# AQHA Stock Horse of Texas Versatility Ranch Horse - Ranch Riding

## Pattern

### 1 Point Penalties:
- Overgaited (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

### 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 coin
- Blatant 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 roman reins per maneuver
- 1st or 2nd cumulative refusal

### 10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

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

## Maneuver Scores

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

## Judge's Signature: [Signature]
## VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Over-bridle (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
-Incorrect order 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 mount/dismount or ground tie (except shifting to balance)
- Split pole in lope over

### 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
- Two-three steps on mount/dismount or ground tie

### 5 Point Penalties:
- Spurring 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 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
- Four or more steps on mount/dismount or ground tie

### 10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse’s tail is obvious and consistently carried in an unnatural manner in every maneuver)

## OBSTACLE SCORES

Each horse/rodeo team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 0.5 Very Poor, -1 Poor, -2 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent.

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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 setting 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
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop
- And/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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 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 or 1/6 length of arena.

5 Point Penalties:
- Spurring in front of cinch
- 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 roman reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

10 Point Penalty:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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

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

MANEUVER SCORES
Each horse/inter team is scored between 1-100 points and automatically begins the run with a score of 70 points.
- 1 1/8 Elevation Poor, 1 1/8 Peer, 1 1/2 Peor, 1 1/2 Correct, 2 1/2 Good, 3 1/2 Good, 4 1/2 Excellent

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<th>W/O #</th>
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JUDGE'S NAME (PRINTED): [Signature]
JUDGE'S SIGNATURE: Printed from HSW
# AQHA Stock Horse of Texas
## VERSATILITY RANCH HORSE - RANCH COW WORK

### 1 Point Penalties:
- A - Loss of working advantage
- C - Using the corner 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
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-brided (per maneuver)
- W - Out of frame (per maneuver)

### 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
- R - Failure to catch if roping in amateur and youth classes

### Off-Pattern (OP):
- 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 attempt any part of the class
- P - Complete loss of rope

### Disqualification (DQ):
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fail of horsemanship
- H - Improper western attire

### RUN CONTENT
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1-1.2 Extremely Poor, 1-1.9 Poor, 2.0-2.9 Correct, 3.0-3.9 Good, 4.0-5.9 Very Good, 6.0-7.9 Excellent

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**JUDGE'S NAME (PRINTED):** Frank Craighead  **JUDGE'S SIGNATURE:** signature

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