272	PENALTY							3					
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1	0	+1/2		63 1/2
			69 1/2		69		69 1/2		69		69 1/2			
6	277	PENALTY											OP	
		CONTENT	0	+1/2	0	-1/2	-1/2	0	0	0	-1	0		68 1/2
7	278	PENALTY												
		CONTENT	0	+1/2	0	+1/2	0	0	0	0	0	0		71
			70 1/2		71									
8	283	PENALTY			3				3					
		CONTENT	0	+1/2	-1/2	0	0	0	-1/2	+1/2	+1/2	0		64 1/2
			70 1/2		70		69 1/2		70		70 1/2			

JUDGE'S NAME (PRINTED): Frank Craighed

JUDGE'S SIGNATURE: \_\_\_\_\_

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W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP	
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Tie-Breaker		9	5	2	3	4	10	6	1	7	8				
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
9	285	PENALTY													
		CONTENT	0	0	+1/2	-1/2	+1/2	0	0	+1/2	+1/2	+1/2		72	
10	291	PENALTY													
		CONTENT	0	+1/2	0	0	-1/2	0	0	0	0	+1/2		70 1/2	
11	292	PENALTY													
		CONTENT	0	0	0	+1/2	+1/2	0	0	0	0	0		71	
12	293	PENALTY							OP	OP					
		CONTENT	0	+1/2	0	-1/2	-1/2	0	-1	-1	-1/2	-1/2		65 1/2	
13	308	PENALTY												0	72 1/2
		CONTENT	0	+1/2	+1/2	0	+1	0	0	0	+1/2	0			
14	309	PENALTY												0	68 1/2
		CONTENT	0	0	0	-1	0	-1	-1/2	0	+1/2	+1/2			
15	310	PENALTY												0	74
		CONTENT	0	+1/2	+1	+1/2	0	0	+1/2	+1/2	+1/2	+1/2			
16	311	PENALTY					1,1							2	67 1/2
		CONTENT	0	+1/2	+1/2	0	-1/2	0	0	-1/2	0	+1/2			

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Tie-Breaker		9	5	2	3	4	10	6	1	7	8					
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back					
17	312	PENALTY												0	72	
		CONTENT	0	+1/2	+1	+1/2	0	-1/2	0	0	+1/2	0				
			70 1/2	71 1/2	72		71 1/2				72					
18	313	PENALTY	SCRATCH													
		CONTENT	SCRATCH													
19	335	PENALTY												0	70 1/2	
		CONTENT	0	0	0	0	-1/2	0	+1/2	0	0	+1/2				
							69 1/2		70			70 1/2				
20	336	PENALTY												0	74 1/2	
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2			
21	337	PENALTY													73 1/2	
		CONTENT	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2				
22	338	PENALTY						1						1	66 1/2	
		CONTENT	0	0	0	0	-1	-1	0	0	0	-1/2				
23	339	PENALTY												0	73	
		CONTENT	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	0				
24	340	PENALTY	SCRATCH													
		CONTENT	SCRATCH													

**JUDGE'S NAME (PRINTED):** Frank Craighed

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W/O	#	Each horse/rider team is scored between 1-100 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												
Tie-Breaker		9	5	2	3	4	10	6	1	7	8			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
25	354	PENALTY											0	73 1/2
		CONTENT	0	+1/2	0	0	+1	0	+1/2	+1/2	+1/2	+1/2		
			70 1/2		71 1/2		72	72 1/2		73	73 1/2			
26	355	PENALTY											0	73 1/2
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	+1/2		
			70 1/2	71	71 1/2		72		72 1/2		73	73 1/2		
27	373	PENALTY											0	72 1/2
		CONTENT	+1/2	+1/2	+1/2	0	0	0	+1/2	0	+1/2	0		
			70 1/2	71	71 1/2				72		72 1/2			
28	380	PENALTY											0	70 1/2
		CONTENT	0	0	0	0	-1/2	0	+1/2	0	0	+1/2		
29	381	PENALTY											0	71 1/2
		CONTENT	0	0	+1/2	+1/2	0	0	0	0	0	+1/2		
			70 1/2		71						71 1/2			
30	389	PENALTY						3,3,3		5,5	5		24	41 1/2
		CONTENT	0	0	0	+1/2	-1/2	0	-1/2	-1/2	-1/2	-1		
			70 1/2		70			69 1/2		69	66 1/2		65 1/2	
31	396	PENALTY											0	70 1/2
		CONTENT	0	+1/2	0	+1/2	-1/2	0	0	-1/2	0	+1/2		
			70 1/2		71		70 1/2		70		70 1/2			
32	397	PENALTY		1						1			2	67 1/2
		CONTENT	0	0	0	+1/2	0	0	-1/2	-1/2	0	0		
			70 1/2		70		69 1/2		70		69 1/2			

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- Break of gait at Walk or trot for more than two (2) strides

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		Each horse/rider team is scored between 1-100 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													
Tie-Breaker		9	5	2	3	4	10	6	1	7	8				
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
33	398	PENALTY											0	72 1/2	
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	0				
34	399	PENALTY				3							3	68	
		CONTENT	0	+1/2	0	-1/2	+1/2	0	0	0	+1/2				
			70 1/2		70	70 1/2					71				
35	421	PENALTY	5	5	5	5	5	5	5	5	5		50	20	
		CONTENT	0	+1/2	0	-1/2	-1/2	0	0	+1/2	0	0			
			70 1/2		70	69 1/2			70						
36	427	PENALTY											0	71 1/2	
		CONTENT	0	+1/2	+1	0	-1/2	0	0	0	+1/2				
			70 1/2	71 1/2		71					71 1/2				
37	428	PENALTY											0	68 1/2	
		CONTENT	-1/2	0	0	-1/2	0	0	0	-1/2	0	0			
38	434	PENALTY											0	66 1/2	
		CONTENT	0	0	0	0	-1/2	-1/2	-1	-1/2	0	-1			
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Frank Craighed

JUDGE'S SIGNATURE: \_\_\_\_\_

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Lubbock SHTX-VRH  
CLASS: #71 - SHTX VTRL - Novice Trail  
DATE: 03/31/2017

- 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 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
  - Split pole at lope
- 3 Point Penalties:**
- Wrong lead or out of 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 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 romal 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
  - 4 or more steps on dismount or ground tie

- 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
- DQ:**
- Lameness
  - Abuse
  - Illegal equipment
  - Disrespect or misconduct
  - Improper western attire
  - Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team is scored between 1-100 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														
Tie-Breaker		6	2	3	5	1	4									
Obstacle Description		Walk Poles/Bridge	Back Chute SPLt	Lope RL Poles	Trot Logs to Drag	Trot Figure 8	Trot to LH Pull Gate									
1	381	PENALTY	11	1				OP						3	66 1/2	
		CONTENT	0	-1/2	0	+1/2	+1/2	0								
			68 1/2		69	69 1/2										
2	398	PENALTY	11	11	113									9	60 1/2	
		CONTENT	-1/2	-1	-1/2	+1/2	+1/2	+1/2								
			69 1/2	68 1/2	68	68 1/2	67	67 1/2								
3	283	PENALTY	1111	11	33	11								14	52	
		CONTENT	-1/2	-1	-1	-1/2	+1/2	-1/2								
			69 1/2	68 1/2	67 1/2	67	69 1/2	66								
4	396	PENALTY	1	1		1								3	68 1/2	
		CONTENT	0	-1/2	+1	0	+1/2	+1/2								
			69 1/2	70 1/2		71	71 1/2									
5	256	PENALTY		11	333	3								14	53 1/2	
		CONTENT	+1/2	-1/2	-1/2	-1	0									
			70 1/2	70	63 1/2	67 1/2										
6	397	PENALTY	1		3	1								5	64 1/2	
		CONTENT	0	0	-1/2	0	0	0								
			69 1/2		69 1/2											
7	308	PENALTY		1	3	1								5	65 1/2	
		CONTENT	+1	0	-1/2	0	-1/2	+1/2								
			71		70 1/2		70	70 1/2								
8	335	PENALTY	5111	1111	OP3									18	48 1/2	
		CONTENT	-1/2	-1/2	-1/2	0	+1/2	+1/2								
			69 1/2	67	65 1/2		66	66 1/2								

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: *HC*

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Lubbock SHTX-VRH

CLASS:#71 - SHTX VTRL - Novice Trail

DATE: 03/31/2017

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- 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 two strides or less
- Both front or hind fee 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
- Split pole at lope

**3 Point Penalties:**

- Wrong lead or out of 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

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		1	2	3	4	5	6	7	8	9	10					
<b>Tie-Breaker</b>		6	2	3	5	1	4									
<b>Obstacle Description</b>		Walk Poles/Bridge	Back Chute SP LL	Lope RL Poles	Trot Logs to Drag	Trot Figure 8	Trot to LH Pull Gate									
9	309	PENALTY														
		CONTENT	0	+1/2	+1/2	0	+1/2	-1/2						0	71	
10	293	PENALTY	111	11	5333	1										
		CONTENT	-1/2	-1/2	-1/2	0	+1/2	0						20	48	
11	312	PENALTY	111			11										
		CONTENT	-1/2	0	-1/2	-1/2	+1/2	+1/2						5	64 1/2	
12	355	PENALTY		1	33											
		CONTENT	0	-1/2	-1/2	+1/2	+1	-1/2						7	63	
13	311	PENALTY	-	1	3											
		CONTENT	0	-1/2	-1	0	+1/2	-1/2						4	64 1/2	
14	261	PENALTY	1	1	0P3											
		CONTENT	0	-1/2	-1/2	0	0	0						5	63	
15	427	PENALTY	1			11										
		CONTENT	0	+1/2	+1/2	-1/2	+1/2	0						3	68	
16	278	PENALTY	11													
		CONTENT	-1/2	-1/2	0	0	0	+1/2						2	69 1/2	

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JUDGE'S SIGNATURE: HCW

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- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 4 or more steps on dismount or ground tie

**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

**DO:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

**OBSTACLE SCORES**

Each horse/rider team is scored between 1-100 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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
<b>Tie-Breaker</b>																
<b>Obstacle Description</b>		Walk Poles/Bridge	Back Chute SP Lt	Lope RL Poles	Trot Logs to Drag	Trot Figure 8	Trot to LH Pull Gate									
17	272	PENALTY	1	1	1									5	64	
		CONTENT	-1/2	-1/2	-1	0	+1/2	+1/2								
			69 1/2	67	68		68 1/2	67								
18	354	PENALTY	1		OP	3								5	63 1/2	OP
		CONTENT	-1/2	0	-1/2	-1 1/2	+1/2	+1/2								
			69 1/2		67	67 1/2	68	68 1/2								
19	373	PENALTY	1			13								5	66	
		CONTENT	0	0	+1/2	-1/2	+1/2	+1/2								
					70 1/2	70	73 1/2	71								
20	260	PENALTY	1	1										3	68	
		CONTENT	-1/2	-1/2	+1/2	+1/2	+1/2	+1/2								
			69 1/2	67	69 1/2	70	70 1/2	71								
21	389	PENALTY		1	33									11	57	
		CONTENT	0	-1/2	-1 1/2	-1/2	0	+1/2								
				69 1/2	68	67 1/2	68	68								
22	313	PENALTY	SCRATCH													
		CONTENT	SCRATCH													
23	310	PENALTY		1	33									7	64 1/2	
		CONTENT	+1/2	0	-1/2	+1/2	+1/2	+1/2								
			70 1/2		70	70 1/2	71	71 1/2								
24	421	PENALTY	5	10	5	5	5	5						31	38 1/2	OP
		CONTENT	+1/2	-1/2	0	0	0	0	+1/2							
			70 1/2	70				70 1/2								

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE:



**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Lubbock SHTX-VRH

CLASS:#71 - SHTX VTRL - Novice Trail

DATE: 03/31/2017

**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 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
- Split pole at lope

**3 Point Penalties:**

- Wrong lead or out of 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 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 romal 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
- 4 or more steps on dismount or ground tie

**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

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		6	2	3	5	1	4									
Obstacle Description		Walk Poles/Bridge	Back Chute SPLIT	Lope RL Poles	Trot Logs to Drag	Trot Figure 8	Trot to LH Pull Gate									
25	399	PENALTY	1			1								2	68	
		CONTENT	0	0	+1/2	-1/2	0	0								
26	380	PENALTY		11	OP	1								3	65 1/2	OP
		CONTENT	0	+1/2	-1	-1/2	0	+1/2								
27	336	PENALTY	11	11	3									7	63	
		CONTENT	0	-1	-1/2	+1/2	+1/2	+1/2								
28	340	PENALTY	SCRATCH													
		CONTENT	SCRATCH													
29	434	PENALTY	1111	1	3			5						13	52	
		CONTENT	-1/2	-1/2	-1	-1/2	0	-1/2								
30	255	PENALTY	1111	1	3	11								10	59 1/2	
		CONTENT	-1/2	0	-1/2	-1/2	+1/2	+1/2								
31	292	PENALTY	1	1				1						3	67 1/2	
		CONTENT	0	-1/2	+1/2	+1/2	+1/2	-1/2								
32	339	PENALTY	111	1	33									10	59	
		CONTENT	-1/2	0	-1	0	0	+1/2								

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: \_\_\_\_\_

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Lubbock SHTX-VRH

CLASS: #71 - SHTX VTRL - Novice Trail

DATE: 03/31/2017

**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 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
- Split pole at lope

**3 Point Penalties:**

- Wrong lead or out of 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 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 romal 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
- 4 or more steps on dismount or ground tie

**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

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

**OBSTACLE SCORES**

Each horse/rider team is scored between 1-100 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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker																
Obstacle Description		Walk Poles/Bridge	Back Chute SP Lt	Lope RL Poles	Trot Logs to Drag	Trot Figure 8	Trot to LH Pull Gate									
33	277	PENALTY	1		3,3	3,1								10	59	
		CONTENT	0	+1/2	-1/2	-1	+1/2	-1/2								
34	285	PENALTY		1	1			5,5						12	57 1/2	
		CONTENT	0	0	-1/2	0	+1/2	-1/2								
35	291	PENALTY		1										1	69 1/2	
		CONTENT	0	0	0	+1/2	0	0								
36	338	PENALTY			OP	1								1	68	
		CONTENT	0	0	-1/2	-1/2	+1/2	-1/2								
37	428	PENALTY		1,1,1,1	1,3	1,1,3		5						19	54 1/2	
		CONTENT	-1/2	-1/2	-1	-1	0	-1/2								
38	337	PENALTY			3	11								5	66 1/2	
		CONTENT	+1/2	+1/2	-1/2	0	+1/2	+1/2								
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_

**VERSATILITY RANCH HORSE - REINING**

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 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 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
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

- Spurring 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 romal 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

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**MANUEVER SCORES**

Each horse/rider team is scored between 1-100 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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		6	7	1	4	2	5	3								
Maneuver Description		Right Circle Lead Chng	Left Circle Lead Chng	Stop	3 1/2 Spins Right	Stop	3 1/2 Spins Left	Stop & Back								
1	340	PENALTY	SCRATCH													
2	313	PENALTY	SCRATCH													
3	354	PENALTY													67.5	
4	310	PENALTY	-1	-1/2											-1.5	67.5
5	335	PENALTY	-2	2 1/2											-7	56
6	398	PENALTY	-2												-2	61.5
7	272	PENALTY						1/2							-1/2	69
8	434	PENALTY		5											5	57.5
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	-1	-1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Bobby Lewis*

**VERSATILITY RANCH HORSE - REINING**

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 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 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
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

- Spurring 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 romal 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

DO:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**MANUEVER SCORES**

Each horse/rider team is scored between 1-100 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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker																
Maneuver Description		Right Circle Lead Chng	Left Circle, Lead Chng	Stop	3 1/2 Spins Right	Stop	3 1/2 Spins Left	Stop & Back								
9	283	PENALTY 1/1												-2	63	
		CONTENT	-1/2	0	-1	-1	-1	-1/2	-1							
10	428	PENALTY	-1	1										-2	60.5	
		CONTENT	-1	-1/2	-1/2	-1	-1	-1	-1/2							
11	293	PENALTY	2/2	2/2				-1/2						-8.5	53.5	
		CONTENT	-1	-1	-1	-1	-1	-1/2	-1/2							
12	337	PENALTY	2											-2	68	
		CONTENT	0	0	-1/2	0	-1/2	+1/2	+1/2							
13	312	PENALTY	-1/2											-1/2	70.5	
		CONTENT	0	+1/2	0	0	+1/2	0	0							
14	421	PENALTY	2/2/1/5	2/5	5	5	5	5	5					-42	21	✓
		CONTENT	0/0	-1	-1	-1/2	-1/2	-1/2	-1/2							
15	339	PENALTY	2/1	2										5	60.5	
		CONTENT	-1	-1	-1/2	-1/2	-1	0	-1/2							
16	355	PENALTY													71	
		CONTENT	+1/2	+1/2	0	0	0	-1/2	+1/2							

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *Bobby Jones*

Printed from HSW

**VERSATILITY RANCH HORSE - REINING**

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 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 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
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

- Spurring 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 romal 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

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP	
		Each horse/rider team is scored between 1-100 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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		Right Circle Lead Chng	Left Circle Lead Chng	Stop	3 1/2 Spins Right	Stop	3 1/2 Spins Left	Stop & Back							
17	338	PENALTY 2	2										-4	59	✓
		CONTENT	OP	-1/2	-1/2	-1/2	-1	-1/2	-1						
18	381	PENALTY												70	
		CONTENT	0	0	-1/2	+1/2	-1/2	+1/2	0						
19	255	PENALTY	1/2	1									-4	61	
		CONTENT	-1	-1	-1	0	-1	0	-1						
20	308	PENALTY	1	1/2			-1/2						-4.5	66.5	
		CONTENT	+1/2	-1/2	0	+1/2	0	+1/2	0						
21	309	PENALTY												70	
		CONTENT	+1/2	+1/2	-1/2	0	-1/2	+1/2	-1/2						
22	427	PENALTY		1/2		-1/2							-4.5	64.5	
		CONTENT	0	-1/2	0	0	-1/2	+1/2	-1/2						
23	373	PENALTY	1/1	1/1									-6	60	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2						
24	256	PENALTY	2 1/2	2									-6.5	51.5	✓
		CONTENT	OP	-1	-1/2	-1/2	-1	-1	-1						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Bobby Lewis*

**VERSATILITY RANCH HORSE - REINING**

**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 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 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
- Trotting beyond 2 strides, but less than 1/2 circle

**5 Point Penalties:**

- Spurring 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 romal 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

**DQ:**

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		Each horse/rider team is scored between 1-100 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														
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Maneuver Description		Right Circle Lead Chng	Left Circle, Lead Chng	Stop	3 1/2 Spins Right	Stop	3 1/2 Spins Left	Stop & Back								
25	389	PENALTY			5			2					10	52		
		CONTENT	-1/2	-1/2	-1	-1/2	-1/2	-1/2								
26	261	PENALTY	1/2	2									4	56		
		CONTENT	-1	-1	-1/2	-1	-1	-1/2								
27	396	PENALTY		1									1	66.5		
		CONTENT	-1/2	-1/2	-1	0	1/2	-1/2	-1/2							
28	277	PENALTY	1/2	1				1/2					3.5	62		
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1							
29	292	PENALTY	1/2	2				1/2					5.5	59.5	✓	
		CONTENT	-1	-1	-1	-1/2	-1/2	-1/2 OP	-1/2							
30	291	PENALTY		-1/2									-0.5	72		
		CONTENT	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2							
31	311	PENALTY	-1/2	-1/2									-1	67.5		
		CONTENT	0	-1/2	0	+1/2	-1	0	-1/2							
32	399	PENALTY			-2								-2	66.5		
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2							

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: *Barby Lewis*

**VERSATILITY RANCH HORSE - REINING**

**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 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 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
- Trotting beyond 2 strides, but less than 1/2 circle

**5 Point Penalties:**

- Spurring 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 romal 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

**DQ:**

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP	
		Each horse/rider team is scored between 1-100 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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		Right Circle Lead Chng	Left Circle Lead Chng	Stop	3 1/2 Spins Right	Stop	3 1/2 Spins Left	Stop & Back							
33	260	PENALTY													
		CONTENT	0	-1	-1/2	+1/2	0	0	0				2	67	✓
34	336	PENALTY	-2	-2				-1/2							
		CONTENT	-1	-1/2	-1/2	-1	-1	-1	-1				4.5	59.5	
35	397	PENALTY		-1											
		CONTENT	-1/2	-1	-1/2	0	-1	0	-1				-1	65	
36	285	PENALTY													
		CONTENT	+1/2	0	+1/2	0	+1/2	+1/2	-1/2					71.5	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Bobby Lane*

SHOW: Lubbock SHTX-VRH

CLASS: #73 - SHTX VVCH - Novice Working Cow

DATE: 03/31/2017

**NOVICE/YOUTH COW WORK**

**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:**

- Spurring 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 romal reins (except two rein) per maneuver

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

- Turning tail
- Repeated blatant disobedience
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- 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

**DQ:**

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

W/O	#	OP	RUN CONTENT					PENALTY TOTAL	SCORE
			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						
			BOXING MANEUVERS						
			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES		
Tie-Breaker			1	4	2	3			
1	272	PENALTY							69
		CONTENT	0	-1	0	0			
2	380	PENALTY							67
		CONTENT	-1	-1	0	-1			
3	339	PENALTY							75
		CONTENT	+1	+1 1/2	+1 1/2	1			
4	373	PENALTY							70
		CONTENT	0	0	0	0			
5	338	PENALTY	1,3,					4	62
		CONTENT	-1	-1 1/2	0	-1 1/2			
6	277	PENALTY	1,3,1					5	61 1/2
		CONTENT	-1	-1 1/2	0	-1			
7	399	PENALTY							69 1/2
		CONTENT	-1/2	-1/2	0	+1/2			
8	313	PENALTY	SCRATCHED						
		CONTENT	SCRATCHED						
9	355	PENALTY	5					5	63 1/2
		CONTENT	-1/2	-1	-1/2	+1/2			
10	308	PENALTY							71
		CONTENT	+1/2	+1/2	0	0			

JUDGE'S SIGNATURE: \_\_\_\_\_

*Sam Rose*



SHOW: Lubbock SHTX-VRH
CLASS: #73-SHTX VWCH - Novice Working Cow
DATE: 03/31/2017

**NOVICE/YOUTH COW WORK**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Loss of working advantage</li> <li>- Working out of position</li> <li>- Slipping rein</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Knocking down the cow without having a working advantage</li> <li>- Losing a cow while boxing</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver</li> </ul>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Turning tail</li> <li>- Repeated blatant disobedience</li> <li>- Fall horse/rider; run ends; credit will be given for work done</li> <li>- Schooling after entering the arena prior to calling for cow</li> <li>- Schooling horse between cows, if new cow is awarded</li> <li>- Failure to attempt any part of the class</li> </ul> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- Lameness</li> <li>- Abuse</li> <li>- Illegal equipment</li> <li>- Disrespect or misconduct</li> <li>- Improper western attire</li> </ul>
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W/O	#	OP	RUN CONTENT					PENALTY TOTAL	SCORE
			BOXING MANEUVERS						
			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES		
Tie-Breaker			1	4	2	3			
11	396		PENALTY					69	
			CONTENT	-1/2	-1/2	0	0		
12	381		PENALTY					70 1/2	
			CONTENT	0	-1/2	+1/2	+1/2		
13	398		PENALTY					68 1/2	
			CONTENT	-1/2	-1/2	0	-1/2		
14	260		PENALTY					67	
			CONTENT	-1	-1	-1/2	-1/2		
15	340		PENALTY	SCRATCH					
			CONTENT	SCRATCH					
16	427		PENALTY	1,3				4	65 1/2
			CONTENT	-1	0	0	+1/2		
17	283		PENALTY	1,1,1				3	65
			CONTENT	-1	-1/2	0	-1/2		
18	335		PENALTY	1				1	66 1/2
			CONTENT	-1	-1/2	-1/2	-1/2		
19	337		PENALTY						67 1/2
			CONTENT	-1	-1/2	0	-1		
20	397		PENALTY	1				1	70
			CONTENT	0	+1/2	0	+1/2		

JUDGE'S SIGNATURE: *Jan Rye*

SHOW: Lubbock SHTX-VRH  
CLASS: #73 - SHTX VWCH - Novice Working Cow  
DATE: 03/31/2017

**NOVICE/YOUTH COW WORK**

**1 Point Penalties:**

- Loss of working advantage
- Working out of position
- Slipping rein

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			BOXING MANEUVERS						
			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES		
Tie-Breaker			1	4	2	3			
21	428	PENALTY	1					1	65
		CONTENT	-1/2	-1/2	-1	-1			
22	311	PENALTY	5					5 (OP)	59
		CONTENT	-1/2	-1/2	-1/2	-1/2			
23	310	PENALTY							70 1/2
		CONTENT	0	+1/2	0	0			
24	309	PENALTY	1					1	67 1/2
		CONTENT	-1/2	-1/2	0	-1/2			
25	261	PENALTY	1,3,1,3					8	59
		CONTENT	-1	-1	0	-1			
26	255	PENALTY	1					1	66
		CONTENT	-1	-1	0	-1			
27	256	PENALTY	1					1	66
		CONTENT	-1	0	-1	-1			
28	293	PENALTY							65 1/2
		CONTENT	-1	-1	-1	-1/2			
29	354	PENALTY	1					1	67 1/2
		CONTENT	-1/2	-1/2	0	-1/2			
30	312	PENALTY							70
		CONTENT	0	0	0	0			

JUDGE'S SIGNATURE: *[Signature]*

SHOW: Lubbock SHTX-VRH
CLASS: #73 - SHTX VWCH - Novice Working Cow
DATE: 03/31/2017

**NOVICE/YOUTH COW WORK**

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			BOXING MANEUVERS						
	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES				
Tie-Breaker			1	4	2	3			
31	389	PENALTY	1					1 65 1/2	
		CONTENT	-1/2	-1	0	-1	turn tail → OP		
32	336	PENALTY	1					1 66	
		CONTENT	-1	-1	0	-1			
33	285	PENALTY	1					1 72	
		CONTENT	+1/2	+1	+1	+1/2			
34	292	PENALTY						68	
		CONTENT	-1	-1/2	0	-1/2			
35	291	PENALTY						68 1/2	
		CONTENT	-1/2	-1/2	0	-1/2			
		PENALTY							
		CONTENT							
		PENALTY							
		CONTENT							
		PENALTY							
		CONTENT							
		PENALTY							
		CONTENT							

JUDGE'S SIGNATURE: Jim Rose