## AQHA Stock Horse of Texas Association

### VERSATILITY RANCH HORSE - RANCH RIDING

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

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

#### 5 Point Penalties:
- Swaying in front of cinch
- Blatant disobedience
- Use of other hand to insist feed/praise
- 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

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

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

### MANEUVER SCORES

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

- 90 = Extremely Poor
- 70 = Very Poor
- 50 = Poor
- 30 = Correct
- 10 = Good
+ 10 = Very Good
+ 10 = Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Reverse</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Step &amp; Back</th>
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**JUDGE'S SIGNATURE:**

Marilyn Lybbert

Printed from HSW
### AQHA American Quarter Horse Association
### SHOT Stock Horse of Texas Association

**STOCK HORSE PLEASURE**

**VERSATILITY RANCH HORSE - RANCH RIDING**

<table>
<thead>
<tr>
<th>Point Penalties:</th>
<th>Off-Point (OP): Cannot place above others who complete pattern correctly</th>
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<tr>
<td>- Over bridled</td>
<td>- Breaking pattern</td>
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<tr>
<td>- Out of frame</td>
<td>- Leaving arena before pattern is complete</td>
</tr>
<tr>
<td>- Too slow</td>
<td>- Repeated blatant disobedience</td>
</tr>
<tr>
<td>- Gapping mouth</td>
<td>- Fall horse/rider; run ends; credit will be given for work done</td>
</tr>
<tr>
<td>- Break of gait at Walk or Trot for two (2) strides or less.</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Point Penalties:</th>
<th>DO:</th>
</tr>
</thead>
</table>
| - Wrong lead     | - Lame
| - Draped reins   | - Abuse |
| - Break of gait at Lope | - Illegal equipment |
| - Break of gait at Walk or Trot for more than two (2) strides | - Disrespect or misconduct |
| | - Improper western attire |

<table>
<thead>
<tr>
<th>Point Penalties:</th>
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<tr>
<td>- Spinning in front of circle</td>
<td></td>
</tr>
<tr>
<td>- Blatant disobedience</td>
<td></td>
</tr>
<tr>
<td>- Use of either hand to instill fear/pleasure</td>
<td></td>
</tr>
<tr>
<td>- Use of two hands (except in snaffle bit or hackamore) per maneuver</td>
<td></td>
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<tr>
<td>- More than one finger between spilt reins or any fingers between normal reins</td>
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<tr>
<td>(except two reins) per maneuver</td>
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### MANEUVER SCORES

Each maneuver team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
- <-1.2: Extremely Poor, -1.2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1.2 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot Ext Trot</th>
<th>Lope Stop &amp; Disengage</th>
<th>Walk Lope Trot Stop &amp; Back</th>
<th>Penalty Total</th>
<th>Score</th>
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<td>+1/2</td>
<td>-1/2</td>
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</table>

**JUDGE'S SIGNATURE:**

Marilyn Pater

Morgan Lybbert

Printed from HSW
**STOCK HORSE PLEASURE**  
VERSATILITY RANCH HORSE - RANCH RIDING

**1 Point Penalties:**  
- Over-fired  
- Out of frame  
- Too slow  
- Slapping 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

**9 Point Penalties:**  
- Spurring in front of cinch  
- Blatant disobedience  
- Use of either hand to instill fear/pain  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between rowel reins (except two runs) per maneuver

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

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

### MANEUVER SCORES

Each horse/team is scored between 0-120 points and automatically begins the run with a score of 70 points:  
1 (Extremely Poor), 1 (Very Poor), 2 (Poor), 3 (Good), 4 (Very Good), 5 (Excellent)

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Release</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Stop &amp; Block</th>
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<th>SCORE</th>
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**JUDGE'S SIGNATURE:**  

Morgan Lybbert

Printed from HSWS
### AQHA \ Stock Horse of Texas Association

**STOCK HORSE PLEASURE**

**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** SHOT Versatility Ranch - Stephenville

**CLASS:** #50 - SHOT LNPP - Ltd NonPro Pleasure

**DATE:** 10/08/2016

### 1 Point Penalties:
- Over-breded
- 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 an ox
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in small bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins (except two reins) per maneuver

### OFF-PATTERN (OP):
- Cannot place above others who complete pattern correctly
- Breeding pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/ rider, run aways, credit will be given for work done

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

### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins tie run with a score of 70 points.

- 1-12 Extremely Poor
- 1-12 Poor
- 0 Correct
- +1/2 Good
- +1 Very Good
- +1 1/2 Excellent

<table>
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<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Response</th>
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### JUDGE'S SIGNATURE:

Marilyn Bolen

Morgan Lybber
## Stock Horse Reining

### Versatility Ranch Horse - Reining

**Pattern:** 1

**Show:** SHOT Versatility Ranch - Stephenville

**Class:** #54 - SHOT LNPR - Ltd Non Pro Reining

**Date:** 10/8/2016

### Point Penalties:
- Spurring is in front of each 
- Biting disobedience
- Failing to achieve at least basic performance
- Use of hands (except in a plain bit or hackamore) per maneuver
- More than 1/2 of the time between split reins or any fingers between reins (except two reins) 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 disobedience
- Fail to complete entire run; credit will be given for work done

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

### Manuever Scores

Each horse/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:**

**TOM NEEL**
### STOCK HORSE REINING

#### VERSATILITY RANCH HORSE - REINING

**Pattern 1**

- **12 Point Penalties:**
  - Starting a circle or exiting a rollback at a trot or 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
  - Open spin or under spin up to 1/8 turn

- **5 Point Penalties:**
  - Spurring in front of cinch
  - Bystander disobedience
  - Use of either hand to insist feint/pause
  - Use of two hands (except in snaffle bit or hackamore) per maneuver
  - More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver

- **Off-Pattern (OP):** Cannot place above others who complete pattern correctly
  - Breaking pattern
  - Irrelevant of maneuver (i.e., over or under spinning, backing more than two strides)
  - Leaving arena before pattern is complete
  - Repeated blatant disobedience
  - Fall horse/riders; run ends; credit will be given for work done

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

### MANEUVER SCORES

Each horse/ rider team is scored between 1-100 points and automatically begins a run with a score of 70 points.

- 1 = Extremely Poor, 1 = Very Poor, 2 = Poor, 3 = Good, 4 = Very Good, 5 = Excellent

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**JUDGE'S SIGNATURE:**

**TOM NEEL**

Printed from HSW
**MANEUVER SCORES**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 10 points.

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

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**WORNOUT SADDLE: 1/2 Point Penalties:**
- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/2 Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**
- Out of lead in the circles, figures-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 trein patterns
- Failure to be in a lope prior to the first marker on trein patterns
- Failure to completely pass the specified marker before initiating a stop position

**5 Point Penalties:**
- Spinning in front of Cinch
- Blatant disobedience
- Use of other hand to instill fear or praise
- 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 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:**
- Limbness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

---

**JUDGE’S SIGNATURE:**

TOM NEEL

Printed from HSW
**MANEUVER SCORES**

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

- 1-10 Extremely Poor, 11-20 Very Poor, 21-30 Poor, 31-40 Fair, 41-50 Good, 51-60 Very Good, 61-70 Excellent

| W/O | # | Maneuver Description | Penalty | Content | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | PenalTY TOTAL | Score | OP |
|-----|---|----------------------|---------|---------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 25  | 93 | Trot to Center 5 Spins both | 0        | 0       | 0 | 0 | 11 2 | 11 2 | 0 | 0 | +1/2 | 0 | 0 | 0 | +1/2 | 7 1/2 |     |
| 26  | 177 | Trot to Center 5 Spins both | 0       | 0       | +1/2 | 0 | 0 | 0 | 0 | 0 | 0 | +1/2 | -1/2 | -1 | 0 | -1/2 | 6 8/2 |

**JUDGE'S SIGNATURE:**  

**TOM NEEL**
### STOCK HORSE COW WORK
#### VRH - LIMITED RANCH COW WORK

**OR-Pattern (OP):** Cannot place above others who complete pattern correctly
- A - Turning tail
- B - Repeated blatant disobedience
- C - Fall into horse/ride; run ends; credit will be given for work done
- D - Spending time looking for the horse/cow
- E - Schooling after entering the arena prior to calling for cow
- F - Failure to attempt any part of the class

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

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<td>3 69</td>
<td>69½</td>
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<td>4 62</td>
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<tr>
<td>5 117</td>
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<tr>
<td>6 122</td>
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<tr>
<td>8 217</td>
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</tbody>
</table>

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**JUDGE'S SIGNATURE:**

Morgan Lyubert
# STOCK HORSE COW WORK

**VRH - LIMITED RANCH COW WORK**

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

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

### 5 Point Penalties:
- Spinning in front of cinch
- Distant disobedience
- Use of either hand to assist cow/pause
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between central reins (except two reins) per maneuver

### Off-pattern (OP):
- Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horse/animals; credit will be given for work done
- Schooling after entering the area prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

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**RUN CONTENT**

Each horse/handler team 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

---

**JUDGE'S SIGNATURE:**

Morgan Lybbert

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

#### RUN CONTENT

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, 1/4 Very Poor, 0/4 Poor, 0/2 Correct, 0/1 Very Good, 0/0 Excellent

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JUDGES SIGNATURE: 

[Signature]

Morgan Lybbert
# AQHA Stock Horse of Texas Association

## STOCK HORSE COW WORK

### VRH - LIMITED RANCH COW WORK

**SHOW:** SHOT Versatility Ranch-Stephenville  
**CLASS:** #56 - SHOT LNPW - Ltd Non Pro Working Cow  
**DATE:** 10/08/2016

### 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  
- G - Blatant disobedience
  - Use of either hand to instill fear/raise
  - Use of two hands (except in snaffle bit or hackamore) per maneuver
  - More than one finger between split reins or any fingers between roncall reins (except two rein) per maneuver

### On-Pattern (OP):
- Cannot place above others who complete pattern correctly
  - A - Tuning tail  
  - E - Repeated blatant disobedience  
  - 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

### DD:
- A - Abuse  
- B - Lameness  
- G - Illegal equipment  
- N - Improper western attire  
- D - Dissrespect or misconduct

---

### RUN CONTENT

Each horse/rider/team is scored between 0-100 points and automatically begins the run with a score of 10 points.

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

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**SCF**

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**JUDGE'S SIGNATURE:** Morgan Lybbert

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

### 1 Point Penalties:
- Each hit, bite, or stepping on a log, cone, pole, or any component of the obstacle.
- Incorrect or slightly crossing at walk or trot, fewer steps less.
- Both front or hind foot in a single-space space, at a walk or trot.
- Stepping over or falling to one leg into a required space.
- Use of a hand or leg as to instill fear or surprise.
- Two hands or feet (except in a snaffle bit or hackamore) per maneuver.
- More than one finger between split reins or any fingers between manual reins (except in someone) per maneuver.
- Knocking over, stepping out of, or falling off of an obstacle.
- Dropping an object required to be earned.
- 1st or 2nd cumulative refusal.
- Letting go of gate.

### 3 Point Penalties:
- Wrong lead.
- Dropped reins or pole.
- Break of gait at Lope.
- Break of gait at Walk or Trot for more than two (2) strides.
- 2-3 steps in dismount or ground tin except shifting to balance.

### 5 Point Penalties:
- Spurring in front of cinch.
- Biting disobedience.
- Use of either hand to instill fear or surprise.
- Use of two hands (except in snaffle bit or hackamore) per maneuver.
- More than one finger between split reins or any fingers between manual reins (except in someone) per maneuver.
- Knocking over, stepping out of, or falling off of an obstacle.
- Dropping an object required to be earned.
- 1st or 2nd cumulative refusal.
- Letting go of gate.

### 7 Point Penalties:
- Any other disobedience.
- Fall horse/rider, run ends; credit will be given for work done.

### OFF-Pattern (OP) Penalties:
- 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.

## Obstacle Scores

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</table>

**Judge's Signature:**

Marilyn Peters

Printed from HSW
# Stock Horse Trail Versatility Ranch Horse - Trail

## 1 Point Penalties:
- Each bite, kick, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk, trot or for two strides or less.
- Both front or hind foot in a single stride space at walk or trot
- Dropping 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 or 3 steps on dismount or ground tie

## 5 Point Penalties:
- Spur or guard in hind of circle
- Blatant disobedience
- Use of either hand to instill fear/poor
- Loss of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between control reins (except two reins) per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gait

## Off-Pattern (OP):
- Cannot place above others who complete the 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

## OBSTACLE SCORES

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## Judge's Signature:

Marilyn Peters
## STOCK HORSE TRAIL
### VERSATILITY RANCH HORSE - TRAIL

#### 5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to insist fear/puzzle
- Use of two hands (except in traffic bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between 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

### OBSTACLE SCORES
Each horse/rider team is scored between 0-100 points and automatically begins their run with a score of 70 points.

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**JUDGE'S SIGNATURE:**

Marilyn Peters

Printed from HSW
**SHOW:** SHOT Versatility Ranch - Stephenville  
**CLASS:** #52 - SHOT LNPT - Ltd Non Pro Trail  
**DATE:** 10/08/2016

### Obstacle 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, 2) Very Poor, 3) Poor, 4) Correct, 5) Good, 6) Very Good, 7) Excellent

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</tbody>
</table>

**Judge's Signature:**  
Marilyn Peters

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**Penalty: 1 Point Penalties:**
- Each hit, bite, or stepping on a leg, cone, plant or any component of the obstacle.
- Incorrect or break of gait at walk or trot for two strides or less.
- From front or hind leg 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.

**Penalty: 5 Point Penalties:**
- Starting in front of cinch.
- Pivoting, disobedience.
- Use of either hand to assist tearpasse.
- Use of two hands, except snaffle bit or hackamore per maneuver.
- More than one fingers between split reins, or any fingers between reins, with each rein per maneuver.
- Knocking over, stopping out of, or falling off of an obstacle.
- Dropping or 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 area before pattern is complete.
- 3rd refusal.
- No attempt to perform obstacle.
- Repeated blatant disobedience.
- Fail horse/rider; run ends; credit will be given for work done.

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