# AQHA Stock Horse of Texas

## VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Lubbock-Versatility  
**CLASS:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 04/07/2018

1. **Point Penalties:**  
   - Over-brided (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

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

5. **Point Penalties:**  
   - Spurring in front of cinch  
   - Blatant disobedience  
   - Use of either hand to instill fear/punish  
   - 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

### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

- 1-2 Extremely Poor, 3-4 Very Poor, 5-6 Poor, 7 Correct, 8-9 Good, 10 Very Good, 11-12 Excellent

<table>
<thead>
<tr>
<th>W/O #</th>
<th>Maneuver Description</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>Cut Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Step 100</th>
<th>Walk</th>
<th>Step 1</th>
<th>Trot 2</th>
<th>Step 3 &amp; 6</th>
<th>TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>354</td>
<td>-1</td>
<td>0</td>
<td>1/2</td>
<td>-1/2</td>
<td>0</td>
<td>1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>1/2</td>
<td>0</td>
<td>0</td>
<td>68</td>
<td>0</td>
<td>68</td>
</tr>
<tr>
<td>2</td>
<td>315</td>
<td>+1</td>
<td>+1/2</td>
<td>+1</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>1</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
<td>74.5</td>
<td>0</td>
<td>74.5</td>
</tr>
<tr>
<td>3</td>
<td>343</td>
<td>+1</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
<td>74.5</td>
<td>0</td>
<td>74.5</td>
</tr>
<tr>
<td>4</td>
<td>489</td>
<td>+1/2</td>
<td>+1</td>
<td>+1/2</td>
<td>+1</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1</td>
<td>1</td>
<td>+1/2</td>
<td>0</td>
<td>77</td>
<td>0</td>
<td>77</td>
</tr>
<tr>
<td>5</td>
<td>478</td>
<td>+1/2</td>
<td>+1</td>
<td>+1/2</td>
<td>+1</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1</td>
<td>1</td>
<td>+1/2</td>
<td>0</td>
<td>65 61/2</td>
<td>6</td>
<td>61/2</td>
</tr>
<tr>
<td>6</td>
<td>318</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>67.5</td>
<td>0</td>
<td>67.5</td>
</tr>
<tr>
<td>7</td>
<td>405</td>
<td>+1</td>
<td>+1/2</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
<td>73.5</td>
<td>0</td>
<td>73.5</td>
</tr>
<tr>
<td>8</td>
<td>81</td>
<td>0</td>
<td>-1/2</td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>68.5</td>
<td>0</td>
<td>68.5</td>
</tr>
</tbody>
</table>

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

Printed from HSW
## VERSATILITY RANCH HORSE - RANCH RIDING

### SHOW:
Lubbock-Versatility

### CLASS:
#10 - SHTX ORLS - Open Pleasure

### DATE:
04/07/2018

---

**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

**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

**5 Point Penalties:**
- Spurring in front of crotch
- 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 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 (DO):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

---

### MANEUVER SCORES

Each horse/rider team is scored between 0 - 10 points automatically begins the run with a score of 70 points
- 71 2 Extremely Poor
- 1 Very Poor
- 2 Poor
- 3 Correct
- 4 Good
- 5 Very Good
- 6 1/2 Excellent

```
<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>9</td>
<td>345</td>
<td></td>
<td>10</td>
<td>311</td>
<td></td>
<td>11</td>
<td>77</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>12</td>
<td>352</td>
<td></td>
<td>13</td>
<td>392</td>
<td></td>
<td>14</td>
<td>344</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>15</td>
<td>79</td>
<td></td>
<td>16</td>
<td>483</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

- **Maneuver Description:**
- **Penalty:**
- **Content:**

---

### RESULTS:

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Total</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>345</td>
<td>79</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>311</td>
<td>69.5</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>77</td>
<td>73</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>352</td>
<td>78</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>392</td>
<td>69.5</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>344</td>
<td>74.5</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>79</td>
<td>71.5</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>483</td>
<td>74</td>
<td></td>
</tr>
</tbody>
</table>

---

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

**JUDGE'S SIGNATURE:**

---

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

**1 Point Penalties:**
- Over-braced (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gap or 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 center
- 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
- 1st or 2nd cumulative refusal

---

### MANEUVER SCORES

Each horse/athlete team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1-2 Exceed: Poorest; 3 Very Poor; 4 Poor; 5 Correct; 6-7 Good; 8-9 Very Good; 10 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Penalty</th>
<th>Content</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>419</td>
<td>D-East Walk Ext. Walk Ext. Trot Lope Gallop 480 Walk Ext. Trot Ext. Walk Ext. Walk</td>
<td>0 0 +1/2 0 0 -1/2 0 0 -1/2 -1/2</td>
<td>0 69</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>346</td>
<td>D-East Walk Ext. Walk Ext. Trot Lope Gallop 480 Walk Ext. Trot Ext. Walk Ext. Walk</td>
<td>0 +1/2 -1/2 0 -1/2 0 0 +1/2 +1/2</td>
<td>0 71</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>454</td>
<td>D-East Walk Ext. Walk Ext. Trot Lope Gallop 480 Walk Ext. Trot Ext. Walk Ext. Walk</td>
<td>0 0 +1/2 0 +1/2 0 0 0 -1/2 -1/2</td>
<td>0 70</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>391</td>
<td>D-East Walk Ext. Walk Ext. Trot Lope Gallop 480 Walk Ext. Trot Ext. Walk Ext. Walk</td>
<td>0 0 +1/2 0 -1/2 0 0 0 +1/2 0</td>
<td>0 70.5</td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>485</td>
<td>D-East Walk Ext. Walk Ext. Trot Lope Gallop 480 Walk Ext. Trot Ext. Walk Ext. Walk</td>
<td>+1 +1/2 +1/2 +1 +1/2 +1/2 +1/2 +1/2 +1/2</td>
<td>0 71</td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>78</td>
<td>D-East Walk Ext. Walk Ext. Trot Lope Gallop 480 Walk Ext. Trot Ext. Walk Ext. Walk</td>
<td>0 0 +1/2 0 0 -1/2 0 0 -1/2 -1/2</td>
<td>0 69</td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>266</td>
<td>D-East Walk Ext. Walk Ext. Trot Lope Gallop 480 Walk Ext. Trot Ext. Walk Ext. Walk</td>
<td>+1 +1/2 +1/2 +1/2 0 0 -1/2 0 +1/2 +1</td>
<td>0 73/2</td>
<td></td>
</tr>
</tbody>
</table>

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### Versatility Ranch Horse - Trail

#### 1 Point Penalties:
- Over-bordered (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect break or break of gate at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skidding 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

#### 5 Point Penalties:
- Spurting in front of cinch
- Blatant disobedience
- Use of either hand to assist/poise
- 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 taking 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

#### 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
- Two-three 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/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>10 POINT PENALTY</th>
<th>TOTAL PENALTY</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tie-Breaker</td>
<td>8</td>
<td>4</td>
<td>7</td>
<td>6</td>
<td>1</td>
<td>5</td>
<td>2</td>
<td>3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>RH Push</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Time Box</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tic Tac Toe</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Log, Chute</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Black Line</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Hot, Jump</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Walk Over</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Drag at Hot End</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>W/O #</th>
<th>Penalty</th>
<th>CONTENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>354</td>
<td>+1</td>
</tr>
<tr>
<td>2</td>
<td>315</td>
<td>+1</td>
</tr>
<tr>
<td>3</td>
<td>343</td>
<td>+1</td>
</tr>
<tr>
<td>4</td>
<td>469</td>
<td>+1</td>
</tr>
<tr>
<td>5</td>
<td>478</td>
<td>-1</td>
</tr>
<tr>
<td>6</td>
<td>318</td>
<td>0</td>
</tr>
<tr>
<td>7</td>
<td>405</td>
<td>-1</td>
</tr>
<tr>
<td>8</td>
<td>81</td>
<td>0</td>
</tr>
</tbody>
</table>

**Total Penalty**: 367

**Score**: 633

---

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

**Judge's Signature**: [Signature]
**Versatility Ranch Horse - Trail**

**1 Point Penalties:**
- Over bridled (per maneuver)
- Out of frame (per maneuver)
- 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
- Skidding over or falling 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

**5 Point Penalties:**
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to insist 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/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1-1/2 Extremely Poor, 1-1/2 Poor, 1 Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>TMR Push Gate</td>
<td>Trot &amp; Walk Bridge</td>
<td>Trot, SFR</td>
<td>Logs, Chute</td>
<td>Black L</td>
<td>Trot, Walk</td>
<td>Walk, Walk</td>
<td>Drag at Trot</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9 345</td>
<td>8</td>
<td>4</td>
<td>7</td>
<td>1</td>
<td>5</td>
<td>2</td>
<td>3</td>
<td></td>
<td></td>
<td>78</td>
</tr>
<tr>
<td>10 311</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>11 77</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12 352</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>13 392</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>14 344</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>15 79</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>16 483</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

**Off-Pattern (OP):**
- Cannot pace above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain saddled during the day

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

---

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

**Judge's Signature:**

---

**Printed from HSW**
SHOW: Lubbock-Versatility  
CLASS: #13 - SHTX OTRL - Open Trail  
DATE: 04/07/2016

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:  
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incomplete or break of gate at walk or trot for two strides or less
- Both front or hind feet in a single-slade space at a walk or trot
- Skipping over or falling 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
- Dragged reins
- Break of gate at lope
- Break of gate at walk or trot for more than two (2) strides
- Two or three steps on mount/dismount or ground tie

5 Point Penalties:  
- Sparring in front of cinch
- Blasing disobedience
- Use of either hand to instill tear/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
- Failing to achieve the course number
- 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)

Off-Pattern (OP): Cancel those above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to display and remain displayed during the drag

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

---

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>Penalties</th>
<th>Tie-Breaker</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>RH Post Gate</td>
<td>-1</td>
<td>✓</td>
<td>419</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Trot Pass Gate</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Trot, Up Ht</td>
<td>0</td>
<td>✓</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Logs, chute</td>
<td>0</td>
<td>✓</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Stack, inc.</td>
<td>0</td>
<td>✓</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Trot behind</td>
<td>0</td>
<td>✓</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>160' walk</td>
<td>0</td>
<td>✓</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Drag at trot</td>
<td>0</td>
<td>✓</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Penalty Total: 69
Score: 69

---

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from HSW
# MANEUVER SCORES

<table>
<thead>
<tr>
<th>W/O #</th>
<th>Tie-Breaker</th>
<th>CONTENT</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF-PATTERN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 478</td>
<td>7 8 3 1 4 2 5</td>
<td>-1/2 -1/2 -1/2 0 -1/2 0</td>
<td>-1/2</td>
<td>-1/2</td>
<td>42</td>
<td>65</td>
<td>OP</td>
<td>1/2</td>
<td>73</td>
<td>72</td>
<td>1/2</td>
<td>68</td>
<td>70</td>
<td></td>
</tr>
<tr>
<td>2 485</td>
<td>8 2 1 1/2 1/2 1/2 1/2 1/2 1/2</td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>1/2</td>
<td>73</td>
<td>72</td>
<td>1/2</td>
<td>68</td>
<td>70</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3 352</td>
<td>0 1/2 1/2 1/2 1/2 1/2</td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>1/2</td>
<td>73</td>
<td>72</td>
<td>1/2</td>
<td>68</td>
<td>70</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4 392</td>
<td>0 -1 -1/2 -1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5 419</td>
<td>0 0 0 0 0 0 0 0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>6 343</td>
<td>0 0 0 0 1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7 318</td>
<td>1 1/2 1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>8 311</td>
<td>1/2 1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

**JUDGE'S SIGNATURE:**

Printed from HSW
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
  - Over-spin or under-spin up to 1/8 turn

1 Point Penalties:
- Over-bowed (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
- Trailing beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:
- Spuming in front of cinch
- Blatant disobedience
- Use of other hand to instill fear/pause
- 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 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/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points
1/2 Extremely Poor - 1/2 Very Poor - 1/2 Poor - 3/4 Correct - 3/4 Good - 3/4 Very Good - 3/4 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Penalty</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>77</td>
<td>1 1/2</td>
<td>-1 -1/2</td>
</tr>
<tr>
<td>10</td>
<td>345</td>
<td>1 2/2</td>
<td>1 1/2</td>
</tr>
<tr>
<td>11</td>
<td>483</td>
<td>1 1/2</td>
<td>-1/2   0 0 0 0</td>
</tr>
<tr>
<td>12</td>
<td>485</td>
<td>1/2</td>
<td>-1/2   -1/2 0 0 0</td>
</tr>
<tr>
<td>13</td>
<td>486</td>
<td>SCRATCH</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>405</td>
<td>1/2</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>356</td>
<td>1/2</td>
<td>-1/2   -1/2 1/2 0 0</td>
</tr>
<tr>
<td>16</td>
<td>454</td>
<td>1/2</td>
<td></td>
</tr>
</tbody>
</table>

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:
VERSATILITY RANCH HORSE - REINING

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
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:
- Over-bounded (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 reins

2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on foot-in patterns
- Failure to be in a lope prior to the first marker or 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 1/2 length of arena

5 Point Penalties:
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to install tearprase
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between bridle reins (except two rein)
per maneuver
- Attempt to alter tension or length of reins from the bit 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-Point (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, checking 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/rover
- Improper western attire

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>MANEUVER SCORES</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Tie-Breaker</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Maneuver Description</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Penalty</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Penalty</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Penalty</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Penalty</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Penalty</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Penalty</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
</tr>
</tbody>
</table>

Each horse/rover team is scored on 0-100 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

2 1/2 1/2 1/2 - 0 - 1/2 - 1/2 - 1/2 - 1/2

1 1/2 (1/2) OP

JUDGE'S NAME (PRINTED):  
JUDGE'S SIGNATURE:
VERSATILITY RANCH HORSE - RANCH COW WORK

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 - Failing to drive the cow past the gate
L - Failing to drive the cow past the corner marker on the first turn
P - Working out of position
R - Two-loop catch in amateur and youth classes
S - Slipping reins
T - Failure to drive the 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 the cow
B - In an open field turn animal gets within 3 feet of the end fence before being turned
R - Failure to catch or rope in amateur and youth classes

8 Point Penalties:
E - Exhausting 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
R - Two-loop catch when roping in open/cowboy classes

6 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 other hand to neddle, lean, or praise
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 roller reins (except two reins) per maneuver
R - Failure to catch when roping in open/cowboy classes

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

SHOW: Lubbock - Versatility
CLASS: #19 - SHOTX Ow - Open Working Cow
DATE: 04/07/2018

RUN CONTENT
Each horse/holder team is scored between 0-100 points and automatically begins the run with a score of 75 points
1.0 = Excellent Pass; 1.0 Very Poor; .5 Poor; 0.0 Fault; .5 Good; 1.0 Very Good; 1.5 Excellent

<table>
<thead>
<tr>
<th>W/O #</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>478</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>392</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>311</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>489</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>77</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>419</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>485</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>335</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

JUDGE'S SIGNATURE: [Signature]
Printed from HSW
### AQHA Stock Horse of Texas

**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:** Lubbock-Versatility  
**CLASS:** #19 - SHTX OWCH - Open Working Cow  
**DATE:** 04/07/2018

---

**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
- R: Two-loop catch in amateur and youth classes
- S: Slipping reins
- T: Failure to drive cow past middle marker on first turn
- V: Over-bridled (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

---

**3 Point Penalties:**
- E: Exhausting 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
- R: Two-loop catch when roping in open/cowboy classes

**6 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
- D: Use of either hand to instill fear/punish
- H: Use of two hands (except in an attitude or hackamore) per maneuver
- M: More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver
- R: Failure to catch when roping in open/cowboy classes

---

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

---

**RUN CONTENT**

Each horse/rodeo team is scored on 0-100 points and automatically begins the run with a score of 70 points.

<table>
<thead>
<tr>
<th>W/D</th>
<th>BOXING</th>
<th>FENCING (FORM &amp; QUALITY)</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
<th>2 POINTS</th>
<th>1 POINTS</th>
<th>10 POINTS</th>
<th>TOTAL</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>4</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>0 73</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>5</td>
<td>4</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>0 75</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3 56</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>6 58</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>12 50</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2 68</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1 16</td>
<td></td>
</tr>
</tbody>
</table>

---

**JUDGE'S NAME (PRINTED):**  
**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 or the end of the arena to turn the cow when going down the fence
- E - Choosing 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 - Stepping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (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 it roping in amateur and youth classes

### 3 Point Penalties:
- E - Exhausting 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
- R - Two-loop catch when roping in open/cowboy classes

### 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 - Blisters, looseness
- E - Use of either hand to instill fear/panic
- H - Use of two hands (except in snaffle bit or hackamores) per maneuver
- M - More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver
- R - Failure to catch when roping in open/cowboy classes

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

## RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>BOATING</th>
<th>RATING</th>
<th>FENCE TURNS (Form &amp; Quality)</th>
<th>CIRCLING</th>
<th>ROPEING</th>
<th>TRACK &amp; RATE</th>
<th>STOP &amp; HOLD</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>SCORE</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>17</td>
<td>352</td>
<td>4 1/2  +1</td>
<td>1 1/2</td>
<td>+1</td>
<td>+1</td>
<td>+1 1/2</td>
<td>+1</td>
<td>+1 1/2</td>
<td>0 1/2</td>
<td>0 1/2</td>
<td>0 1/2</td>
<td>R</td>
<td>3</td>
<td>73</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>345</td>
<td>4 1/2  +1</td>
<td>1 1/2</td>
<td>0</td>
<td>+1</td>
<td>+1 1/2</td>
<td>0</td>
<td>0</td>
<td>0 1/2</td>
<td>0 1/2</td>
<td>0 1/2</td>
<td></td>
<td>3</td>
<td>73</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>483</td>
<td>4 1/2  0</td>
<td>0 1/2</td>
<td>0</td>
<td>0 1/2</td>
<td>-1 1/2</td>
<td>0</td>
<td>0 1/2</td>
<td>0 1/2</td>
<td>0 1/2</td>
<td>0 1/2</td>
<td></td>
<td>3</td>
<td>73</td>
<td></td>
</tr>
</tbody>
</table>

**Judge's Signature:**

Printed from HSW