# AQHA
## American Quarter Horse Association

### Stock Horse of Texas

#### Versatility Ranch Horse - Reining

**SHOW:** Dripping Springs, TX

**CLASS:** SHTX JRNN - Junior Reining

**DATE:** 07/01/2017

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**1/2 Point Penalties:**
- Starting a circle or exiting a rollback at a trot or for up to two strides
- Deseret 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 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
- Slinging rein

**2 Point Penalties:**
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a stop 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 at front of cinch
- Bliatant disobedience and/or refusal
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one figure between split reins or any figures between rein 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 area before pattern is complete
- Repeated blatant disobedience

**DO:**
- Lameness
- Abuse
- Fall of horse/teer; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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## MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

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<th>Step &amp; Back</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

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*Printed from LEO*
**VERSATILITY RANCH HORSE - REINING**

**PATTERN 1**

**SHOW:** Dripping Springs-SHTX  
**CLASS:** #42 - SHTX JRNN - Junior Reining  
**DATE:** 07/01/2017

### 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
- Over-spin or under-spin up to 1/8 turn

### 5 Point Penalties:
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to instill fear
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between oral reins (except two rein) per maneuver

### Off-Patters (OP):
- Cannot place above others who complete pattern correctly
  - Breaking pattern
  - Inclusion of maneuvers (i.e., over or under spinning, backing more than two strides)
  - Leaving arena before pattern is complete
  - Repeated blatant disobedience

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

### MANEUVER SCORES

Each horse/rider team is scored on a scale from 1-10 points and automatically begins the run with a score of 70 points:

- 1/2 Extremely Poor, 1/2 Very Poor, 1/2 Poor, 5 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

<table>
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<tr>
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<th>Penalty</th>
<th>Content</th>
<th>Score</th>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**
# AQHA Stock Horse of Texas

## VERSATILITY RANCH HORSE - RANCH RIDING

### 1 Point Penalties:
- Over-lined per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gapping mouth
- Break of gate at Walk or trot for two (2) strides or less

### 3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gate at Lope
- Break of gate at Walk or trot for more than two (2) strides

### 5 Point Penalties:
- Spilling in front of conch
- Blatant disobedience
- Use of either hand to instill fear
- Use of two reins (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- 1st or 2nd cumulative refusal

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## MANEUVER 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, .5 Poor, 0 Correct, .5 Good, 1 Very Good, 1 1/2 Excellent

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

**JUDGE'S SIGNATURE:**

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Printed from HSW
**VERSEXILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Dripping Springs-SHTX  
**CLASS:** #40 - SHTX JPLS - Junior Pleasure  
**DATE:** 07/01/2017

### MANEUVER SCORES

Each horse/rider pair 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, 0 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**  
Printed from HSW
# VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Dripping Springs-SHTX  
**CLASS:** SHTX JTRL - Junior Trail  
**DATE:** 07/01/2017

## 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.
- Stepping 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 gate.

## 5 Point Penalties:
- Spurring in front of cinch.
- Blatant disobedience.
- Use of either hand to instill fear/pain.
- Use of two or more hands (except in a small bit or hackamore) per maneuver.
- More than one finger between split reins or any fingers between normal 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 (DP):
- Cannot place above others who complete pattern correctly.
- Breaking pattern.
- Leaving arena before pattern is complete.
- 1st refusal.
- No attempt to perform obstacle.
- Repeated blatant disobedience.

### OBSTACLE SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

- 1:10 Extremely Poor, 1:10 Very Poor, 3:10 Poor, 4:10 Fair, 5:10 Good, 6:10 Very Good, 7:10 Excellent.

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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Dripping Springs-SHTX  
**CLASS:** #41 - SHTX JTRL - Junior Trail  
**DATE:** 07/01/2017

#### 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
- Bath foot or hind foot 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

#### 5 Point Penalties:
- Sparring in front of cinch
- Blowing disobeience
- Use of either hand to install, fix or raise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between total 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 gane
- 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
- Other:
  - Lameness
  - Abuse
  - Illegal equipment
  - Disrespect or misconduct
  - Improper western attire
  - Fall of horse

### OBSTACLE SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

<table>
<thead>
<tr>
<th>WO</th>
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<th>Tie Breaker</th>
<th>Obstacle Description</th>
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<td>76.5</td>
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**JUDGE'S NAME (PRINTED):** [Signature]  
**JUDGE'S SIGNATURE:** [Signature]

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SHOW: Dripping Springs SHTX
CLASS: #43 - SHTX JWCH - Junior Working Cow
DATE: 07/01/2017

1 Point Penalties:
A - Loss of working advantage
P - Working out of position
S - Slipping 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
D - Use of either hand to instill fear/pain
H - Use of two hands (except in snaffle bit or hackamore) per maneuver
M - More than one finger between split reins or any fingers between normal reins

Off-Pattern (OP): Cannot place above others who complete pattern correctly
A - Turning tail
B - Repeated blatant disobedience
J - Schooling after entering the arena prior to calling for cow
K - Schooling horse between cows, if new cow is awarded
N - Failure to attempt any part of the class

AQHA
AMERICAN QUARTER HORSE ASSOCIATION
SHST
Stack Horse of Texas

VRH - LIMITED RANCH COW WORK (Amateur)

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from HSW
### RUN CONTENT
Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.
- 1 1/2 Extremity Posit. = Very Poor, 1/2 Extremity Posit. = Good, 1/2 Very Good, 1/4 Excellent

### PENALTIES
- A - Turning tail
- B - Repeated blatant disobedience
- C - Failing to call or give correct directions
- D - Incorrect use of ties or reins
- E - Use of other hand to pull or push
- F - Use of any hand to assist in any way
- G - Use of any other horse by the rider
- H - Use of any other horse by the rider
- I - Use of any other horse by the rider
- J - Use of any other horse by the rider
- K - Use of any other horse by the rider
- L - Use of any other horse by the rider
- M - Use of any other horse by the rider
- N - Failure to attempt any part of the class
- O - Failure to attempt any part of the class
- P - Failure to attempt any part of the class
- Q - Failure to attempt any part of the class
- R - Failure to attempt any part of the class
- S - Failure to attempt any part of the class
- T - Failure to attempt any part of the class
- U - Failure to attempt any part of the class
- V - Failure to attempt any part of the class
- W - Failure to attempt any part of the class
- X - Failure to attempt any part of the class
- Y - Failure to attempt any part of the class
- Z - Failure to attempt any part of the class

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### BOXING

- Position & Control
- Eye Appeal
- Degree of Difficulty

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### SCORE

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### JUDGES NAME (PRINTED): Mike Crumpler
### JUDGE’S SIGNATURE: Mike Crumpler