### Pattern 1

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

#### 5 Point Penalties:
- Searing in front of cinch
- Blatant disobedience
- Use of either hand in stall
- Use of two hands (except a snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rein/reins per maneuver
- 1st or 2nd cumulative refusal

#### Off Pattern (OFP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

#### DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/handler

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#### Maneuver Scores

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**Judge's Name (Printed):**

**Judge's Signature:**

Printed from HSW
# AQHA American Quarter Horse Association
# SHHT Stock Horse of Texas

## Versatility Ranch Horse - Ranch Riding

**Show:** Hamilton-Versatility  
**Class:** #40 - SHTX JPLS - Junior Pleasure  
**Date:** 09/09/2017

### Penalty
- Over-bred with 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
- Daped 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/structure
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rein reins per maneuver
- 1st or 2nd cumulative refusal

### Maneuver Scores

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

- 1.0 Extremely Poor
- 1.5 Very Poor
- 2.0 Poor
- 3.0 Fair
- 4.0 Good
- 4.5 Very Good
- 5.0 Excellent

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**Judge’s Name (Printed):**

**Judge’s Signature:**

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

**SHOW:** Hamilton-Versatility  
**CLASS:** #40 - SHTX JPLS - Junior Pleasure  
**DATE:** 09/09/2017

**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, 1-1/2 Very Poor, 1-1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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**PENALTY**

- Over-brided per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gaping mouth
- Break of gait at Walk or trot for two (2) strides or less

**PRINT PENALTIES:**

- Wrong lead or out of lead
- Dipped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

**POINT PENALTIES:**

- Spinning in front of cinct
- Blatant disobedience
- Use of either hand to install headpiece
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between single reins per maneuver
- 1st or 2nd cumulative refusal

**DIFF-PATTERN (DP):** Cannot place above others who complete pattern correctly.
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**DG:**

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

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

**JUDGE'S SIGNATURE:**

Printed from HSW
# VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Hamilton-Versatility  
**DATE:** 09/09/2017

## OBSTACLE SCORES

Each horse/team is scored between 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 NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Hamilton-Versatility  
**CLASS:** #41 - SHTX JTRL - Junior Trail  
**DATE:** 09/09/2017

#### 1 Point Penalties:
- Each hit, bite, or stepping on a leg, 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-side space at a walk or trot
- Stepping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on disinmount or groom tie except shifting to balance
- Split pole at lope

#### 2 Point Penalties:
- Wrong lead or out of lead
- Dropped reins
- Break of gate at lope
- Break of gate at Walk or trot for more than two (2) strides
- 2-3 steps on disinmout or ground tie

#### Obstacle Scores

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

+1/2 Extremely Poor, -1 Very Poor, -1.5 Poor, 3 Correct, +1.5 Good, +1 Very Good, +2 Excellent

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**Penalties:**
- Spurring in front of crin
- Blunt 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 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 disinmout or ground tie

**Off-pattern (OT):** Cannot place above others who complete pattern correctly
- Breathing pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

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

**Judge's Name (Printed):**

**Judge's Signature:**

Printed from HSW
# AQHA
AMERICAN QUARTER
HORSE ASSOCIATION

# SHT
Stock Horse of Texas

VERSATILITY RANCH HORSE - TRAIL

SHOW: Hamilton-Versatility
CLASS:#41 - SHTX JTRL - Junior Trail
DATE: 09/09/2017

1 Point Penalties:
- Each hit, bite, or stepping on a leg, cone, post, or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind leg in a single stride space at a walk or trot
- Slipping over or tripping 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 leap

3 Point Penalties:
- Wrong lead or out of lead
- Dropped reins
- Break of gait at leap
- Break of gait at Walk or trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

5 Point Penalties:
- Spurting in front of cones
- Blatant disobedience
- Use of either hand to instill fear/raise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rein 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 GPS: Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repetitive blatant disobedience

DQ:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fail of handler

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

Printed from HSW
# AQHA American Quarter Horse Association
## VERSATILITY RANCH HORSE - REINING
### PATTERN
- **SHOW:** Hamilton-Versatility
- **CLASS:** #42 - SHTX JRNN - Junior Reining
- **DATE:** 09/09/2017

#### 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 1/4 or Reining Pattern #1)
- Over 50% 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 1/16 turn
- Slipping rein

#### 2 Point Penalties:
- Break of gait
- Preak up in spins or rollbacks
- Failure to stop or walk before executing a lay down pattern or spin-in patterns
- Failure to be in a lay down or spin-in pattern before initiating a stop position
- Timing beyond 2 strides, but less than 1/2 circle

#### 5 Point Penalties:
- Spinning in one of the circles
- Blazing disobedience
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between withers reins or any fingers between withers reins (except one rein) per maneuver
- Off-pattern (OP): Cannot place above others who complete pattern correctly
- Breaks pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than 2 strides)
- Leaving arena before pattern is complete
- Repeated blazing disobedience

### MANEUVER SCORES

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - REINING

**12 Point Penalties:**
- Starting a circle or edging 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 at Level III Youth Reining Pattern #1)
- Over- or under-spinning 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 or trot in patterns
- Failure to be in a lope prior to the test 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:**
- S cmring in front of cinch
- Bilateral disobedience
- Use of either hand to instill fear/prance
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between split reins (except two rein) per maneuver

**Off Pattern (OP):** Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuver that is not part of the test, or over the arena boundaries
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Lameness
- Abuse
- Fail of horse/rider; ran ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 78 points.

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**JUDGES NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
**AQHA**

**VERSATILITY RANCH HORSE - REINING**

**PATTERN 8**

**SHOW:** Hamilton-Versatility  
**CLASS:** #42 - SHTX JRNN - Junior Reining  
**DATE:** 09/09/2017

### 1/2 Point Penalties:
- Stopping a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the 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 5-8 or under 3 turn up to 1/8 turn

### 1 Point Penalties:
- Starting a circle 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 or return patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before entering a stop position
- Trotting beyond 2 entries, but less than 1/2 circle

### 5 Point Penalties:
- Spinning in front of circle
- Blatant disobedience
- Use of either hand to incline ears into other
- 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
- 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

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

### MANEUVER SCORES

Each maneuver team is scored between 0-100 points and automatically begins the run with a score of 70 points
- 3.5 Extremely Poor  
- 5 Very Poor  
- 7 Poor  
- 9 Correct  
- 11 Good  
- 13 Very Good  
- 15 Excellent

#### Tiebreaker:
- Clear Line
- Lead Change
- Left Change
- Stop
- 1/2 Spins Left
- Stop
- 1/2 Spins Right
- Stop & Back

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#### Judge's Name (Printed): **Trista**  
#### Judge's Signature: **[Signature]**

Printed from HSW
## AQHA
**AMERICAN QUARTER HORSE ASSOCIATION**

**SHS**
**Stock Horse of Texas**

**VRH - LIMITED RANCH COW WORK (Amateur)**

**CLASS:** #43 - SHTX JWCH - Junior Working Cow

**DATE:** 09/09/2017

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

### 5 Point Penalties:
- K - Hoisting down the cow without having a working advantage
- L - Lasing a cow while bowling

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### Off-Pattern Topic:
- Cannot place above 4
- Complete pattern correction

### DO:
- A - Abuse
- B - Lameness
- C - Disrespect or misconduct
- D - Repeated failure
- E - Repeated failure
- F - Fall of horse/ rider
- G - Improper attire

### Judge's Name (Printed): Bobby Hirt

### Judge's Signature: [Signature]

Printed from HSW
**VRH - LIMITED RANCH COW WORK (Amateur)**

**SHOW:** Hamilton-Versatility  
**CLASS:** #43 - SHTX_JWCH - Junior Working Cow  
**DATE:** 09/09/2017

### Off-Patters (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

### BG:
- A: Abuse  
- B: Lassiness  
- D: Disrespect or misconduct  
- G: Illegal equipment  
- F: Fall of horse/rider: nn andc  
- N: Improper western attire

### 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 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent.

### PENALTIES

- 3 Points  
- 5 Points  
- TOTAL

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**JUDGE'S NAME (PRINTED):** Bobby Hunt  
**JUDGE'S SIGNATURE:** [Signature]
## VRH - LIMITED RANCH COW WORK (Amateur)

### SHOW:
Hamilton-Versatility

### CLASS:
#43 - SHTX JWCH - Junior Working Cow

### DATE:
09/09/2017

#### 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 - Spurting in face of cinch
- C - Matron disobedience
- D - Use of either hand to mistletoe (or)       
  (or) to move
- E - Use of two hands (except in stable bit or hackamore) per maneuver
- M - 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 - Turning tail
- E - Repeated blatant disobedience
- J - Schooling after entering 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

#### DO:
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/cow, run ends
- N - Improper western attire

### RUN CONTENT
Each horse/cow 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 Poor, or Correct, 1 Excellent

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