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

**SHOW:** Sweetwater-Versatility  
**CLASS:** #30 - SHTX NPPL - Non Pro Pleasure  
**DATE:** 08/04/2018

### 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

### 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 circh
- 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

### 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
- Lame
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/hider
- Improper western attire

### Maneuver Scores

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

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- Overreaching (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
- Skipping over or falling into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting in balance)
- Split pole in lope over

5 Point Penalties:
- Sparring in front of cinch
- Blatant disobedience
- Use of either hand to illegal stance
- Use of two hands (except in small toe 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: Extremely Poor
- 2: Very Poor
- 3: Poor
- 4: Fair
- 5: Good
- 6: Very Good
- 7: Excellent

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### Off-Pattern (OP)
- Cannot place above others who complete pattern correctly
- Breaching pattern
- Leasing arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain healed during the drag

### Disqualification (DQ)
- Abuse
- Lame
- Dismiss or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

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**Judge’s Signature:**

Printed from HSW
### VERSATILITY RANCH HORSE - REINING

#### PATTERN

- **SHOW:** Sweetwater Versatility
- **CLASS:** #34 - SHTX NPRN - Non Pro Reining
- **DATE:** 08/04/2018

#### 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 tenes 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 1/2 length of arena

#### 5 Point Penalties:
- Spurning in front of cinch
- Blatant disobedience
- Use of either hand to instill fear (reward)
- 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 bride 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

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### MANEUVER SCORES

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#### 10 POINT PENALTY

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
**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 while going down the fence
- E: Changing sides of arena to turn cow
- L: For each wrong turn 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-braked (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

4 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 instill fear/praise
- H: Use of two hands (except in slant bit 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 chase 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)

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### PENALTIES

- Off-Pattern (OP): Cannot pass 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 attempt any part of the class
- R: Complete loss of rope

### Disqualification (DQ):
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- E: Illegal equipment
- F: Fall of horse/rode
- N: Improper western attire

---

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

**JUDGE'S SIGNATURE:**

Printed from HSW