

**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			2	4	5	7	8	1	9	3	6	10			
Maneuver Description			W	L	EL	T	SR	EW	T	ET	L	SB			
1	✓	508	PENALTY												
			CONTENT	+1/2	+1/2	0	+1/2	-1/2	-1/2	0	0	+1/2	0		71
71															
2	✓	491	PENALTY												
			CONTENT	+1	+1	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1		75 1/2
3	✓	502	PENALTY												
			CONTENT	0	+1	0	+1/2	0	+1/2	+1/2	+1	+1	0		74 1/2
4	✓	547	PENALTY												
			CONTENT	-1/2	+1	0	0	-1/2	0	-1/2	0	+1/2	+1/2		70 1/2
69 1/2    70 1/2                      70                      69 1/2                      70    70 1/2															
5	✓	646	PENALTY												
			CONTENT	0	+1/2	-1/2	+1/2	+1/2	0	0	0	-1/2	-1/2		70
6	✓	484	PENALTY		-3										
			CONTENT	0	0	+1/2	-1/2	0	0	+1/2	+1/2	0	+1/2	3	68 1/2
70 1/2    70                      70 1/2    71                      71 1/2															
7	✓	492	PENALTY				-3			-3	-3				
			CONTENT	-1/2	0	0	-1/2	-1/2	-1	-1/2	-1/2	-1/2	0	9	54
8	✓	485	PENALTY												
			CONTENT												

JUDGE'S SIGNATURE:

EARNEST WILSON

Printed from HSW

AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION

PATTERN

2

SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #70 - SHOT VPLS - Novice 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
Tie-Breaker		2	4	5	7	8	1	9	3	6	10			
Maneuver Description		W	L	EL	T	SR	EW	T	ET	L	SB			
9	544	PENALTY												
		CONTENT	-1/2	0	-1	-1	0	+1/2	+1/2	0	0	0	68 1/2	
10	571	PENALTY	-5	-5	-5	-5	-5	-3	-5	-5	-5		2 handed	
		CONTENT	-1/2	+1	0	+1/2	0	-1/2	0	-1/2	0	0	53	16
			68 1/2	70 1/2		71		69 1/2		69				
11	603	PENALTY						-3		-3			6	55 1/2
		CONTENT	0	-1	-1	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1		
12	500	PENALTY										-3	3	70
		CONTENT	+1	+1	+1/2	0	+1/2	+1	+1/2	0	-1/2	0		
			71	72	72 1/2		73	74	74 1/2		73			
13	532	PENALTY												67 1/2
		CONTENT	+1/2	-1	0	0	-1	0	0	-1/2	-1/2	0		
14	480	PENALTY												75 1/2
		CONTENT	+1	0	+1/2	+1/2	+1	+1	0	+1/2	+1/2	+1/2		
15	601	PENALTY						-1					1	73 1/2
		CONTENT	+1	+1	+1/2	0	0	-1/2	+1	+1/2	+1	0		
			71	72	72 1/2			73	73	73 1/2	74 1/2			
16	505	PENALTY												71
		CONTENT	-1/2	+1/2	0	+1/2	0	+1/2	0	0	+1/2	-1/2		

JUDGE'S SIGNATURE:

EARNST WILSON

Printed from HSW

# AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION



PATTERN

2

SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #70 - SHOT VPLS - Novice 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			2	4	5	7	8	1	9	3	6	10					
Maneuver Description			W	L	SL	T	SR	EW	T	ET	L	SB					
17	✓ 503	PENALTY															
		CONTENT	-1/2	0	+1/2	0	-1/2	-1/2	-1	+1/2	-1/2	-1					
18	✓ 602	PENALTY									-1						
		CONTENT	+1	+1	+1	+1/2	+1	+1	+1	+1	+1/2	0					
19	✓ 647	PENALTY															
		CONTENT	0	-1/2	-1	+1/2	0	0	0	0	+1/2	0					
			69 1/2	68 1/2	69									69 1/2			
20	✓ 564	PENALTY															
		CONTENT	0	+1	+1/2	-1/2	0	-1	+1/2	+1/2	+1/2	0					
			71	71 1/2	71									71 1/2			
21	✓ 574	PENALTY															
		CONTENT	0	0	+1/2	+1/2	0	-1/2	-1/2	+1/2	0	0					
															70 1/2		
22	✓ 553	PENALTY															
		CONTENT	0	+1/2	0	0	0	+1/2	0	0	+1/2	+1/2					
															72		
23	✓ 522	PENALTY															
		CONTENT	+1	+1	+1/2	+1	+1/2	-1/2	+1/2	+1	+1	+1/2					
															76 1/2		
24	✓ 560	PENALTY															
		CONTENT															

JUDGE'S SIGNATURE:

EARNEST WILSON

Printed from HSW

**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			2	4	5	7	8	1	9	3	6	10				
Maneuver Description			W	L	EL	T	SR	EW	T	ET	L	SB				
25	648	PENALTY														
		CONTENT	-1/2	0	+1/2	+1	+1/2	+1/2	+1	+1	+1/2	0			74 1/2	
26	562	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1	+1/2			74 1/2	
27	665	PENALTY	SCRATCHED													
		CONTENT	SCRATCHED													
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S SIGNATURE: \_\_\_\_\_

*Earnest Wilson*

EARNEST WILSON

*27*

Printed from HSW



**STOCK HORSE TRAIL**  
**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** SHOT Versatility Ranch-Hamilton

**CLASS:** #71 - SHOT VTRL - Novice Trail

**DATE:** 08/06/2016

**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	SP L	Ex Trot 8					
1	564	PENALTY		1									1	66	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2					
2	502	PENALTY								1			1	66 1/2	
		CONTENT	0	0	0	0	-1	-1/2	-1/2	-1/2					
3	562	PENALTY											0	70	
		CONTENT	-1/2	0	+1/2	-1/2	0	0	0	+1/2					
4	601	PENALTY								OP			0	67 1/2	
		CONTENT	0	0	-1/2	+1/2	-1/2	0	-1	-					
5	508	PENALTY											0	67	
		CONTENT	-1	-1	0	-1	-1/2	0	0	+1/2					
6	492	PENALTY		3,3				1					7	59 1/2	
		CONTENT	-1	-1	0	0	-1/2	-1	-1/2	+1/2					
7	646	PENALTY		1					11				3	64 1/2	
		CONTENT	-1/2	0	0	0	-1	-1/2	-1/2	OP					
8	491	PENALTY												71	
		CONTENT	0	0	0	0	-1/2	+1	0	+1/2					

JUDGE'S SIGNATURE:

*Chris Hardcastle*

Chris Hardcastle

KW

Printed from HSW

**SHOW:** SHOT Versatility Ranch-Hamilton

**CLASS:** #71 - SHOT VTRL - Novice 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

**DO:**

- 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												
		1	2	3	4	5	6	7	8	9	10			
Tie-Breaker														
Obstacle Description		Lope Logs L	Trot Logs	Walk Logs	Walk Bridge	S Box 270 S	RH Gate	SPL	Ex Trot 8					
9	648	PENALTY										0	69 1/2	
		CONTENT	0	+1/2	+1/2	-1	0	0	0	-1/2				
10	602	PENALTY	33	111	1							10	57 1/2	
		CONTENT	-1	-1	0	-1	-1/2	0	0	+1				
11	503	PENALTY	3									3	63 1/2	
		CONTENT	-1	0	0	0	-1	0	-1	-1/2				
12	480	PENALTY			11		3					5	61	
		CONTENT	-1/2	-1/2	-1/2	0	+1/2	0	-1	0				
13	484	PENALTY		1			1					2	66	
		CONTENT	-1	-1/2	0	0	-1/2	0	-1/2	+1/2				
14	532	PENALTY	13				3					7	58	
		CONTENT	-1/2	-1	0	0	-1	0	-1/2	-1				
15	500	PENALTY	1	1					3			25	61 1/2	
		CONTENT	-1	-1	0	0	-1/2	0	0	-1				
16	547	PENALTY	11	11				1.5				10	57	
		CONTENT	-1/2	0	0	-1	-1/2	-1/2	-1	+1/2				

JUDGE'S SIGNATURE:

*Chris Hardcastle*  
Chris Hardcastle

KW

Printed from HSW

**SHOW:** SHOT Versatility Ranch-Hamilton

**CLASS:** #71 - SHOT VTRL - Novice 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

**DO:**

- 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 LL	Trot Logs	Walk Logs	Walk Bridge	S Box 270 S	RH Gate	SP L	Ex Trot 8					
17	522	PENALTY						1					1	70
		CONTENT	-1/2	0	0	0	0	+1/2	+1/2	+1/2				
18	553	PENALTY	1				1	1	3				6	58 1/2
		CONTENT	-1	-1	0	0	-1/2	-1	-1	-1				
19	603	PENALTY	5 1/2	1			1	1	5 1/2				17	48
		CONTENT	-1/2	-1	0	0	-1	-1	-1/2	0				
20	544	PENALTY	5					1					6	59
		CONTENT	-1/2	-1	0	-1/2	-1	0	-1	0				
21	505	PENALTY	1		1		1						3	62
		CONTENT	-1	-1/2	-1/2	-1	-1	0	-1	0				
22	571	PENALTY	1				1	5	5	5			17	47
		CONTENT	-1	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				
23	574	PENALTY	3	1 1/2									6	63 1/2
		CONTENT	-1	-1/2	0	0	-1/2	+1/2	0	+1				
		PENALTY												
		CONTENT												

JUDGE'S SIGNATURE:

*Chris Hardcastle*

Chris Hardcastle

*kw*

Printed from HSW

AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION

PATTERN

7

SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #72 - SHOT VRNN - Novice 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		5	6	7	1	3	2	4	8					
Maneuver Description		Trot to center stop	RL L Change	LL L Change	Run down center stop	3 1/2 R	Run down center	3 1/2 L	Run past center stop					
1	492	PENALTY							2			2	66	
		CONTENT	+1/2	0	0	-1/2	-1/2	-1/2	-1/2	-1/2				
		70 1/2 70 69 1/2 69 68 1/2 66												
2	480	PENALTY	2	2, 2, 2	2, 2, 2	2		2		2	no log	off pattern		
		CONTENT	0	-1	0	-1	0	-1	-1/2	-1/2			18	46
		70 69 1/2 69 68 1/2 66												
3	505	PENALTY	1, 2, 2	2								7	59 1/2	
		CONTENT	-1/2	0	-1/2	-1	-1/2	-1/2	-1/2					
		64 1/2 62 1/2 62 61 60 1/2 60 59 1/2												
4	508	PENALTY						1/2				1/2	67	
		CONTENT	0	-1/2	0	-1/2	-1/2	-1/2	0	-1/2				
		69 1/2 69 68 1/2 67 1/2												
5	646	PENALTY		2, 1, 2, 2								OFF Pattern	9	56.5
		CONTENT	0	-1/2	0	-1	-1/2	-1	-1	-1/2				
		62 1/2 60 1/2 59 1/2 59 58 57 56 1/2												
6	484	PENALTY		2			1/2					2 1/2	64 1/2	
		CONTENT	0	0	0	-1	-1/2	-1/2	-1/2	-1/2				
		68 67 66 65 1/2 65 64 1/2												
7	564	PENALTY			2, 2		1/2					4 1/2	60	
		CONTENT	0	-1/2	-1/2	-1	-1	-1/2	-1	-1				
		69 1/2 65 64 63 1/2 62 61 60												
8	602	PENALTY			1/2, 1/2							3 1/2	64 1/2	
		CONTENT	+1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2	0				
		70 1/2 70 66 65 1/2 65 64 1/2												

JUDGE'S SIGNATURE:

Trigg Rentfro

Printed from HSW



# AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION



PATTERN

7

## STOCK HORSE REINING

## VERSATILITY RANCH HORSE - REINING

SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #72 - SHOT VRNN - Novice Reining

DATE: 08/06/2016

### 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														
9	562	PENALTY							2			2	65 1/2	
		CONTENT	+1/2	0	0	-1	+1/2	+1/2	-1/2	-1/2				
			70 1/2			69 1/2	69	68 1/2	68	65 1/2				
10	491	PENALTY		1								1	71 1/2	
		CONTENT	+1/2	0	0	+1/2	0	+1/2	+1/2	+1/2				
			70 1/2	69 1/2		70		70 1/2	71					
11	526	PENALTY											72 1/2	
		CONTENT	+1/2	0	0	+1/2	0	+1/2	+1/2	+1/2				
12	571	PENALTY			1			2		1/2		3 1/2	64	
		CONTENT	+1/2	0	0	-1	-1/2	-1/2	-1/2	-1/2				
			70 1/2		69 1/2	68 1/2	68	65 1/2	65	64				
13	502	PENALTY		4		2				2		8	60	
		CONTENT	+1/2	-1/2	-1/2	+1/2	-1/2	-1/2	-1/2	-1/2				
			70 1/2	66	65 1/2	64		63	62 1/2	60				
14	522	PENALTY		2								2	67	
		CONTENT	+1/2	0	0	-1/2	-1/2	0	-1/2	0				
			70 1/2	68 1/2		68	67 1/2		67					
15	532	PENALTY		2	2, 1	2, 2		2		2 spins		OFF 13	Pattern 52	
		CONTENT	+1/2	-1/2	-1/2	-1	-1	-1/2	-1	-1				
			70 1/2	68	64 1/2	59 1/2	58 1/2	56	55	54				
16	547	PENALTY		1, 2	2					2 spins		5	59 1/2	
		CONTENT	0	0	-1/2	-1	-1	-1	-1	-1				
			67	64 1/2	63 1/2	62 1/2	61 1/2	60 1/2	59 1/2					

JUDGE'S SIGNATURE:

Trigg Rentfro

Printed from HSW

# AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION



PATTERN

7

SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #72 - SHOT VRNN - Novice 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

### MANUEVER 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

W/O	#		1	2	3	4	5	6	7	8	9	10	PENALTY TOTAL	SCORE	OP
		Tie-Breaker													
		Maneuver Description													
17	553	PENALTY	0	0	1	0	0	0	-1/2	1/2	0		OFF 1 1/2	Pattern 67.5	11
		CONTENT	0	0	0	0	0	-1/2	-1/2	0					
18	503	PENALTY	1/2						2				2 1/2	62 1/2	
		CONTENT	0	-1/2	-1	-1	-1	-1	-1/2						
				69	68	67	66	65	64 1/2						
19	500	PENALTY			2 1/2			2					OFF 8	Pattern 58.5	
		CONTENT	+1/2	0	0	-1/2	-1	-1	-1/2						
			70 1/2		64 1/2	64	63	60	59	58 1/2					
20	574	PENALTY			4								4	62	
		CONTENT	0	0	-1/2	-1/2	-1/2	-1	-1	-1/2					
					65 1/2	65	64 1/2	63 1/2	62 1/2						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S SIGNATURE:

Trigg Rentfro

Printed from HSW

SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #73-SHOT VWCH - Novice Working Cow

DATE: 08/06/2016

## NOVICE/YOUTH COW WORK

### 1 Point Penalties:

- Loss of working advantage
- Working out of position
- Slipping rein

### 3 Point Penalties:

- Knocking down the cow without having a working advantage
- Losing a cow while boxing

### 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

- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done
- Schooling after entering 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

W/O	#	OP		RUN CONTENT					PENALTY TOTAL	SCORE	
				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 MANEUVERS							
Tie-Breaker				POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES			
Tie-Breaker				1	3	2	4				
1	571		PENALTY	5				2 HANDS	5	60 1/2	
			CONTENT	-1	-1	-1 1/2	-1				
2	562		PENALTY							71	
			CONTENT	+ 1/2	+ 1/2	0	0				
3	508		PENALTY	11					2	66 1/2	
			CONTENT	-1	- 1/2	0	0				
4	522		PENALTY							69 1/2	
			CONTENT	0	0	- 1/2	0				
5	491		PENALTY	1						67 1/2	
			CONTENT	- 1/2	0	- 1/2	- 1/2				
6	602		PENALTY	1					1	68 1/2	
			CONTENT	0	0	0	- 1/2				
7	547		PENALTY	1					1	66 1/2	
			CONTENT	-1	-1	0	- 1/2				
8	564		PENALTY							71 1/2	
			CONTENT	+ 1/2	0	+ 1/2	+ 1/2				
✓ 9	553		PENALTY							68 1/2	
			CONTENT	- 1/2	-1	0	0				
10	646		PENALTY							68 1/2	
			CONTENT	0	- 1/2	- 1/2	- 1/2				

<b>SHOW:</b>	SHOT Versatility Ranch-Hamilton
<b>CLASS:</b>	#73-SHOT VWCH- Novice Working Cow
<b>DATE:</b>	08/06/2016

## NOVICE/YOUTH COW WORK

### 1 Point Penalties:

- Loss of working advantage
- Working out of position
- Slipping rein

### 3 Point Penalties:

- Knocking down the cow without having a working advantage
- Losing a cow while boxing

### 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

- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

### DO:

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

W/O	#	OP		RUN CONTENT					PENALTY TOTAL	SCORE	
				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 MANEUVERS							
Tie-Breaker				POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES			
				1	3	2	4				
✓ 11	526		PENALTY								71 1/2
			CONTENT	+ 1/2	0	+ 1/2	+ 1/2				
12	505		PENALTY								69
			CONTENT	- 1/2	0	- 1/2	0				
13	532		PENALTY	3						3	64
			CONTENT	- 1	- 1/2	- 1/2	- 1				
14	492		PENALTY								72 1/2
			CONTENT	+ 1/2	- 1	+ 1/2	+ 1/2				
15	503		PENALTY	1						1	67 1/2
			CONTENT	- 1/2	- 1	0	0				
16	480		PENALTY	5, 3				2 HANDS on Rein		8	60 1/2
			CONTENT	- 1	- 1/2	0	0				
17	484		PENALTY	1							70 1/2
			CONTENT	+ 1/2	0	+ 1/2	+ 1/2				
18	574		PENALTY								72
			CONTENT	+ 1/2	+ 1/2	+ 1/2	+ 1/2				
19	500		PENALTY								70 1/2
			CONTENT	0	0	+ 1/2	0				
20	502		PENALTY								69 1/2
			CONTENT	0	- 1/2	0	0				