# Versatility Ranch Horse - Ranch Riding

**Patterns:**
- 2 Pattern

**Show:** World Show #2

**Class:** #60 - SHTX IPLS - Intermediate Pleasure

**Date:** 10/27/2018

## Manuever 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>W/O</th>
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<th>Maneuver Description</th>
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**Judge's Name (Printed):**

**Judge's Signature:**

Printed from HSW
# AQHA
# AMERICAN QUARTER HORSE ASSOCIATION

# SHHT
# Stock Horse of Texas

## VERSATILITY RANCH HORSE - RANCH RIDING

### SHOW: World Show #2
### CLASS: #60 - SHTX IPLS - Intermediate Pleasure
### DATE: 10/27/2018

#### 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 lopes
- Break of gait at walk or trot for more than two (2) strides

#### 5 Point Penalties:
- Sparring in front of cinch
- Blatant disobedience
- Use of other hand to instill fear/punishment
- 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
- Lameness
- Dishonesty or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

## MANEUVER SCORES

Each horse/rider team is scored between 9-100 points and automatically begins the run with a score of 70 points

- 1.0 Extremely Poor, 1.1 Very Poor, 1.2 Poor, 1.3 Correct, 1.4 Good, 1.5 Very Good, 1.6 Excellent

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

**JUDGE'S SIGNATURE:**

Printed from HSW
# Versatility Ranch Horse - Ranch Riding

## Pattern

**SHOW:** World Show #2  
**CLASS:** #60 - SHTX IPLS - Intermediate Pleasure  
**DATE:** 10/27/2018

### 1 Point Penalties:
- Over-briddled (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

### 5 Point Penalties:
- 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 obviously and consistently carried in an unnatural manner in every maneuver)

### Off-Pattern (ORP):
- Cannot place above others who complete pattern correctly:
  - Breasting 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

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

### Maneuver Description

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### 10 Point Penalty

- Unnatural Ranch Horse Appearance (Horse's tail is obviously and consistently carried in an unnatural manner in every maneuver)

### Off-Pattern (ORP):
- Cannot place above others who complete pattern correctly:
  - Breasting 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

---

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

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Printed from HSW
# Versatility Ranch Horse - Ranch Riding

**Pattern**
- 2

**Show:** World Show #2

**Class:** #60 - SHTX IPLS - Intermediate Pleasure

**Date:** 10/27/2018

1. **Point Penalties:**
   - Over-bitted (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. **3 Point Penalties:**
   - Wrong lead or out of lead
   - Draped reins
   - Break of gait at lopes
   - Break of gait at walk or trot for more than two (2) strides

3. **5 Point Penalties:**
   - Spurring in front of stanch
   - Bistort 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

4. **10 Point Penalty:**
   - Unnatural Ranch Horse Appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

6. **Disqualification (QQ):**
   - Abuse
   - Lameness
   - Disrespect or misconduct
   - Illegal equipment
   - Fall of horse/hooder
   - Improper western attire

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**Maneuver Scores**

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

- 1/2 Extremely Poor
- 1/4 Very Poor
- 3/4 Poor
- 1/2 Good
- 1 Very Good
- 1/2 Excellent

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

**Judge's Signature:**

Printed from HSW
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-trike 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 liver

5 Point Penalties:
- Spinning in front of clinch
- Bland 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 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

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

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

## OBSTACLE 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 Very Poor, 1/2 Poor, 3 Bad, 1/2 Good, 1 Very Good, 1/2 Excellent

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

**JUDGE'S SIGNATURE:**

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

**SHOW:** World Show #2  
**CLASS:** #62 - SHTX ITRL - Intermediate Trail  
**DATE:** 10/27/2018

#### 1 Point Penalties:
- Over-ridden (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  
- Jump out of or hind feet in a single stride 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 hope over

#### 5 Point Penalties:
- Spurring in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/please  
- 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

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

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

### OBSTACLE SCORES

Each horse/riders team score between 0-100 points and automatically begins the round 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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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**  
**Printed from HSW**
**Versatility Ranch Horse - Trail**

**SHOW:** World Show #2

**CLASS:** #62 - SHTX ITRL - Intermediate Trail

**DATE:** 10/27/2018

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

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

### 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 hackamores) 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 stops on mount/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
- Repeated blatant disobedience
- Failure to daily and remain disdained during the drag

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

---

### Obstacle Scores

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

**Judge's Signature:**

Printed from HSW

---

1 Point Penalties: 0
3 Point Penalties: 0
5 Point Penalties: 0
Off-Pattern: 0
Disqualification: 0

**Total Score:** 63 OP
### VERSATILITY RANCH HORSE - TRAIL

**DATE:** 10/27/2018

#### 1 POINT Penalties:
- Over-briddled (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 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
- Blistant disobedience
- Use of either hand to instill fear/praize
- 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

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#### JUDGE'S SIGNATURE:

Printed from HSW
### PATTERN

**SHOW:** World Show #2  
**CLASS:** #64 - SHTX IRNN - Intermediate Reining  
**DATE:** 10/27/2018

#### 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 fence when approaching a stop and/or rollback  
- Over-spin or under-spin up to 1/8 turn

#### 1 Point Penalties:
- Over-birdied (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:
- Spurring in front of cinch  
- 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 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 appear above others who complete pattern correctly  
- Breaching 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 Extreme Poor - 1 Very Poor - 1/2 Poor - 0 Correct - 1/2 Good - 1 Very Good - 1/2 Excellent

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JUDGE'S NAME (PRINTED):  
JUDGE'S SIGNATURE: Printed from HSW
**Pattern 6**

**Show:** World Show #2  
**Class:** #64 - SHTX IRNN - Intermediate Reining  
**Date:** 10/27/2018

**1/2 Point Penalties:**  
- Starting a circle or exiting a rollback at a trot for up to two sides  
- 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-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 turn departure on trot-in patterns  
- Failure to be in a turn prior to the first marker on run-in patterns  
- Failure to completely pass the specified marker before initiating a stop position  
- Traveling beyond 2 circles, but less than 1/2 circle or 1/2 length of arena

**5 Point Penalties:**  
- Spurring in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/prance  
- 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)  
- Leaning arena before pattern is complete  
- Repeated blatant disobedience

**Disqualification (DO):**  
- Abuse  
- Latiency  
- 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.

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**Maneuver Score Table:**

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

**JUDGE'S SIGNATURE:**

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

**SHOW:** World Show #2  
**CLASS:** #64 - SHTX IRNN - Intermediate Reining  
**DATE:** 10/27/2018  

### 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 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
- Treading beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

---

**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 Very Poor
- 1/2 Poor
- 1/2 Correct
- 1/2 Good
- 1 Very Good
- 1/2 Excellent

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points, and automatically begins the run with a score of 200 points.

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**Tie-Breaker:**
- 0
- 0

**Maneuver Description:**
- S & B to Center
- Right Circle
- Left Circle
- Change
- Change
- S & B
- 3 1/2 R
- 3 1/2 L

**Penalty**
- 0
- -1/2
- -1/2
- -1
- -1/2
- -1
- 0

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

**JUDGE'S SIGNATURE:**

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# AQHA

## VRH - LIMITED COW WORK (Amateur/Youth)

### SHOW: World Show #2

### CLASS: #66-SHTX/WCH-IntermediateWorkingCow

### DATE: 10/27/2018

#### 1 Point Penalties:
- A: Loss of working advantage
- D: Failure to drive cow passed middle marker on second drive before time expires
- P: Working out of position
- S: Slipping reins
- V: Over bridled (per maneuver)
- W: Out of frame (per maneuver)

#### 2 Point Penalties:
- K: Knocking down the cow without having a working advantage
- L: Losing a cow while boxing

#### 5 Point Penalties:
- B: Spurring in front of clinch
- C: Blistast disobedience
- E: Use of either hand to instill fear/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 normal reins (except two rein) (per maneuver)

### 18 Point Penalty:
- U: 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

### Disqualification (DQ):
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse/rider
- I: 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

- +1/2 Extremely Bored, -1/2 Very Poor, -2 Poor, -3 Poor, -4 Good, +1/2 Very Good, +1 Excellent

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### PENALTIES

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### SCORE | OP

- **90**
- **65**
- **73**
- **59**
- **60**
- **60**
- **70**

JUDGE'S NAME (PRINTED): [Signature]

JUDGE'S SIGNATURE: [Signature]

Printed from HSW
### Point Penalties:
1. Loss of working advantage
2. Failure to drive cow passed middle marker on second drive before time expires
3. Working out of position
4. Sloping rein
5. Over-birded (per maneuver)
6. Out of frame (per maneuver)

### 3 Point Penalties:
1. Knocking down the cow without having a working advantage
2. Losing a cow while boxing

### 5 Point Penalties:
1. Sparring in front of cinch
2. Blatant disobedience
3. Use of either hand to instill fear/pain
4. Use of two hands (except in snaffle bit or hackamore) per maneuver
5. More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

### Off-pattern (OP):
- Cannot place above others who complete pattern correctly

### Disqualification (DQ):
1. Abuse
2. Lameness
3. Disrespect or misconduct
4. Illegal equipment
5. Fall of horse/rodeo
6. 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:

- 1/10 Excellent (E)
- 3/10 Very Good (VG)
- 5/10 Good (G)
- 7/10 Poor (P)
- 9/10 Very Poor (V)

### PENALTIES

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### JUDGE'S NAME (PRINTED):

### JUDGE'S SIGNATURE:

Printed from PWS
### RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. 1.0 Excellent. 1.5 Very Good. 2.0 Good. 2.5 Fair. 3.0 Poor.

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### PENALTIES

- **A**: Loss of working advantage
- **B**: Failure to drive cow passed middle marker on second drive before time expires
- **C**: Working out of position
- **D**: Slipping rein
- **E**: Over-handled (per maneuver)
- **F**: Out of frame (per maneuver)
- **G**: Knocking down the cow without having a working advantage
- **H**: Losing a cow while boxing
- **I**: Spurring in front of cinch
- **J**: Bland disobedience
- **K**: Use of either hand to assist in praise
- **L**: Use of two hands (except in snaffle bit or hackamore) per maneuver
- **M**: More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

### POINT PENALTY

- **U**: Unnatural Ranch Horse Appearance (horse's tail is obvious and consistently carried in unnatural manner in every maneuver)

### Off-Pattern (OP)

- **A**: Turning tail
- **B**: Repeated blatant disobedience
- **C**: Leaving arena before run is complete
- **D**: Schooling after entering the arena prior to calling for cow
- **E**: Schooling horse between cows, if new cow is awarded
- **F**: Failure to attempt any part of the class

### DISQUALIFICATION (DQ)

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

---

**JUDGE'S SIGNATURE:**

[Signature]