

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION



PATTERN

2

SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #10 - SHOT OPLS - Open 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 Lopec
- 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

Diff. Tie Breaker

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	7	1	10	3	6	4	9	8	5						
Maneuver Description			Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back						
1	659	PENALTY																
		CONTENT	+1 1/2	+1 1/2	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1	+1				82 1/2		
			73			74 1/2	76	77 1/2	79	80 1/2	81	82						
2	537	PENALTY																
		CONTENT	0	-1/2	-1/2	-1	-1/2	0	-1/2	0	-1/2	-1 1/2				65		
						69	68	67 1/2		67		66 1/2	65					
3	551	PENALTY				-5									5	68		
		CONTENT	+1 1/2	+1 1/2	+1	-1/2	-1/2	-1/2	+1/2	0	0	0						
			71 1/2	73	74		73											
4	577	PENALTY																
		CONTENT	+1/2	+1	+1	+1/2	+1/2	+1	+1/2	+1	+1	+1 1/2				78 1/2		
			72 1/2			73 1/2	74 1/2	75	76	77	78 1/2							
5	487	PENALTY																
		CONTENT	+1	+1	+1 1/2	+1 1/2	+1	+1 1/2	+1	+1 1/2	+1	+1				87		
			72	73 1/2	74	75	76 1/2	77 1/2	79	80	81							
6	606	PENALTY																
		CONTENT	+1 1/2	+1	+1 1/2	+1	+1	+1 1/2	+1	+1 1/2	+1	+1 1/2				82 1/2		
			72 1/2	74	75	76	77 1/2	78 1/2	80	81	82 1/2							
7	627	PENALTY																
		CONTENT	0	+1/2	0	+1/2	+1	+1	+1/2	0	+1	+1 1/2				76		
						71	72	73			74 1/2	76						
8	482	PENALTY																
		CONTENT	1	1	1													

JUDGE'S SIGNATURE:

EARNEST WILSON

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Tie-Breaker		2	7	1	10	3	6	4	9	8	5					
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back					
9	642	PENALTY														
		CONTENT	+1	+1	+1/2	+1	+1	+1	+1	+1/2	+1	+1/2				
		72 73 1/2 74 1/2 78 1/2 79 1/2													87	
10	630	PENALTY														
		CONTENT	+1	+1/2	+1/2	+1	+1	+1	+1	+1	+1/2	+1/2				
															78	
11	514	PENALTY														
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1				
															83 1/2	
12	579	PENALTY														
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2				
															84	
13	649	PENALTY														
		CONTENT	+1	+1	+1/2	+1/2	+1/2	+1/2	+1	+1	+1	+1				
															80	
14	594	PENALTY	-3													
		CONTENT	0	-1/2	0	0	0	+1/2	+1/2	+1	+1	0				
														3	65 1/2	
15	548	PENALTY														
		CONTENT	+1	+1	+1/2	+1/2	+1/2	+1	+1/2	+1	+1/2	0				
														79 1/2	69 1/2	
16	580	PENALTY				-1		-1								
		CONTENT	+1/2	+1/2	+1	0	+1/2	-1/2	+1/2	+1	+1	+1				
														2	73 1/2	

71 70 71 1/2 72 70 1/2 71 1/2 72 70 73 1/2

76

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Tie-Breaker			2	7	1	10	3	6	4	9	8	5				
Maneuver Description			Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back				
17	✓	632	PENALTY													82 1/2
			CONTENT	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2	-1/2	+1 1/2	+1 1/2	+1 1/2			
			71	72 1/2	74	75 1/2	77	78 1/2	78	79 1/2	81	82 1/2				
18		616	PENALTY		OP			OP								74 OP
			CONTENT	-1/2		+1	+1/2	-1 1/2	+1	+1	+1	+1 1/2	0			
			69 1/2		70 1/2	71	68 1/2	70 1/2	71 1/2	72 1/2	74					
19	✓	638	PENALTY													75
			CONTENT	+1/2	+1/2	+1	0	0	+1/2	+1/2	+1	+1	0			
20	✓	631	PENALTY													73
			CONTENT	0	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2			
21	✓	608	PENALTY													84
			CONTENT	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1			
22	✓	593	PENALTY													79
			CONTENT	+1/2	+1	+1/2	+1/2	+1	+1/2	+1	+1/2	+1	+1/2			
23	✓	555	PENALTY													76 1/2
			CONTENT	+1	+1	+1	+1	+1/2	0	+1/2	+1	+1/2	0			
24	✓	541	PENALTY													80 1/2
			CONTENT	+1 1/2	+1	+1	+1	+1/2	+1/2	+1/2	+1	+1	+1 1/2			

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		Tie-Breaker	2	7	1	10	3	6	4	9	8	5			
		Maneuver Description	Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back			
25	650	PENALTY													
		CONTENT	+1/2	+1/2	0	+1	+1/2	+1	+1/2	+1/2	+1	+1			78 1/2
26	592	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1	+1/2	+1	+1			82
27	609	PENALTY													
		CONTENT	+1	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1	+1	+1/2			83
28	661	PENALTY													
		CONTENT	0	0	0	-1/2	0	+1/2	0	0	-1/2	-1/2			69
29	513	PENALTY				-1									
		CONTENT	+1	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2		1	80
30	576	PENALTY													
		CONTENT	+1	+1	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0			76 1/2
31	595	PENALTY		-3											
		CONTENT	-1	-1	-1	0	0	0	0	+1/2	0	-1		3	63 1/2
32	628	PENALTY													
		CONTENT	+1	+1	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1	+1/2			83

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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	7	1	10	3	6	4	9	8	5				
Maneuver Description			Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back				
33	✓ 559	PENALTY														
		CONTENT	+1	+1 1/2	+1	+1	0	+1	+1	+1	+1/2	0			78	
34	✓ 578	PENALTY		-1												
		CONTENT	1 1/2	+1	+1	+1	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2		1	82	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
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		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S SIGNATURE:

Earnest Wilson
EARNEST WILSON

LR

Printed from HSW

SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #13 - SHOT OTRL - Open 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 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 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

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- 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 LL	Trot Logs	Walk Logs	Walk Bridge	S Box 270 S	RH Gate	SP L	Drag 8 trot					
1	609	PENALTY											0	75	
		CONTENT	+1	+1	+1	+1	+1/2	+1/2	0	0					
75															
2	577	PENALTY					10P						1	69 1/2	✓
		CONTENT	0	+1/2	+1/2	0	-1/2	0	0	0					
10 1/2															
3	513	PENALTY					1		1				2	68	
		CONTENT	0	0	0	0	-1/2	+1/2	-1/2	+1/2					
6 1/2															
4	487	PENALTY	1	1									1	73 1/2	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1					
7 1/2 73 1/2															
5	579	PENALTY	1		1		OP			OP			2	68	✓
		CONTENT	0	+1/2	0	+1/2	0	+1/2	-1/2	-1					
6	593	PENALTY	1	1						11			4	63	
		CONTENT	0	0	0	-1/2	-1/2	-1/2	-1/2	-1					
68 62															
7	627	PENALTY											Scratch		
		CONTENT													
8	548	PENALTY								11			2	67	
		CONTENT	-1/2	0	0	0	0	0	0	+1/2	-1				

JUDGE'S SIGNATURE:

Chris Hardcastle
Chris Hardcastle

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CLASS: #13 - SHOT OTRL - Open 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 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 tie except shifting to balance

3 Point Penalties:

- Wrong lead
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		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker		7	6	8	5	1	3	4	2						
Obstacle Description		Lope Logs LL	Trot Logs	Walk Logs	Walk Bridge	S Box 270 S	RH Gate	SPL	Drag 8 trot						
9	580	PENALTY	1				1					2	70 1/2		
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1/2	+1/2					
72															
10	482	PENALTY	SCRATCHED												
		CONTENT													
11	576	PENALTY	11									2	67 1/2		
		CONTENT	-1	-1/2	+1/2	+1/2	-1/2	0	0	+1/2					
69 68 1/2 68 1/2 69 69 1/2															
12	650	PENALTY										2	72		
		CONTENT	0	0	0	0	+1	+1/2	0	+1/2					
71 1/2															
13	661	PENALTY	13	111	1	55						18	48 1/2	0	
		CONTENT	-1	+1/2	0	OP	-1/2	-1/2	-1/2	-1/2	+1				
69 69 1/2 68 69 66 1/2															
14	632	PENALTY	1	1								2	67 1/2		
		CONTENT	0	0	0	0	0	0	-1/2	0					
69 1/2															
15	608	PENALTY							11			2	71		
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1	0	0					
73															
16	514	PENALTY	13	1			1		1			7	61		
		CONTENT	-1	0	0	0	0	0	+1/2	-1/2					

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- 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
		1	2	3	4	5	6	7	8	9	10			
		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	7	6	8	5	1	3	4	2				
		Obstacle Description	Lope Logs LL	Trot Logs	Walk Logs	Walk Bridge	S Box 270 S	RH Gate	SPL	Drag 8 trot				
17	595	PENALTY	Scratch											
		CONTENT												
18	659	PENALTY	11	1								33	63 1/2	
		CONTENT	1	0	0	-1	-1	-1/2	-1/2	+1/2				
19	628	PENALTY	Scratch											
		CONTENT												
20	541	PENALTY	51	111								10	55 1/2	
		CONTENT	-1/2	-1	0	-1/2	-1/2	-1/2	-1/2	0				
21	649	PENALTY		11	1							2	70 1/2	
		CONTENT	0	0	0	+1/2	+1/2	+1/2	+1/2	+1/2				
22	578	PENALTY	11	1								3	70	
		CONTENT	-1/2	0	0	+1/2	+1	+1/2	+1	+1/2				
23	606	PENALTY		11								2	70 1/2	
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1/2	+1/2				
24	642	PENALTY	11	1								3	66	
		CONTENT	-1/2	-1/2	0	-1/2	0	0	-1	+1/2				

JUDGE'S SIGNATURE:

Chris Hardcastle

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STOCK HORSE TRAIL
VERSATILITY RANCH HORSE - TRAIL

SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #13 - SHOT OTRL - Open 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 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 tie except shifting to balance

3 Point Penalties:

- Wrong lead
- Draped reins
- Break of gait at Lopec
- 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												
			1	2	3	4	5	6	7	8	9	10			
Tie-Breaker															
Obstacle Description			Lope Logs LL	Trot Logs	Walk Logs	Walk Bridge	S Box 270 S	RH Gate	SP L	Drag 8 trot					
25	592	PENALTY		11			OP							2	71 1/2
		CONTENT	+1/2	0	+1/2	+1	+1/2	+1/2	0	+1/2					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
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JUDGE'S SIGNATURE:

Chris Hardcastle

Chris Hardcastle

73

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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

DO:

- 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			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						
1	638	Penalty: 1 1/2 Content: 0	0	2	-1/2	-1/2	0	-1	0				3	65	0
			68	60 1/2	66			65							
2	616	Penalty: 1 1/2 Content: -1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				5	61 1/2	
			66 1/2	66	65 1/2	65	64 1/2	64	61 1/2						
3	482	Penalty: 0 Content: 0	SCRATCHED												
4	536	Penalty: 0 Content: 0	0	0	-1/2	-1	-1/2	-1/2	0	Off Pattern				64 1/2	0
					67 1/2	66 1/2	66	64 1/2							
5	519	Penalty: 1 Content: 0	0	2	+1/2	0	+1/2	0	0				3	68	
			69	67	67 1/2		68								
6	595	Penalty: 0 Content: 0	0	1/2	-1	-1/2	-1/2	-1/2	-1/2	1/2			1	66	
			69 1/2	68 1/2	68	67 1/2	67	66							
7	520	Penalty: 0 Content: 0	0	Off pattern	1/2								No 808	70 1/2	0
					70 1/2										
8	587	Penalty: 0 Content: 0	0	0	+1/2	+1	0	+1	+1/2				1/2	72 1/2	
					71 1/2		72								

JUDGE'S SIGNATURE:

[Signature]
Tigg Rentfro

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			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	579	PENALTY												72	
		CONTENT	0	0	+1/2	0	+1/2	+1/2	+1/2						
					70 1/2		71	71 1/2							
10	514	PENALTY	2		2								4	66	
		CONTENT	0	+1/2	0	-1/2	0	0	0						
			68	68 1/2	66 1/2	66									
11	580	PENALTY	2 1/2	2					1/2				7	60	
		CONTENT	-1/2	0	-1/2	-1/2	0	-1/2	-1/2						
			64 1/2	62 1/2	62	61 1/2		61	60						
12	609	PENALTY				-1/2							1/2	72	
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2						
					70 1/2		71	71 1/2							
13	630	PENALTY					1/2						1/2	67	
		CONTENT	0	-1/2	-1/2	0	-1	0	-1/2						
			69 1/2	69		67 1/2		67							
14	627	PENALTY		1					1/2				1 1/2	68 1/2	
		CONTENT	0	0	0	0	0	0	0						
			69						68 1/2						
15	634	PENALTY												70 1/2	
		CONTENT	0	0	+1/2	0	-0	+1/2	-1/2						
					71										
16	592	PENALTY												70	
		CONTENT	0	0	0	0	0	0	0						

JUDGE'S SIGNATURE:

Trigg Rentfro
Trigg Rentfro

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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

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- 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			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						
17	628	PENALTY												70	
		CONTENT	0	0	0	+1/2	-1/2	0	0						
18	521	PENALTY												73	
		CONTENT	0	0	+1/2	+1	+1/2	+1	0						
			70 1/2 71 1/2 72 73												
19	513	PENALTY				1/2							1/2	70	
		CONTENT	0	0	0	0	+1/2	0	0						
20	642	PENALTY	1/2										1/2	68 1/2	
		CONTENT	0	0	-1/2	0	-1/2	0	0						
			69 1/2 69 68 1/2												
21	661	PENALTY				1/2							1/2	69 1/2	
		CONTENT	0	0	0	0	0	0	0						
22	631	PENALTY		2, 1									3	66 1/2	
		CONTENT	0	0	0	0	-1/2	0	0						
			67 66 1/2 66 1/2												
23	487	PENALTY		1, 2									3	65 1/2	
		CONTENT	0	0	-1/2	-1/2	0	-1/2							
			67 66 1/2 66 65 1/2												
24	576	PENALTY			2				2				4	63	
		CONTENT	0	0	-1/2	-1/2	-1	-1/2	-1/2						
			67 1/2 67 66 65 1/2 63												

JUDGE'S SIGNATURE: _____

Trigg Rentfro
Trigg Rentfro

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			3 Circles Right, Lead	3 Circles Left, Load Chng	Run Stop	3 1/2 Spins Right	Run Stop	3 1/2 Spins Left	Stop & Back						
25	594	PENALTY	2 1/2		1		1/2						4 1/2	63 1/2	
		CONTENT	-1 1/2	0	0	-1	0	-1/2	0						
			66 1/2		65 1/2	64 1/2	64	63 1/2							
26	577	PENALTY	3										3	66 1/2	
		CONTENT	0	0	+1/2	-1/2	0	-1/2	0						
			67		67 1/2	67		66 1/2							
27	586	PENALTY												70	
		CONTENT	0	0	+1/2	+1/2	+1/2	0	+1/2						
					71	71 1/2									
28	629	PENALTY												70	
		CONTENT	0	-1/2	+1/2	0	0	+1/2	-1/2						
								70 1/2							
29	649	PENALTY				1/2							1/2	68	OP
		CONTENT	0	0	-1/2	-1/2	-1/2	0	0						
					69 1/2	68 1/2	68								
30	518	PENALTY	1/2	3									3 1/2	67 1/2	
		CONTENT	0	0	-1/2	+1/2	0	+1/2	+1/2						
			69 1/2	66 1/2	66	66 1/2		67	67 1/2						
31	593	PENALTY						1/2					1/2	69	
		CONTENT	0	0	0	0	-1/2	0	0						
					69 1/2	69									
32	635	PENALTY												71	
		CONTENT	0	0	+1/2	0	+1/2	0	0						
					70 1/2		71								

JUDGE'S SIGNATURE: _____

Trigg Rentfro

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						
33	619	PENALTY											72	
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0					
70 1/2 71 71 1/2 72														
34	632	PENALTY											71 1/2	
		CONTENT	0	0	0	0	+1/2	+1/2	+1/2					
70 1/2 71														
35	578	PENALTY											72	
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0					
71 71 1/2 72														
36	662	PENALTY	1/2									OVER SPUR (5) 2 1/2 69	0	
		CONTENT	0	0	0	+1/2	+1/2	+1/2	0					
69 1/2 70 70 1/2 71 69														
37	541	PENALTY											73	
		CONTENT	0	-1/2	+1/2	+1	+1/2	+1	+1/2					
69 1/2 70 71 71 1/2 72 1/2														
38	588	PENALTY			1							1	71	
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0					
69 1/2 70 70 1/2 71														
39	606	PENALTY					1/2					1/2	72	
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2					
70 1/2 71 71 1/2														
		PENALTY												
		CONTENT												

JUDGE'S SIGNATURE: _____

Trigg Renfro

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STOCK HORSE COW WORK
VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: SHOT Versatility Ranch-Hamilton
CLASS: #19 - SHOT OWCH - Open 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
 - 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	606	PENALTY														
		CONTENT	+1/2	0	+1/2	+1			+1/2	+1/2	0	+1/2	+1/2	0		74
2	576	PENALTY														
		CONTENT	-1/2	0	0	0	0	+1/2				0	0	-1/2		69 1/2
3	519	PENALTY														
		CONTENT	+1/2	-1/2	-1/2	0	0	0				0	0	0	1	68 1/2
4	587	PENALTY														
		CONTENT	0	0	0	+1/2	+1/2	+1/2				0	0	0		71 1/2
5	482	PENALTY									5					
		CONTENT	0	0	0	+1			+1/2	0		0	+1/2	0	5	67
6	628	PENALTY														
		CONTENT	0	0	0	0			+1/2	+1/2	0	0	0	0		71
7	642	PENALTY			11		1									
		CONTENT	-1/2	-1/2	-1	-1	-1	-1/2				-1/2	0	-1/2	3	61 1/2
8	580	PENALTY	3			1					3					
		CONTENT	-1/2	0	-1/2	0			0	0	-1/2	-1/2	0	-1/2	7	60 1/2

JUDGE'S SIGNATURE:

Jan Dublin

Janette Marie Dublin

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STOCK HORSE COW WORK
VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: SHOT Versatility Ranch-Hamilton
CLASS: #19 - SHOT OWCH - Open 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
 - 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

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		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING			POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL				
				L	R	L	R	TRACK	RATE	STOP & HOLD							
9	520	PENALTY			1	2									3	67	
		CONTENT	0	0	-1/2	-1/2	0	+1/2				+1/2	0	0			
10	635	PENALTY														71	
		CONTENT	+1/2	0	0	0	0	0				+1/2	0	0			
11	627	PENALTY														71	
		CONTENT	0	+1/2	+1	+1/2			0	-1/2	-1	0	+1/2	0			
12	631	PENALTY			11										2	66	OP
		CONTENT	-1/2		-1/2												
13	541	PENALTY			111										3	64	
		CONTENT	0	0	-1	-1/2	-1/2	0				-1/2	0	-1/2			
14	579	PENALTY				11									2	70 1/2	
		CONTENT	+1	+1/2	0	-1/2			0	+1/2	+1/2	+1/2	0	0			
15	609	PENALTY														69	
		CONTENT	-1/2	0	0	0			0	+1/2	-1/2	-1/2	0	0			
16	513	PENALTY	1		11	1					5				9	59	
		CONTENT	-1/2	0	-1	-1/2			0	0		-1/2	+1/2	0			

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SHOW: SHOT Versatility Ranch-Hamilton
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DATE: 08/06/2016

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L	R	L			R	TRACK	RATE	STOP & HOLD									
17	630	PENALTY			1	III									4	62 1/2	
		CONTENT	0	-1/2	-1/2	-1/2			0	0	-1/2	-1/2	0	0			
18	616	PENALTY														73 1/2	
		CONTENT	0	0	0	+1/2	+1/2	+1/2				+1/2	+1/2	+1/2			
19	548	PENALTY			2	1					5				8	57	
		CONTENT	0	-1	-1	-1			-1/2	-1/2		-1	0	0			
20	518	PENALTY			III										3	66 ⁺	
		CONTENT	0	0	-1/2	-1/2	+1/2	0				-1/2	0	0			
21	632	PENALTY									5				5	66	
		CONTENT	0	+1/2	0	+1/2			+1/2	-1/2		0	+1/2	-1/2			
22	586	PENALTY														74 1/2	
		CONTENT	+1/2	+1	+1	+1	0	-1/2				+1/2	+1/2	+1/2			
23	634	PENALTY														73	
		CONTENT	+1/2	0	0	0	+1/2	+1/2				+1/2	+1/2	+1/2			
24	521	PENALTY				2									2	70 1/2	
		CONTENT	+1/2	+1/2	+1/2	-1	+1/2	+1/2				+1/2	+1/2	0			

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L	R	L			R	TRACK	RATE	STOP & HOLD								
25	578	PENALTY														
		CONTENT	+1/2	0	0	0				+1/2	+1/2	+1	+1/2	+1/2	0	73 1/2
26	588	PENALTY														
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1/2					+1/2	0	0	74 +
27	577	PENALTY									5	1				
		CONTENT	+1/2	0	0	-1/2				0	0		-1/2	0	0	6 63 1/2
28	514	PENALTY						1								
		CONTENT	0	+1/2	+1/2	0	0	-1					0	+1/2	0	1 69 1/2
29	487	PENALTY				1										
		CONTENT	-1	0	-1	0	0	-1					-1	0	-1/2	1 64 1/2
30	662	PENALTY				1		1								
		CONTENT	0			-1	-1/2									2 64.5 OP
		PENALTY														
		CONTENT														
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		CONTENT														

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