

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION

PATTERN

2

SHOW: SHOT Versatility Ranch Hamilton

CLASS: #30 - SHOT NPPL - Non Pro Pleasure

DATE: 08/06/2016

STOCK HORSE PLEASURE

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bridled
- 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
- 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 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 romal reins (except two rein) 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 ends; credit will be given for work done

DQ:

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

W/O	#	MANEUVER SCORES											PENALTY TOTAL	SCORE	OP
		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													
Tie-Breaker		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back				
Maneuver Description															
1	624	PENALTY													
		CONTENT	+1/2 +1	+1/2	+1/2 +1	+1/2	0	+1/2	+1	+1/2				81	
2	497	PENALTY	+3												
		CONTENT	+1	+1	+1	+1/2	+1/2	+1/2	+1/2	+1	+1		5	78 1/2	
3	515	PENALTY													
		CONTENT	-1/2 +1	0	+1	-1/2 -1	+1/2	+1	+1	+1/2				73	
4	604	PENALTY													
		CONTENT	+1	+1	+1	+1/2	+1/2	+1	+1/2	+1/2	+1	+1/2		81 1/2	
5	660	PENALTY													
		CONTENT	+1	+1/2	+1/2	+1/2	0	+1/2	0	0	0	+1/2		73 1/2	
6	637	PENALTY					-33								
		CONTENT	+1	+1/2	+1/2	+1/2	+1/2	-1/2	+1	+1	+1	+1/2		6	71
7	523	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1	+1		82 1/2	
8	620	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1		84	

JUDGE'S SIGNATURE:

EARNEST WILSON

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AQHA

AMERICAN QUARTER
HORSE ASSOCIATION



PATTERN

2

SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #30 - SHOT NPPL - Non Pro Pleasure

DATE: 08/06/2016

STOCK HORSE PLEASURE

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bridled
- 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
- 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 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 romal reins (except two rein) 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 ends; credit will be given for work done

DQ:

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

W/O		#	MANEUVER SCORES												PENALTY TOTAL	SCORE	OP
			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														
Tie-Breaker																	
Maneuver Description			Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back					
9	✓	584	PENALTY													82	
			CONTENT	+1/2	+1/2	+1/2	+1	+1	+1	+1	+1	+1/2	+1				
10	✓	636	PENALTY													80	
			CONTENT	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1	+1/2	+1/2				
			PENALTY														
			CONTENT														
			PENALTY														
			CONTENT														
			PENALTY														
			CONTENT														
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			CONTENT														
			PENALTY														
			CONTENT														
			PENALTY														
			CONTENT														

JUDGE'S SIGNATURE:

EARNST WILSON

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SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #32 - SHOT NPTR - Non Pro Trail

DATE: 08/06/2016

**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 fee 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 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
- 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 romal reins (except two rein) 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
- Improper western attire

W/O	#		OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
			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													
Tie-Breaker			1	2	3	4	5	6	7	8	9	10				
Obstacle Description			Lope Logs L	Trot Logs	Walk Logs	Walk Bridge	S Box 270 S	RH Gate	SPL	Drag 8 trot						
1	637	PENALTY	111				OP		5.5				13	59.5	1	
		CONTENT	-1	H/2	+1/2	+1/2	+1/2	0	1	-1/2						
69																
2	497	PENALTY		11									2	70 1/2		
		CONTENT	0	0	0	0	+1/2	+1/2	-1/2	+1						
3	624	PENALTY					OP							69	0	
		CONTENT	0	-1	0	0	0	+1/2	+1/2	-1						
mixed speed																
4	523	PENALTY		1	11								3	66		
		CONTENT	0	0	0	-1/2	0	0	+1/2	-1						
70																
5	636	PENALTY	1	1			OP	1					3	66	1	
		CONTENT	-1/2	0	0	0	-1/2	+1/2	0	-1/2						
6	620	PENALTY	1	1									2	72 1/2		
		CONTENT	0	+1/2	+1/2	+1/2	+1	-1	+1							
73 1/2																
7	584	PENALTY	111						11				5	59 1/2		
		CONTENT	-1	-1/2	0	0	-1	-1	-1	-1						
65 1/2																
8	604	PENALTY	113	1	1								7	64		
		CONTENT	-1	0	0	0	+1/2	0	+1/2	+1						

JUDGE'S SIGNATURE:

Chris Hardcastle

Chris Hardcastle

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AQHA

AMERICAN QUARTER
HORSE ASSOCIATION



PATTERN

3

SHOW: SHOT Versatility Ranch Hamilton

CLASS: #2 SHOT NPRN - Non Pro Reining

DATE: 08/06/2018

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
- 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

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 romal 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, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

DQ:

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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		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												
		1	2	3	4	5	6	7	8	9	10			
Tie-Breaker														
Maneuver Description		3 Circles Right, Lead	3 Circles Left Lead Chng	Run Stop	3 1/2 Spins Right	Run Stop	3 1/2 Spins Left	Stop & Back						
1	637	PENALTY	1 1/2									3	64 1/2	
		CONTENT	0	-1/2	-1/2	0	-1/2	-1/2	-1/2					
			66 1/2	66		65 1/2	65	64 1/2						
2	483	PENALTY												
		CONTENT												
3	497	PENALTY	52									7	EM	0
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	-1/2	0				60 1/2	
			69 1/2											
4	636	PENALTY											71	
		CONTENT	0	0	+1/2	0	+1/2	0	0					
					70 1/2		71							
5	584	PENALTY			2							2	67	
		CONTENT	0	0	-1/2	0	-1/2	-1/2	+1/2					
					67 1/2		67							
6	515	PENALTY										OFF	Pattern	0
		CONTENT	0	0	0	0	-1/2	0	0				69 1/2	
							69 1/2							
7	582	PENALTY						1/2				1/2	67 1/2	
		CONTENT	0	-1/2	-1/2	-1/2	0	-1/2	0					
			69 1/2	69	68 1/2		67 1/2							
8	523	PENALTY	1									1	69 1/2	
		CONTENT	0	0	+1/2	0	0	0	0					

JUDGE'S SIGNATURE:

Trigg Rentiro

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AMERICAN QUARTER
HORSE ASSOCIATION



PATTERN

3

SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #34 - SHOT NPRN - Non Pro Reining

DATE: 08/06/2016

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
- 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

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 romal 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, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

DQ:

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

W/O	#		MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
			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												
			1	2	3	4	5	6	7	8	9	10			
Tie-Breaker															
Maneuver Description			3 Circles Right Lead	3 Circles Left Lead Change	Run Stop	3 1/2 Spins Right	Run Stop	3 1/2 Spins Left	Stop & Back						
9	620	PENALTY											7 1/2		
		CONTENT	0	0	+1/2	0	+1/2	0	+1/2						
			70 1/2 71												
10	604	PENALTY							1/2				1/2	69	
		CONTENT	0	0	-1/2	+1/2	0	0	-1/2						
			69												
		PENALTY													
		CONTENT													
		PENALTY													
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		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S SIGNATURE:

Trigg Rentfro

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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 rein
- 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 - Spurring or hitting in front of cinch 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 romal reins (except two rein) 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 horse/rider; 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

DQ:

- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
 - Disrespect or misconduct

W/O	#		RUN CONTENT											PENALTY TOTAL	SCORE	OP
			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													
			BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING			POSITION & CONTROL	DEGREE OF DIFFICULTY			
L	R	L			R	TRACK	RATE	STOP & HOLD								
1	483	PENALTY														
		CONTENT	0	0	+1/2	0			0	+1/2	+1	+1/2	0	+1/2		73
2	636	PENALTY	3/8													
		CONTENT	0	-1/2	-1/2	-1/2	0	+1/2				0	0	0	3	65
3	582	PENALTY				5										
		CONTENT	+1/2	-1	-1		-1/2	0				0	0	-1	5	62
			70 1/2	68 1/2	68 1/2	69								67		
4	637	PENALTY														
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1				+1	0	0		75
5	523	PENALTY	1													
		CONTENT	0	-1/2	-1/2	-1/2			0	-1/2	-1	0	0	0	1	66
6	613	PENALTY	11		25	5A										
		CONTENT	-1	-1/2			-1	-1				-1/2	0	-1/2	14	48 1/2
7	620	PENALTY														
		CONTENT	0	-1/2	-1/2	0	0	0				-1/2	0	-1/2		68 ⁺
8	624	PENALTY														
		CONTENT	-1	-1/2	+1/2	-1/2	0	0				-1/2	+1/2	-1/2		68

JUDGE'S SIGNATURE:

Jan Dublin

Janette Marie Dublin

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AMERICAN QUARTER
HORSE ASSOCIATION

STOCK HORSE COW WORK

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: SHOT Versatility Ranch-Hamilton

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

DATE: 08/06/2016

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 rein
- 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 - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
 - Failure to catch
 - Use of either hand to instill fear/praise
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 - More than one finger between split reins or any fingers between romal reins (except two rein) 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 horse/rider; 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

DQ:

- A - Abuse
- B - Lameness
- G - Illegal equipment
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- Disrespect or misconduct

W/O	#		RUN CONTENT											PENALTY TOTAL	SCORE	OP
			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													
			BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING			POSITION & CONTROL	DEGREE OF DIFFICULTY			
L	R	L			R	TRACK	RATE	STOP & HOLD								
9	538	PENALTY			111											
		CONTENT	-1/2	-1/2	-1	-1/2			0	0	0	-1/2	0	0	3	64
10	604	PENALTY					1	1							2	61
		CONTENT	-1	-1/2	-1	-1/2	-1	-1				-1	0	-1		
11	584	PENALTY			2	11						11			6	57
		CONTENT	0	-1	-1 1/2	-1 1/2	-1/2	0				-1 1/2	0	-1		
12	497	PENALTY														
		CONTENT	-1/2	-1/2	0	0	0	0				0	0	0		69
13	655	PENALTY				1	1					1			3	63 1/2
		CONTENT	0	0	0	-1 1/2	-1	-1/2				-1/2	0	0		
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S SIGNATURE:

Jan Dublin

Janette Marie Dublin

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