# AQHA Stock Horse Pleasure Versatility Ranch Horse - Ranch Riding

**SHOW:** SHOT Versatility Ranch Riding  
**CLASS:** #50 - SHOT YPLS - Youth Pleasure  
**DATE:** 09/17/2016

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

## 2 Point Penalties:
- Wrong lead  
- Dropped reins  
- Break of gait at Lope  
- Break of gait at Walk or trot for more than two (2) strides

## 3 Point Penalties:
- Spinning in front of fence  
- Blatant disobedience  
- Use of other hand to instill fear/praise  
- Use of two hands (except in small bit or hooshmore) per maneuver  
- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

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## Maneuver Scores

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalty</th>
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**Judge's Signature:**

Earl M. Viethorn

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**PENALTY TOTAL**

**SCORE**

**OP**

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- 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 Excellent

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**Printed from IHW**
# Stock Horse Pleasure

## Versatility Ranch Horse - Ranch Riding

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

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

### 5 Point Penalties:
- Spanking in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/punish
- Use of two hands (except in snaffles bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two (2) per maneuver)

### Of- Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rodeo, run ends, credit will be given for work done

### DD:
- Lameness
- Abuse
- Legg equipment
- Disrespect or misconduct
- Improper western attire

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### Maneuver Scores

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<th>Trot Lope</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-reaching
- Out of frame
- Too slow
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

### 3 Point Penalties:
- Wrong 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 cinch
- Biting or disobedience
- Use of either hand to instill fear/pain
- Use of two hands (except for reins or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver

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### Maneuver Scores

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<thead>
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**Penalty Total | Score | OP**
---|---|---
17 734 | 7 1/2 | DQ
18 989 | 68 1/2 | 0
19 59 | 67 1/2 | 0
20 682 | 68 1/2 | 2
21 962 | 70 1/2 | 0
22 947 | 73 1/2 | 1
23 687 | 74 | 0
24 735 | 66 | 0

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**Judge's Signature:**

[Signature]

**Earnest Wilson**

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**Printed from HSW**
# AQHA
## Stock Horse Pleasure - Ranch Riding

### 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 ends; credit will be given for work done

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

### Maneuver Scores

| W/0 | #  | Maneuver Description | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT |
|-----|----|----------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| 25  | 705|                       |         |         |         |         |         |         |         |         |         |         | 23      |         |         |         |         |         |         |         |         |         |         |         |         | 6       | 6 1/2   |         |         |
| 26  | 978|                       |         |         |         |         |         |         |         |         |         |         | 0       | 0       | 1/2     | 1/2     | 0       | 0       | 1/2     | 1/2     | 0       | 0       | 1/2     | 1/2     | 0       | 0       | 1/2     | 1/2     | 69      |         |         |
# AQHA SHOT

**American Quarter Horse Association**

**Stock Horse of Texas Association**

**Novice/Youth Cow Work**

**Show:** SHOT Versatility Ranch-Bryan

**Class:** #39 - SHOT YWCH - Youth Working Cow

**Date:** 09/24/2016

## Point Penalties:
- Loss of working advantage
- Working out of position
- Sipping rain

## 3 Point Penalties:
- Knocking down the cow without having a working advantage
- Lasing a cow while boxing

## 5 Point Penalties:
- Spurring in front of cinch
- Bating disobedience
- Use of either hand to check/leash
- Use of two hands (except for snaffle-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) Penalties:
- Tuning tail
- Repeated blatant disobedience
- Fall horse/trick run and: credit will be given for work done
- Schooling horse in the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

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

## Run Content

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

- **1/2**: Extremely Poor
- **1**: Very Poor
- **2**: Poor
- **3**: Correct
- **4**: Good
- **5**: Very Good
- **6**: Excellent

## Scoring Table

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## Penalty Total

- **61**
- **60**
- **63**
- **73 1/2**
- **69**
- **74**
- **67 1/2**
- **71**
- **73**

**Earnest Wilson**

**Judge's Signature:**

**Printed from HSW**
**NOVICE/YOUTH COW WORK**

### RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 90 points:
- 1.0: Extremly Poor, 1 Very Poor, 1.5 Poor, 0 Correct, +1.5 Good, +1 Very Good, +1.5 Excellent.

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**TOTAL**

**SCORE**

- 74
- 71
- 66
- 63
- 72 1/2
- 79 1/2

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EARNEST WILSON  JUDGE'S SIGNATURE

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: Slipping rein
- 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 gets within 3 feet of the end fence before being turned

### 3 Point Penalties:
- A: Exercising or overworking the cow before circling or roping
- B: Hanging up on the fence (relaying to turn)
- C: Knocking down the cow without having a working advantage
- D: Missing first loop
- E: Losing a cow while boxing

### Off-penalties (OP): Cannot place above others who complete pattern correctly:
- A: Turning tail
- B: Spurred or hitting at front of cinch at any time
- C: Excessive disobedience
- D: Failure to catch
- E: Use of either hand to instill fear/pain
- F: Use of two hands (except in snaffle bit or hackamore) per maneuver
- G: More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

### RUN CONTENT

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### JUDGE'S SIGNATURE:

Joe Hayes

Printed from HSW
### STOCK HORSE COW WORK
#### VRH - LIMITED RANCH COW WORK

**Point Penalties:**
1. Loss of working advantage
2. Working out of position
3. Slipping rein
4. Knocking down the cow without having a working advantage
5. Lining a cow while boxing

**Penalty:**
- Cannot place above others who complete pattern correctly
- Failure to attempt any part of the pattern

**Points:**
- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct

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#### RUN CONTENT
Each horseshifter team is scored between 0 and 100 points and automatically begins the run with a score of 75 points.

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<th>EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
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**Judge's Signature:**

Joe Hayes

*Printed from HSW*
**STOCK HORSE COW WORK**

**VRH - LIMITED RANCH COW WORK**

### 1 Point Penalties:
- A - Loss of working advantage
- P - Working out of position
- S - Slipping rein

### 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 cinch
- C - Gaited disobedience
- I - Use of either hand to instill fear/praise
- Use of two reins (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins or two reins per maneuver

---

### RUN CONTENT

Cash horse/individual 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, 0 Correct, +1/2 Good, +1 Very Good, +1 Excellent

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### Tie-Breaker

- PENALTY CONTENT

---

**JUDGE'S SIGNATURE:**

Joe Hayes

**Printed from HSW**
### 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 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 step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground for except shifting to balance

**3 Point Penalties:**
- Woven lead
- Dropped 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

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly:
- Breaking pattern
- Leaping arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience
- Fall horse/ rider; sum and credit will be given for work done

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

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**JUDGE'S SIGNATURE:**

Carl M. McEuen

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

### POINT PENALTIES:
- Each fit, bits, or stepping on a log, cone, plant, or any component of the obstacle
- Incorrect or break of gate at walk or trot for two strides or less
- Dual front or hind feet in a single-truck space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step or dismount or ground tie except shifting to balance

### 5 POINT PENALTIES:
- Spurring in front of cinch
- Biting disobedience
- Use of either 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 reins (except two reins) per maneuver
- Knocking over, stepping out of, or tripping 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 start/desist
- Fall horse/riders; run ends; credit will be given for work done

### DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- 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, 3-4 Poor, 5-6 Fair, 7-8 Good, 9-10 Excellent

| W/O | #  | Tie-Breaker | Obstacle Description | Penalty | Contest | 1 | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | Penalty Total | Score | OP |
|-----|----|-------------|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 9   | 42 | 2           | Log 2 Lg Ls Tint Logs Chute Walk Logs Walk Bridge RH Gate SPL Fst Trck Trk Fst Fst | -1 1 1 0 1 0 -1.5 -1.5 -1.5 -1.5 | 41 | 60 4 0 0 |
| 10  | 59 | 3           | Log 5 Lg Ls Tint Logs Chute Walk Logs Walk Bridge RH Gate SPL Fst Trck Trk Fst Fst | -1.5 -1.5 0 1 -1 1 -1.5 -1.5 -1.5 -1.5 | 35 | 20 4 0 0 |
| 11  | 22 | 5           | Log 5 Lg Ls Tint Logs Chute Walk Logs Walk Bridge RH Gate SPL Fst Trck Trk Fst Fst | -1 1 1 0 1 0 -1.5 -1.5 -1.5 -1.5 | 5 6 0 0 0 |
| 12  | 962| 3           | Log 5 Lg Ls Tint Logs Chute Walk Logs Walk Bridge RH Gate SPL Fst Trck Trk Fst Fst | -1.5 0 1 0 -1.5 1.5 -1.5 -1.5 -1.5 -1.5 | 5 6 4 0 0 |
| 13  | 13 | 1           | Log 5 Lg Ls Tint Logs Chute Walk Logs Walk Bridge RH Gate SPL Fst Trck Trk Fst Fst | -1 1 1 0 1 0 -1.5 -1.5 -1.5 -1.5 | 6 6 3 0 0 |
| 14  | 753| 1           | Log 5 Lg Ls Tint Logs Chute Walk Logs Walk Bridge RH Gate SPL Fst Trck Trk Fst Fst | -1 1 1 0 1 0 -1.5 -1.5 -1.5 -1.5 | 9 5 2 0 0 |
| 15  | 925| 1           | Log 5 Lg Ls Tint Logs Chute Walk Logs Walk Bridge RH Gate SPL Fst Trck Trk Fst Fst | -1 1 1 0 1 0 -1.5 -1.5 -1.5 -1.5 | 3 6 4 0 0 |
| 16  | 705| 1           | Log 5 Lg Ls Tint Logs Chute Walk Logs Walk Bridge RH Gate SPL Fst Trck Trk Fst Fst | -1 1 1 0 1 0 -1.5 -1.5 -1.5 -1.5 | 8 6 2 0 0 |

**JUDGE'S SIGNATURE:**

Carl McCuiston

Printed from HSW
**STOCK HORSE TRAIL**

**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** SHOT Versatility Ranch-Bryan  
**CLASS:** #33 - SHOT YTRL - Youth Trail  
**DATE:** 09/24/2016

### 5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand in (not) foapraise
- 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 falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Gate-open refusal

### 3 Point Penalties:
- Wrong lead
- Dropped reins
- Break of gait at Log 1
- Break of gait at Tread Trotter for more than two (2) strides
- 2 or 3 steps on an obstacle or ground tie

### OBSTACLE SCORES

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**JUDGE'S SIGNATURE:**  
Carl McCuistion  
Printed from HSW
# AQHA SHOW:
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 B:**
- D - Illegal equipment
  - Excessive disturbance of hard

## PENALTIES

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**JUDGE’S SIGNATURE:**

Joe Hayes
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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 6:
D - Illegal equipment
- Excessive disturbance of herd