# AQHA AMERICAN QUARTER HORSE ASSOCIATION
# Stock Horse of Texas

## VERSATILITY RANCH HORSE - RANCH RIDING

### Pattern 1

#### 1 Point Penalties:
- Over-bred 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:
- Spurring in front of each
- Blatant disobedience
- Use of either hand to inspire fear/pause
- Use of two hands (except in snaffle bit or luckmore) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- 1st or 2nd cumulative refusal

### Maneuver 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>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Return</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Speed</th>
<th>Trot</th>
<th>Stop &amp; Hack</th>
<th>Total</th>
<th>Score</th>
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<tr>
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<td>2</td>
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<td>3 6/10</td>
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**JUDGE’S NAME (PRINTED):** David Avery

**JUDGE’S SIGNATURE:**

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Printed from HSW
**SHOW:** San Antonio-VRH  
**CLASS:** #50 - SHTX LNPP - Ltd Non Pro Pleasure  
**DATE:** 05/06/2017

**VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**  
- Overreaching per maneuver  
- Out of frame per maneuver  
- Too slow per maneuver  
- Galloping mouth  
- Break of gait at Walk or trot for two (2) strides or less

**3 Point Penalties:**  
- Wrong lead or out of lead  
- Dropped 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 chch  
- Blurred disobedience  
- Use of either hand to insist (for a brief time)  
- 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  
- 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

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

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**MANEUVER SCORES**

Each horse/rider combination is scored between 1-100 points and automatically begins the run with a score of 70 points.  
- 1/2 Extremely Poor  
- 1 Very Poor  
- 1/2 Poor  0 Correct  
- 1/2 Good  +1 Very Good  +1 1/2 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>MANEUVER DESCRIPTION</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OP</th>
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<td>72 72</td>
<td>7 72</td>
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</table>

**JUDGE'S NAME (PRINTED):** David Avery  
**JUDGE'S SIGNATURE:** [Signature]

Printed from HSW
### MANEUVER SCORES

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

<table>
<thead>
<tr>
<th>MANEUVER DESCRIPTION</th>
<th>PENALTY</th>
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<th>TROT</th>
<th>EXT TROT</th>
<th>LOPE</th>
<th>STOP &amp; BACK</th>
<th>CORRECT</th>
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| 24 662                | CONTENT | O        | O    | O        | O    | O           |                     | 4      | 60  

**Judge's Name (Printed):** David Avery  
**Judge's Signature:** 

Printed from HSW
## VERSATILITY RANCH HORSE - RANCH RIDING

### 1 Point Penalties:
- Over-riding per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gapping mouth
- Break of gait at Walk or trot for (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/pressure
- 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
- 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
- Non: Llameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse

### MANEUVER SCORES

Each horse/rider team is scored between 1-180 points and automatically begins therein with a score of 70 points.

<table>
<thead>
<tr>
<th>MANEUVER DESCRIPTION</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OP</th>
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<tr>
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- 1/2 Extremely Poor, 1 Very Poor, 1.2 Poor, 0 Correct, 1.2 Good, 2 Very Good, 10 Excellent

### W/O #

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<tr>
<td>180 SOR</td>
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### Judge's Name (Printed): David Avery

### Judge's Signature: [Signature]

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** San Antonio-VRH  
**CLASS:** SHTX LNPT - Ltd Non Pro Trail  
**DATE:** 05/06/2017

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#### 5 Point Penalties:
- Sparing in front of each
- Blisters on nose, head, or mouth
- Use of left hand to assist with other aid
- 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 per maneuver
- Knocking over, stepping out of, or going off on an obstacle
- Dropping a object required to be carried
- Running the wrong gate
- 4 or more steps on dismount or ground tie

#### Off-Pattern (OP): Blacken 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

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#### OBSTACLE SCORES
Each horse/rider team s scores between 0-100 points and automatically begins their run with a score of 0 points:
1 = 1/2 Extremely Poor  
2 = Very Poor  
3 = Poor  
4 = No Correct  
5 = Fair  
6 = Good  
7 = Very Good  
8 = Excellent

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<tr>
<th>W/O</th>
<th>Tie-Breaker</th>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Score</th>
<th>OP</th>
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<td>Trot Logs to Up</td>
<td>-3</td>
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**JUDGE'S NAME (PRINTED):** David Avery  
**JUDGE'S SIGNATURE:** [Signature]
### Obstacle Scores

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

- 1.5 = Extremely Poor
- 2.5 Very Poor
- 3.5 Poor
- 4.0 Correct
- 4.5 Good
- 5.0 Very Good
- 5.5 Excellent

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<tr>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Tie-Breaker</th>
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<td>16 449</td>
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</tbody>
</table>

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

**Judge's Signature:**

---

SHOW: San Antonio-VRH  
CLASS: #52 - SHTX LNPT - Ltd Non Pro Trail  
DATE: 06/06/2017  

**VERSATILITY RANCH HORSE - TRAIL**

**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 disinfect or ground tie except shifting to balance.
- Split pole at gate.

**3 Point Penalties:**
- Wrong lead or out of lead.
- Double the reins.
- Break of gait at gate.
- Break of gate at walk or trot for more than two (2) strides.
- 2-3 steps on disinfect or ground tie.

**Point Penalties:**
- Sparring is front of cinch.
- Blunt disobedience.
- Use of either hand to instill fear/prance.
- Use of two hands (except snaffle bit or hackamore) per maneuver.
- More than one finger between split reins or any fingers between small 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 disinfect or ground tie.

**Off-Page:**
- Can not place above others who completed pattern correctly.
- Breaking pattern.
- Leaving arena before pattern is complete.
- 3rd refusal.
- No attempt to perform obstacle.
- Repeat or blatant disobedience.

**DQ:**
- Lameness.
- Abuse.
- Illegal equipment.
- Disrespect or misconduct.
- Improper western attire.
- Fall of horse/rider.
<table>
<thead>
<tr>
<th>Tie-Breaker</th>
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<th>RH Push Gain</th>
<th>SP Left</th>
<th>L. L. Logo</th>
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<th>Rope &amp; Drag</th>
<th>Walk chute hack</th>
<th>workaround Log Bridge</th>
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</tr>
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</table>

JUDGE'S NAME (PRINTED): David Avery
JUDGE'S SIGNATURE: [Signature]

Printed from HSW
### 1/2 Point Penalties:
- Joking 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 in spins or rollbacks
- Failure to stop or walk before executing a halt or departure on trot in patterns
- Failure to be in a halt prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Tiring beyond 2 strides, but less than 1/2 circle

### 5 Point Penalties:
- Spinning in front of clinch
- Reckless 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 normal reins (except two reins) per maneuver

### OFF Pattern #2: 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

### MANEUVER SCORES

<table>
<thead>
<tr>
<th>W/O</th>
<th>f</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>O</th>
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### PENALTY TOTAL | SCORE | OP
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</tr>
<tr>
<td>-1/2</td>
<td>6 3/4</td>
<td>5 3/4</td>
</tr>
</tbody>
</table>

### JUDGE'S NAME (PRINTED): Allen Walton
### JUDGE'S SIGNATURE: [Signature]
# AQHA
## VERSATILITY RANCH HORSE - REINING

### SHOW: San Antonio-VRH
### CLASS: #54 - SHTX LNPR - Ltd Non Pro Reining
### DATE: 05/06/2017

**10 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:**
- Spinning in front of 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
- 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
- Full of horse/rider: run 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 10 points.

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<thead>
<tr>
<th>Tie Breaker</th>
<th>Right Circle, Stop Circle</th>
<th>Left Circle, Stop Circle</th>
<th>Stop</th>
<th>3 1/2 Spins Left</th>
<th>Stop</th>
<th>3 1/2 Spins Right</th>
<th>Stop &amp; Back</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OP</th>
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**JUDGE’S NAME (PRINTED):** Allen Walton

**JUDGE’S SIGNATURE:** [Signature]

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

**SHOW:** San Antonio-VRH  
**CLASS:** SHTX LNPR - Ltd Non Pro Rein  
**DATE:** 05/06/2017

### 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-slip or under-slip 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 stop departure on trot-in patterns  
- Failure to be in a stop prior to the first marker on run-in patterns  
- Failure to completely pass the specified marker before initiating a stop position  
- Training beyond 2 strides, but less than 1/2 circle

---

### MANEUVER SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 78 points.  
1 - 1/2 Extremely Poor, 1/2 Very Poor, 3/4 Poor, 1 Very Good, +1/2 Excellent

<table>
<thead>
<tr>
<th>WC</th>
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<td>716</td>
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**JUDGE'S NAME (PRINTED):** Allen Walton  
**JUDGE'S SIGNATURE:** [Signature]
## AQHA Stock Horse of Texas
### VRH - LIMITED RANCH COW WORK (Amateur)

**SHOW:** San Antonio-VRH  
**CLASS:** #56-SHTXLNPW-Ltd Non Pro Working Cow  
**DATE:** 05/06/2017

1. **Point Penalties:**
   - A: Loss of working advantage
   - P: Working out of position
   - S: Slipping reins

2. **Point Penalties:**
   - K: Knocking down the cow without having a working advantage
   - L: Losing a cow while boxing

3. **Point Penalties:**
   - D: Spurring in front of each
   - C: Blunt disobedience
   - E: Use of either hand to instill fear/practise
   - H: Use of two hands (except in saddle bit or hackamore) per maneuver
   - M: More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver

### RUN CONTENT

Each horse/handler team is scored between 1:00 points and automatically begins the run with a score of 70 points.

1. **Extremely Poor** - 1 Very Poor - 2 Poor - 3 Fair - 4 Good - 5 Very Good - 6 Excellent

### PENALTIES

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### PENALTIES

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<th>EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
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<tr>
<td>B</td>
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<td></td>
</tr>
<tr>
<td>C</td>
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**SCORES:**

1. **Score:** 63 1/2
2. **Score:** 64
3. **Score:** 62
4. **Score:** 58
5. **Score:** 63
6. **Score:** 72 1/2
7. **Score:** 74

**JUDGE’S NAME (PRINTED):** Marilyn Peters  
**JUDGE’S SIGNATURE:** Marilyn Peters

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

### Point Penalties:
- A: Loss of working advantage
- P: Working out of position
- S: Slippin' rein
- K: Knocking down the cow (without having a working advantage)
- L: Losing a cow while baring

### Off Pattern (OP):
- A: Turning tail
- E: Repeated blatan disobedience
- G: Disrespect or misconduct
- B: Lamesness
- D: Illegale equipment
- F: Fall of horse/riders; run ends
- N: Improper western attire

### RUN CONTENT
Each horse/riding team is scored between 1-700 points and automatically begins the run with a score of 700 points
1: 1/2 Extremely Poor, 2: Very Poor, 3: Poor, 4: Fair, 5: Good, 6: Very Good, 7: Excellent

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<td>+½</td>
<td>-½</td>
<td>+½</td>
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### PENALTIES

- 3 PONTS
- 5 PONTS
- TOTAL

### SCORE

- 55½
- 57
- 61½
- 69
- 69½
- 7½
- 71

---

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

Printed from HSW
**SHOW:** San Antonio-VRH  
**CLASS:** #SHTXLPW-LtdNonProWorkingCow  
**DATE:** 05/06/2017

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

**1 Point Penalties:**
- A - Loss of working advantage  
- B - Waving at or position  
- C - Slipping reins

**2 Point Penalties:**
- K - Knocking down the cow without having a working advantage  
- L - Losing a cow while boxing

**5 Point Penalties:**
- B - Spinning in front of cow  
- C - Blazing disobedience  
- E - Use of either hand to install tearpads  
- 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 (except two reins per maneuver)

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly  
- A - Turning tail  
- E - Repeated brazen disobedience  
- J - Schooling after exiting 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

**DG:**
- A - Abuse  
- B - Lameness  
- D - Disrespect or misconduct  
- G - Illegal equipment  
- F - Fall of horse/rider; run ends  
- N - Improper western attire

### RUN CONTENT

Each horse/rider team is scored between 1-100 points and automatically tying the run with a score of 90 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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<th>Eye Appeal</th>
<th>Degree of Difficulty</th>
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### PENALTIES

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<td>7 1/2</td>
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**JUDGE'S NAME (PRINTED):** Marilyn Peters  
**JUDGE'S SIGNATURE:** Marilyn Peters

*Printed from HSW*