# AQHA
## Stock Horse of Texas
### VERSATILITY RANCH HORSE - RANCH RIDING

**PATTERN 1**

**SHOW:** San Antonio - VRH

**CLASS:** #30 - SHTX NPPL - Non Pro Pleasure

**DATE:** 05/06/2017

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**MANNER PENALTIES:**
- Over-sold 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
- Bilateral disobedience
- Use of either hand or instill testament
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins
  - per maneuver
  - 1st or 2nd cumulative refusal

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**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 1.0-100 points and automatically begins the run with a score of 70 points.

-1 0.5 Extremely Poor, -1 Very Poor, -0.5 Poor, 0 Correct, +0.5 Good, +1 Very Good, +1.5 Excellent

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<th>EXT TEST</th>
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**JUDGE'S NAME (PRINTED):** David Avery

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

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*Printed from HSWS*
### 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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**JUDGE'S NAME (PRINTED):** David Avery

**JUDGE'S SIGNATURE:**

*Printed from HSW*
### VERSATILITY RANCH HORSE - TRAIL

**SHOW:** San Antonio-VRH  
**CLASS:** #32 - SMTX NPTR - Non Pro Trail  
**DATE:** 05/06/2017

**1 Point Penalties:**  
- Each hit, bite, or stepping on a leg, case, 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 or 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 trot

**5 Point Penalties:**  
- Spurring in front of cinch
- Resistant 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 rein reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 3rd cumulative refusal
- Letting go of go
- 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:**  
- Tameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fail of horse/rider

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### OBSTACLE SCORES

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<th>RH Rush Gate</th>
<th>SP Left</th>
<th>LLL Logs</th>
<th>Trot Logs to Rope &amp; Drag</th>
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**TOTAL PENALTY:** 30  
**TOTAL SCORE:** 65  
**OP:** OP

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

Printed from HSW
SHOW: San Antonio-VRH  
CLASS: #32 - SHTX NPTR - Non Pro Trail  
DATE: 05/06/2017

VERSATILITY RANCH HORSE - TRAIL

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 less strides or less
- Both front and 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 line except shifting to balance
- Split pole at lope

3 Point Penalties:
- Spurting in front of cinch
- Blatant disobedience
- Use of other hand to hold, frighten, or harass
- Use of two hands (except in snaffle bit or hackamores) 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
- Laming up at gate
- 4 or more steps on dismount or ground line

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Third refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

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

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

Printed from HSW
### VERSATILITY RANCH HORSE - REINING

**SHOW:** San Antonio-VRH  
**CLASS:** SHQH NRH-RNR  
**DATE:** 05/06/2017

**PENALTY**
- **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 and/or rollback (except if 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  
- Stopping/restarting

**2 Point Penalties:**  
- Break of gait  
- Freezes up in spins or rollbacks  
- Failure to stop or walk before executing a stop departure on a turn in patterns  
- Failure to be in a lead prior to the first marker on a run-in pattern  
- Failure to completely pass the specified marker before initiating a stop position  
- Trailing beyond 2 strides, but less than 1/2 circle

**5 Point Penalties:**  
- Spinning in front of cinch  
- Blunt disobedience  
- Use of either hand to install 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 with rein) per maneuver

**OFF-PATTERN (DP): Cannot place above others who complete pattern correctly**  
- Breaking pattern  
- Inclusion of maneuver (i.e., ever or under spinning, backing more than two strides)  
- Leaving arena before pattern is complete  
- Repeated blatant disobedience  
- DG:  
  - Lameness  
  - Abuse  
  - Fall of horse/rider, run ends  
  - Illegal equipment  
  - Disrespect or misconduct  
  - Improper western attire

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

Printed from HSW
### Maneuver Scores

Each horse and rider team is scored on 1 to 10 points, and automatically begins the run with a score of 70 points.

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<th>Wo</th>
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<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Right Circle</th>
<th>Left Circle</th>
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<th>3 1/2 Spins</th>
<th>Stop</th>
<th>3 1/2 Spins</th>
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**Score Breakdown:**
- **Penalty:**
- **Content:**

**Judge's Name (Printed):** Allen Walton
**Judge's Signature:**

**Printed from HSW**
# Versatility Ranch Horse - Ranch Cow Work

**Show:** San Antonio - VRH

**Class:** #36 - SHTX NPWC - Non Pro

**Date:** 05/06/2017

### 1 Point Penalties:
- A: Loss of 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 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: Exhastious or overworking the cow before moving it or roping it
- H: Hanging 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 maintain balance
- 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 rein reins (except two rein) per maneuver

### OF Pattern (OP):
- Cannot place above others who complete pattern correctly
- A: Turning tail
- E: Repeated blatant disobedience
- H: Leaving arena 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 attend any part of the class

### DO:
- A: Abuse
- B: Lameness
- G: Illegal equipment
- I: Improper western attire
- D: Disrespect or misconduct
- F: Fail if horse/ride

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### RUN CONTENT:
Each horse/rider team is scored between 1-10 points and automatically begins the run with a score of 70 points:
- 1-10 Excellent Poor: 4 Very Poor, 5 Poor, 6 Fair, 7 - 10 Good: 11 Very Good, 12 Excellent

### PENALTIES:

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

**Judge's Signature:** 

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

**SHOW:** San Antonio-VRH  
**CLASS:** #36 - SHTX NPWC - Non Pro  
**Working Cow**  
**DATE:** 05/06/2017

**1 Point Penalties:**
- A - Loss of 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 horse run 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 goes within 3 feet of the end fence before being lured  
- C - Failure to catch

**3 Point Penalties:**
- E - Exhaling or overworking the cow before circling or roping  
- H - Hanging 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 - Spurring or hitting in front of cinch at any time  
- C - Blatant disobedience  
- E - Use of either hand to install line / rewalk  
- 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 rostral reins (except two reins) per maneuver

**4TH Pattern (GP):** 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 - Schooting after entering the arena prior to calling for cow  
- K - Schooting horse between cows, if new cow is awarded  
- N - Failure to attempt any part of the class

**DD:**
- A - Abuse  
- B - Lameness  
- G - Illegal equipment  
- N - Improper western attire  
- D - Disrespect or misconduct  
- F - Fail of horseman

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### RUN CONTENT

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**JUDGE'S NAME (PRINTED):** Marilyn Peters  
**JUDGE'S SIGNATURE:** [Signature]  
Printed from HSW