# Stock Horse Pleasure

## Versatility Ranch Horse - Ranch Riding

### Point Penalties:
- Overbidded
- Out of frame
- Too slow
- Gapping mouth
- Break or gallop at Walk or trot for two (2) strides or less

### 3 Point Penalties:
- Wrong 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 pull/unravel
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between central reins (except two reins) per maneuver

### Pattern

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>PENALTY</th>
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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.

- 1/2 Extremely Poor, 1/2 Very Poor, 1/2 Poor, 1/2 Correct, 1/2 Good, 1/2 Very Good, 1/2 Excellent

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### Judges Signature:

Earnest Wilson

Printed from HSW
### STOCK HORSE PLEASURE

#### VERSATILITY RANCH HORSE - RANCH RIDING

**1 Point Penalties:**
- Overbowed
- Out of frame
- Too raw
- Hanging mouth
- Break of gait at Walk or trot for more than two (2) strides or loss

**3 Point Penalties:**
- Wrong lead
- Dipped 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 resist tear or praise
- Use of one hand (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins

**Off-Pattern (OP): Cannot place above others who complete pattern correctly.**
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated or blatant disobedience
- Fall horse/over, no credit; credit will be given for work done

**DO:**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- 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.

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<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Elt Walk</th>
<th>Trot</th>
<th>Elt Trot</th>
<th>Lope</th>
<th>Stop &amp; Draw</th>
<th>Walk</th>
<th>Lope</th>
<th>Elt Lope</th>
<th>Trot</th>
<th>Stop &amp; Back</th>
<th>PENALTY TOTAL</th>
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**JUDGE'S SIGNATURE:**

**EARNEST WILSON**

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Printed from HSW
**Stock Horse Pleasure**  
**Versatility Ranch Horse - Ranch Riding**

1 Point Penalties:
- Over-bridled
- Out of frame
- Two steps
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

3 Point Penalties:
- Wrong lead
- Disgrace race
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

5 Point Penalties:
- Spur in front of cinch
- Blatant disobedience
- Use of either hand to insist on pace
- 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

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse rider, run order, credit will be given for work done

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

### Maneuver Scores

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<thead>
<tr>
<th>W/O</th>
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<th>Tie-Breaker</th>
<th>Maneuver Description</th>
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<th>Trot</th>
<th>Exit Trot</th>
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<th>Stop &amp; Reverse</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
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<td>59</td>
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**Judge's Signature:**  
Earnest Wilson
## STOCK HORSE TRAIL
### VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- 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 failing to stop into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance

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

**5 Point Penalties:**
- Spurring in front of cinch
- Belayed disobedience
- Use of either hand to install teargrip
- Use of two hands (except to 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 falling off of an obstacle
- Dropping an object required to be carried
- 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
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

**DQ:**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Impeper: 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 Extra 3rd Pk, 1/2 Extra 1st Pk, 1/2 2nd Pk, 1/or 2nd 3rd Pk, 1/or 2nd 4th Pk, +1/2 5th 6th Pk, +1/2 7th 8th Pk, +1/2 9th 10th Pk

| W/C | #  | Obstacle Description | PENALTY | CONTENT | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | PENALTY TOTAL | SCORE | OP |
|-----|----|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|-------------|-------|-----|
| 1   | 715| Log, Hut, Wall, Box, Groundhog, Spotted Dog | 3 | -1 | 1 | 3 | 1 | 5 | 13 | 15 | 3 | 19 | 46 | | | |
| 2   | 712| Penalty | -1/2 | -1/2 | 0 | 1/2 | 0 | 1/2 | 0 | 1/2 | 1 | 6 | 6 1/2 | | | |
| 3   | 624| Penalty | -1/2 | 1 | 0 | 1/2 | 0 | 0 | 1/2 | 1 | 0 | 6 | 6 1/2 | | | scratch |
| 4   | 703| Penalty | -1/2 | 1 | 0 | 1/2 | 0 | 1 | 1/2 | 1 | 0 | 6 | 6 1/2 | | | |
| 5   | 30 | Penalty | -1/2 | 1/2 | 1/2 | 1/2 | 0 | 1/2 | 1/2 | 0 | 1 | 7 | 70 1/2 | | | |
| 6   | 714| Penalty | -1/2 | 1/2 | 1/2 | 1/2 | 0 | 1/2 | 1/2 | 1 | 0 | 5 | 65 | | | |
| 7   | 711| Penalty | -1/2 | 1/2 | 1/2 | 1/2 | 0 | 1/2 | 1/2 | 1 | 0 | 4 | 67 1/2 | | | |
| 8   | 701| Penalty | -1/2 | 1/2 | 1/2 | 1/2 | 0 | 1/2 | 1/2 | 1 | 0 | 7 | 63 1/2 | | | |

**JUDGE'S SIGNATURE:**

Carl McCuison

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

### Point Penalties:
- Each bit, 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 square space at a walk or trot
- Skipping over or stepping into required space
- Incorrect number of strides, if specified
- One or more points dismount or ground tie except shifting to balance

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

### OBSTACLE SCORES

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### Judge's Signature:

Carl McCuiston
# STOCK HORSE REINING
## VERSATILITY RANCH HORSE - REINING

**Class:** #16 - SHOT ORNN - Open Reining

**Show:** SHOT Versatility Ranch - Bryan

**Date:** 09/24/2015

### 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 1/2 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
- Slipping

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

### 5 Point Penalties:
- Spurring in front of cinch
- Belligerent disobedience
- Use of either hand to pull or twist or to pull or twist the horse
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rostral claws (except two rostra) 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 twice, strikes)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/riders; run and credit will be given for work done

### No:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### MANEUVER SCORES

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**Judge's Signature:**

Joe Hayes

Printed from HSW
## STK 3 09/24/2016

**SHOW:** SHOT Versatility Ranch-Bryan  
**CLASS:** #16 - SHOT ORNN - Open Reining  

**MANEUVER SCORES**  
Each horse/team is scored between 0-100 points and automatically begins with a score of 70 points.  
- 1 1/2 Extremity Past, -1 Very Poor, -1/2 Poor, 0 Good, +1/2 Good, +1 Very Good, +1 1/2 Excellent.

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<th>SCORE</th>
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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
- C - Using the corner or the end of the arena to turn the cow when going down the arena
- E - Changing sides of arena to turn cow
- L - For each length horse turns past cow
- P - Working out of position
- S - Slipping 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 field turn animal gets within 3 feet of the end fence before being turned

**2 Point Penalties:**
- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking cow over the cow without having a working advantage
  - Missed first loop
  - Losing a cow while boxing

**3 Point Penalties:**
- A - Failure to turn the cow both directions or the fence
- B - Spurting or biting in front of clinch at any time
- C - Blatant disobedience
  - Failure to catch
  - 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 non-reins (except two reins) per maneuver

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly:
- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Fall horseholder; run ends; credit will be given for work done
- J - Scooting after entering the arena prior to cutting cow
- K - Schooling horse between cows; if rare cow is awarded
  - Failure to attempt any part of the class

**DD:**
- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire

**RUN CONTENT**

Each horse/holder team is scored from 0-100 points and automatically begins the run with a score of 10 points:

- 1/2 Demerit: Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1/2 Excellent

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<th>2: FUNCTION (For re-catch)</th>
<th>3: CIRCLING</th>
<th>4: ROPING</th>
<th>6: POS &amp; CONTROL</th>
<th>7: DEGREE OF DIFFICULTY</th>
<th>8: EYE APPEAL</th>
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<th>SCORE</th>
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**JUDGE’S SIGNATURE:**

Earnest 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 - Skipping the fence
- 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 - Spinning or hitting in front of the cinch at any time
- C - Rattling disobedience
  - Failure to catch
  - Use of either hand to instill fear/panic
  - Use of two hands (except in a natural bit or hackamore) per maneuver
  - More than one finger between split reins or any fingers between normal reins (except two per maneuver)

#### Off-Pattern Penalties:
- Can't place above others who complete pattern correctly
- A - Turning tall
- E - Repeated instances of disobedience
- H - Leaving arena before run is completed
- I - Fall horse/rodeo; run ends; credit will be given for work done
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

### Penalties:
- A - Abuse
- B - Lame
- G - Illegal equipment
- N - Improper western attire
- O - Disrespect or misconduct

### Run Content

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<th>Roping</th>
<th>Position &amp; Control</th>
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<th>Eye Appeal</th>
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**Judge's Signature:**

Earnest Wilson

[Printed from HSW]
SHOW: SHOT Versatility Ranch-Bryan
CLASS: #22 - AQHA 182000 - VRH Ranch Cutting
DATE: 06/23/2019

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 - Rack 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

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<th>5 POINTS</th>
<th>Herd Work</th>
<th>Control of Cow</th>
<th>Degree of Difficulty</th>
<th>Eye Appeal</th>
<th>Courage</th>
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JUDGE'S SIGNATURE: __________________________
Joe Hayes

Printed from HSW
## AQHA Stock Horse of Texas Association
### Versatility Ranch Horse - Cutting

**SHOW:** SHOT Versatility Ranch-Bryan  
**CLASS:** #22-AQHA 182060 - VRH Ranch Cutting  
**DATE:** 09/23/2016

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

### 3 Point Penalties:
- B - Cattle picked up or scattered
- D - Back soon
- 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: D:**  
- Illegal equipment
- Excessive disturbance of herd

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**Judge's Signature:**

Joe Hayes

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