**STOCK HORSE REINING**

**VERSATILITY RANCH HORSE - REINING**

**PATTERN 1**

**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 under rollback (except in Level 3/Youth Reining Patterns #1)
- Over axle or under spin up to 1/6 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
- Slipping rein

**2 Point Penalties:**
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a leg departure or trot-in patterns
- Failure to be in a leg prior to the first mark on trot-in patterns
- Failure to completely pass the specified marker before initiating a stop position

**5 Point Penalties:**
- Spinning in front of the clock
- Blistant 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 w/o rein) per maneuver

**Of-Figure (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 transient disobedience
- Full horse/ rider run ends; credit will be given for work done

**DO:**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**MANEUVER SCORES**

Each maneuver 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, 0.5 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

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<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Return</th>
<th>Walk</th>
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**JUDGE'S SIGNATURE:**

[Signature]

Carl McCuiston

*Printed from HSW*
### AQHA
#### Stock Horse Reining
##### Versatility Ranch Horse - Reining

**Pattern 1**

### 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 in Level 1/Youth Reining Pattern #1)
- Over- or under-passing up to 1/8 turn

### 5 Point Penalties:
- Spurring in front of or behind the horse
- Blatan disobedience
- Use of either hand to instigate an impulse
- Use of two hands (except to assist with bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rein reins (except two rein) per maneuver

### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuver (i.e., ever or under spinning, breaking more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/ground run ends; credit will be given for work done

### Do:
- Lameness
- Abuse
- Illegal equipment
- Disservice or misconduct
- Improper western attire

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#### Maneuver Scores

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**Judge's Signature:**

Carl McCuistion
SHOW: SHOT Versatility Ranch-Bryan
CLASS: #30 - SHOT NPPL - Non Pro Pleasure
DATE: 09/24/2016

STOCK HORSE REINING
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 (except in 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
- Slip pin

2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a stop or paterns
- Failure to be in a trot prior to the first marker on running patterns
- Failure to completely pass the specified marker before initiating a stop position

5 Point Penalties:
- Spurring in front of cock
- Bland disobedience
- Use of either hand to instill fear/pain
- Use of more than one set of reins to control the horse
- More than one finger between the reins

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 bristling disobedience
- Fall horse/rider; run ends; credit will be given for work done

Q:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

MANEUVER SCORES
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 75 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 SIGNATURE: Carl McCuiston
Printed from HSW
## STOCK HORSE TRAIL
### VERSATILITY RANCH HORSE - TRAIL

### 1-Point Penalties:
- Each hit, bite, or stepping on a log, corner, 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-gaited space as a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on downcount or ground tie except shifting to balance

### 2-Point Penalties:
- Wrong lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 3-3 steps on downcount or ground tie

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### Judge's Signature

Carl McCuistion

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

### 1 Point Penalties:
- Each hit, bite, or stepping on a leg, cone, plant or any component of the obstacle
- Incorrect or break of gate at walk or trot for two strides or less
- Bush front or hind leg in a single-stride space at a walk or trot
- Slipping over or falling into step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance

### 5 Point Penalties:
- Spinning in front of circh
- Delayed disobedience
- Use of either hand to instill fear or 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 reins) per maneuver
- Knocking over, stepping out of, or taking off of an obstacle
- Dropping an object required to be soared
- 1st or 2nd cumulative refusal
- Letting go of gate

### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 2nd refusal
- No attempt to perform contact
- Repeated blatant disobedience
- Fail horse/rode, run ends; credit will be given for work done

### DO:
- Lame
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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### AQHA
### SHOT
### AMERICAN QUARTER HORSE ASSOCIATION
### Stock Horse of Texas Association
### STOCK HORSE REINING
### VERSATILITY RANCH HORSE - REINING

#### PATTERN 3

- **SHOW:** SHOT Versatility Ranch-Bryan
- **CLASS:** #34 - SHOT NPNR - Non Pro Reining
- **DATE:** 09/24/2016

#### 5 Point Penalties:
- Spurning in front of crinch
- Blunt disobedience
- Use of any other hand to instill fear/pain
- Use of two hands (except in a trail bit or hackamore) per maneuver
- 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
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, banking more than two strides)
- Leaving arena before pattern is complete
- Repeated blunt disobedience
- Fall horse/riders, run ends; credit will be given for work done

#### DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- 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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#### JUDGE'S SIGNATURE:

Joe Hayes

Printed from HSW
SHOW: SHOT Versatility Ranch - Bryan
CLASS: #34 - SHOT NFRN - Non Pro Reining
DATE: 09/24/2016

STOCK HORSE REINING
VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two strickers
- 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 in Level I/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/2 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 by each quarter of a circle the horse is out of lead
- Over or under spinning 1/4 to 1/2 turn
- Slipping rein

2 Point Penalties:
- Break of gate
- Fires up in spins or rollbacks
- Failure to stop or walk before executing a legal departure or test-in patterns
- Failure to be in a legal position to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to push/lead/prance
- Use of two hands except in snaffle bit or hackamore per maneuver
- More than one finger between split reins or any fingers between split reins (except two reins) per 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
- Repetition of pattern
- Flat toward rider (i.e., time credit will be given for work done)

DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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JUDGE'S SIGNATURE: Joe Hayes

Printed from HSW
# AQHA AMERICAN QUARTER HORSE ASSOCIATION

# SHOT

## Stock Horse of Texas Association

### Stock Horse Reining

#### Versatility Ranch Horse - Reining

**SHOW:** SHOT Versatility Ranch-Bryan  
**CLASS:** #34 - SHOT NPRN - Non Pro Reining  
**DATE:** 09/24/2016

### Pattern

**Point Penalties:**
- Stopping a circle or causing 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 in Level 1 Youth Reining Pattern #1)
- Over-spin or under-spin up to 18 turnover

**1 Point Penalties:**
- Out of at least 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 18 to 14 turnover
- Slipping rein

**2 Point Penalties:**
- Break of gait
- Freezing up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on-trail-in patterns
- Failure to be in a stop position to the first marker or run-in patterns
- Failure to completely pass the specified marker before reassuming a stop position

### Maneuver Scores

Each horse/ rider team is scored between 0-10 points and automatically begins the run with a score of 70 points.

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### Judge's Signature:

Joe Hayes

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

### 1 Point Penalties:
- A: Loss of working advantage
- B: Using the corner or the end of the arena to turn the cow when going down the fence
- C: Changing sides of arena to turn cow
- D: For each length horse runs past cow
- E: Working out of position
- F: Overdogs
- G: 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 to within 3 feet of the end fence before being turned

### 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
  - Missed first loop
  - Losing a cow while boxing

### 5 Point Penalties:
- A: Failure to turn the cow both directions on the fence
- B: Spurning or hitting in front of cinch at any time
- C: Ristant disobedience
  - Failure to catch
  - Use of either hand to instill fear/praise
  - Use of two hands (except on snaffle bit or hackamore) per maneuver
  - More than one finger between split reins or any fingers between narial reins (except two reins) per maneuver

### RUN CONTENT

Each horse and team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1-2: One Equal Point, 1.0 Equal Point: 1.0 Equal Point: 1.0 Equal Point: 1.0 Equal Point
- 0-1: One Equal Point

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**Judge's Signature:**

E. W. Wilson

Printed from HSW
### STOCK HORSE COW WORK
### 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 - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- S - Slipping rail
- 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

**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
  - Missed first loop
  - Losing a cow while boxing

**5 Point Penalties:**
- A - Failure to turn the cow both directions on the fence
- B - Squiring or hitting in front of cinch at any time
- C - Baited disobedience
  - Failure to catch
  - Use of either hand to straighten praise
  - Use of two hands (except on snaffle bit or hackamore) per maneuver
  - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

---

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**JUDGES SIGNATURE:**

Earnest Wilson

**CLASS:** #36 - SHOT NPWC - Non Pro Working Cow

**DATE:** 09/24/2016

**SHOW:** SHOT Versatility Ranch-Bryan

**SHOT**

Stock Horse of Texas Association
### STOCK HORSE COW WORK

**VERSATILITY RANCH HORSE - RANCH COW WORK**

**Penalties:**
- **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: Skipping run
  - 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 turn animal gets within 5 feet of the end fence before being turned

- **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
  - L: Missing first loop
  - L: Losing a cow while backing

- **5 Point Penalties:**
  - A: Failure to turn the cow both directions on the fence
  - B: Sparring or hitting in front of cattle at any time
  - C: Blatant disobedience
  - D: Failure to catch
  - E: Use of other hand to insult head/ground
  - F: Use of two hands (except in an off side or hackamore per maneuver
  - G: More than one finger between split reins or any fingers
  - H: Between normal reins (except two rein)

**OTHER THINGS:**
- A: Abuse
- B: Lasseness
- C: Illegal equipment
- D: Improper western attire
- E: Disrespect or misconduct

---

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**JUDGE'S SIGNATURE:**

Earnest Wilson
# AQHA Stock Horse of Texas Association

## VERSATILITY RANCH HORSE - CUTTING

### 1 Point Penalties:
- A - Losing working advantage
- C - Working out of position
- D - Toe, foot or stirrup on shoulder

### 3 Point Penalties:
- B - Cattle picked up or scattered
- D - Back fence
  - Spurring on shoulder
  - Pawing or biting cattle

### 5 Point Penalties:
- A - Horse quitting cow
- B - Losing a cow

### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Not working two cattle (open, cowboy and amateur division only)

### Penalty Score 0:
- D - Illegal equipment
- Excessive disturbance of herd

### RUN CONTENT:
- Hard Work • Driving a Cow • Controlling the Cow • Working Center of Arena
- Degree of Difficulty • Amount of Courage

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**JUDGE'S SIGNATURE:**

Joe Hayes

Printed from HSW
### Versatility Ranch Horse - Cutting

**SHOW:** SHOT Versatility Ranch-Bryan  
**CLASS:** #380 - AQHA 282000 - Amt VRH Ranch Cutting  
**DATE:** 09/23/2016

#### 3 Point Penalties:
- A - Losing working advantage  
- C - Working out of position  
- D - Toe, foot or stirrup on shoulder

#### 5 Point Penalties:
- A - Horse quitting cow  
- B - Losing a cow

Off-Pattern (OP): Cannot place above others who complete pattern correctly  
Not working two cattle (open, cowboy and amateur division only)

#### Penalty Score 0:
- D - Illegal equipment  
- E - Excessive disturbance of herd

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**Judge's Signature:**  
Joe Hayes

Printed from HSW
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**1 Point Penalties:**
A - Losing working advantage  
C - Working out of position  
D - Toe, foot or stirrup on shoulder

**3 Point Penalties:**
B - Cattle picked up or scattered  
D - Back fence  
- Spurring on shoulder  
- Paving or biting cattle

**5 Point Penalties:**
A - Horse quitting cow  
B - Losing a cow

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Not working two cattle (open, cowboy and amateur division only)

**Penalty Score Off:**
D - Illegal equipment  
- Excessive disturbance of herd

**Judge's Signature:**

Joe Hayes