# AQHA American Quarter Horse Association  
**VERSATILITY RANCH HORSE - RANCH RIDING**  

**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 03/31/2017  

## 1 Point Penalties:  
- Over-bridled per maneuver  
- Out of frame per maneuver  
- Too slow per maneuver  
- Gapping mount  
- 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:  
- Spinning 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 control 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  

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

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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.  
1-10 Extremely Poor, 11-20 Poor, 21-30 Fair, 31-40 Good, 41-50 Very Good, 51-60 Excellent  

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<th>W/O</th>
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<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
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<th>Walk</th>
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**JUDGE'S NAME (PRINTED):** 

**JUDGE'S SIGNATURE:**

Printed from HSW
# VERSATILITY RANCH HORSE - RANCH RIDING

## SHOW: Lubbock SHTX-VRH
## CLASS: #10 - SHTX OPLS - Open Pleasure
## DATE: 03/31/2017

### 1 Point Penalties:
- Over-bridled 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:
- Spurring in front of cinch
- Blamant disobedience
- Use of either hand to instil fear/prise
- Use of too hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins per maneuver

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

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

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<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Back</th>
<th>Walk</th>
<th>Lope</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

#### 1 Point Penalties:
- Each bit, 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 rope.

#### 2 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:
- Spinning in front of circuits.
- Blazing disobedience.
- Use of either hand to instill fear/praise.
- Use of two hands except in instance bit or hackamores per maneuver.
- More than one fingers 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 (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.

#### Disqualifications (DQ):
- Lameness.
- Abuse.
- Illegal equipment.
- Disrespect or misconduct.
- Improper western attire.
- Fall of horse/rider.

### OBSTACLE SCORES

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

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

*Printed from HSW*
### OBSTACLE 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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**JUDGE’S SIGNATURE:** [Signature]

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**SHOW:** Lubbock SHTX-VRH  
**CLASS:** #13 - SHTX OTRL - Open 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

- 5 Point Penalties:
  - Spinning in front of cinch
  - Sleight disobedience
  - Use of either hand to instill fear/pause
  - Use of two hands (except in snaffle bit or hackamores) per maneuver
  - More than one finger between split reins or any fingers between rump 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 gage
  - 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
VERSATILITY RANCH HORSE - REINING

MANEUVER SCORES
Each horse/riders 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, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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JUDGES NAME (PRINTED): [Signature]

JUDGE'S SIGNATURE: [Signature]

Printed from HSW
MANEUVER 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, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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\[ 1/2 \times 70.5 \]

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\[ 1/2 \times 61.5 \]
# Versatility Ranch Horse - Ranch Cow Work

**Run Content**

Each horse/ rider team is scored between 1-10 points and automatically begins the run with a score of 12 points. A 1.5/2 Extreme Poor, +1 Very Poor, +.5 Poor, 0 Correct, +1 Good, +.5 Very Good, +1 Excellent.

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**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 - Changing sides of arena to turn cow
D - For each length horse runs past cow
E - Working out of position
F - Slipping rein
G - Failure to drive cow past middle marker on first turn

**Penalties:**
E - Exhustion or overworking the cow before circling or roping
L - Hanging up on the fence (refusing to turn)
K - Knocking down the cow without having a working advantage

**Off-Pattern (OP):**
A - Turning tail
B - Repeated blatant disobedience
C - Leaving arena before run is complete
D - Illegal catch at end of run
E - Schooling after entering the arena prior to calling for cow
F - Schooling before cows, if new cow is awarded
G - Failure to attempt any part of the class

**DO:**
A - Abuse
B - Lameness
C - Illegal equipment
D - Improper western attire
E - Disrespect or misconduct
F - Fall of horse/ rider

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

**Judge's Signature:**

Printed from HSW
**VERSATILITY RANCH HORSE - RANCH COW WORK**

**1 Point Penalties:**
- A - Loss of a working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length a horse runs past cow
- P - Working out of position
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

**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
- C - Failure to catch

**3 Point Penalties:**
- E - Exhauating or overworking the cow before circling or roping
- H - Hitting up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage

**5 Point Penalties:**
- A - Failure to turn the cow both directions on the fence
- B - Spurting or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of other hand to instil fear/punish
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- N - More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving area before run is complete
- I - Illegal catch at end of run
- 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

**DG:**
- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fail of horse/animal

**RUN CONTENT**

Each horse/hunter team is scored between 1-100 points and automatically begins the run with a score of 70 points)
- 1-12 Extremely Poor, 13-60 Poor, 61-66 Correct, 67-72 Good, 73-80 Very Good, 81-12 Excellent

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<th>RUN</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>BOXING</th>
<th>RATING</th>
<th>FENCE TURNS</th>
<th>CIRCLING</th>
<th>STOP &amp; HOLD</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW