# AQHA American Quarter Horse Association
## Stock Horse of Texas Association
### VERSATILITY RANCH HORSE - CUTTING

1 Point Penalties:
A - Losing working advantage
C - Working out of position
D - Toe, foot or stirrup on shoulder

3 Point Penalties
B - Cattle picked up or scattered
D - Back fence
- Spurring on shoulder
- Pawing or biting cattle

5 Point Penalties:
A - Horse quitting cow
B - Losing a cow

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Not working two cattle (open, cowboy and amateur division only)

Penalty Score 0:
D - Illegal equipment
- Excessive disturbance of herd

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JUDGE'S SIGNATURE: Morgan Lybbert

Printed from HSW
# AQHA VERSATILITY RANCH HORSE - CUTTING

## SHOW:
SHOT Versatility Ranch-Stephenville

## CLASS:
#22 - AQHA 182000 - VRH Ranch Cutting

## DATE:
10/07/2016

### 1 Point Penalties:
- A: Losing working advantage
- C: Working out of position
- D: Tee, foot or stump on shoulder

### 3 Point Penalties:
- B: Cattle picked up or scattered
- D: Back fence
  - Spurring on shoulder
  - Pawing or bitting cattle

### 5 Point Penalties:
- A: Horse quitting cow
- B: Losing a cow

### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Not working two cattle (open, cowboy and amateur division only)

### Penalty Score 0:
- D: Illegal equipment
- Excessive disturbance of herd

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### JUDGE’S SIGNATURE:

Morgan Lybbert

Printed from HSW
# VERSATILITY RANCH HORSE - CUTTING

## SHOW:
SHOT Versatility Ranch-Stephenville

## CLASS:
#22-AQHA 182000 - VRH Ranch Cutting

## DATE:
10/07/2016

### 1 Point Penalties:
- A - Losing working advantage
- C - Working out of position
- D - Toe, foot or stirrup on shoulder

### 3 Point Penalties:
- B - Cattle picked up or scattered
- D - Back fence
- - Spurring on shoulder
- - Pawing or biting cattle

### 5 Point Penalties:
- A - Horse quitting cow
- B - Losing a cow

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Not working two cattle (open, cowboy and amateur division only)

**Penalty Score 0:**
- D - Illegal equipment
- - Excessive disturbance of herd

## PENALTIES

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**JUDGE'S SIGNATURE:**
M. Lybbert

Morgan Lybbert
## VERSATILITY RANCH HORSE - CUTTING

### 1 Point Penalties:
- A - Losing working advantage
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- D - Toe, foot or stirrup on shoulder

### 3 Point Penalties:
- B - Cattle picked up or scattered
- D - Ask fence
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- - - Pawing or biting cattle

### 5 Point Penalties:
- A - Horse quitting cow
- B - Losing a cow

### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- Not working two cattle (open, cowboy and amateur division only)

### Penalty Score:
- D - Illegal equipment
- - Excessive disturbance of herd

### RUN CONTENT
- Hard Work
- Driving a Cow
- Controlling the Cow
- Working Center of Arena
- Above Average
- Average
- Below Average

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### Judge's Signature:

M. Lybbert

Morgan Lybbert

Printed from HSW
# Versatility Ranch Horse - Cutting

**SHOW:** SHOT Versatility Ranch - Stephenville  
**CLASS:** #380 - AQHA 282000 - Amt VRH Rand Cutting  
**DATE:** 10/07/2018

### 1 Point Penalties:
- A - Losing working advantage  
- C - Working out of position  
- D - Toe, foot or stirrup on shoulder

### 3 Point Penalties:
- B - Catte picked up or scattered  
- D - Back fence  
- E - Spurring on shoulder  
- F - Pawing or biting cattle

### 5 Point Penalties:
- A - Horse quitting cow  
- B - Losing a cow

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Not working two cattle (open, cowboy and amateur division only)

### Penalty Score D:
- D - Illegal equipment  
- E - Excessive disturbance of herd

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**RUN CONTENT**  
- Hard Work  
- Driving a Cow  
- Controlling the Cow  
- Working Center of Arena  
- Degree of Difficulty  
- Amount of Courage  
- Above Average  
- Average  
- Below Average

**Judge's Signature:**

Morgan Lybert

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**1 Point Penalties:**
A - Losing working advantage
C - Working out of position
D - Toe, foot or stirrup on shoulder

**3 Point Penalties:**
B - Cattle picked up or scattered
D - Back fence
- Spurring on shoulder
- Pawing or biting cattle

**5 Point Penalties:**
A - Horse quitting cow
B - Losing a cow

**Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- Not working two cattle (open, cowboy and amateur division only)

**Penalty Score 0:**
D - Illegal equipment
- Excessive disturbance of herd

**JUDGE'S SIGNATURE:**
Morgan Lybbert

Printed from HSW
### Stock Horse Cow Work

#### Versatility Ranch Horse - Ranch Cow Work

**1 Point Penalties:**
- A. Loss of working advantage
- C. Using the corner of the arena to turn the cow when going down the fence
- E. Changing sides of arena to turn cow
- I. 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
  - Laying a cow while boxing

**5 Point Penalties:**
- A. Failure to turn the cow both directions on the fence
- B. Squiring or hiding in front of an ox at any time
- C. Batting and responding
  - Failure to catch
  - Use of one hand to assist
  - Use of two hands (except in an off side bit or hackamore) per maneuver
  - More than one finger between split reins or any fingers between reining reins (except two reins) per maneuver

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- A. Turning as
- 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

**Disqualification (DQ):**
- A. Abuse
- B. Lame
- G. Illegal equipment
- N. Improper western attire
- D. Disrespect or misconduct

### Run Content

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points (10 points per point)

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**Judge's Signature:**

Morgan Lybbert
### STOCK HORSE COW WORK

#### VERSATILITY RANCH HORSE - RANCH COW WORK

**1 Point Penalties:**
- A. Loss of working advantage
- B. Not using the corner or the end of the arena to turn the cow when going down the fence
- C. Changing sides of arena to turn cow
- D. Each length horse runs past cow
- E. Working out of position
- F. Slipping rein
- G. Failure to drive cow past middle marker on first turn

**2 Point Penalties:**
- A. Going around the corner of the arena before turning cow
- B. In an open field turn animal gets within 3 feet of the end fence before being turned

**3 Point Penalties:**
- 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
- - Instead of 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 cluch at any time
- C. General disobedience
- - Failure to catch
- - Use of other hand to worsen
- - Use of two hands (except in onfle or hackamore) per maneuver
- - More than one hand between split reins or any fingers
- - Between reins (except two rein) per maneuver

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- A. Turning tail
- B. Repeated blatant disobedience
- C. Leaving arena before run is complete
- D. Fall horse/rodeo: horse is credit for work done
- E. Schooling after entering the arena prior to calling for cow
- F. Schooling horse between cows, if new cow is awarded

**DO:**
- A. Abuse
- B. Lameness
- G. Illegal equipment
- J. Improper western attire
- N. Dressing or misbehavior

---

#### RUN CONTENT

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**JUDGES SIGNATURE:**

Morgan Lybbert

Printed from HSW
### STOCK HORSE COW WORK
#### VERSATILITY RANCH HORSE - RANCH COW WORK

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<td>B - Using the corner of the end of the arena to turn the cow when going down the fence</td>
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<td>C - Changing sides of arena to turn cow</td>
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<td>D - For each length horse runs past cow</td>
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<td>E - Exhauising or overworking the cow before circling or roping</td>
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<td>F - Hanging up on the fence (refusing to turn)</td>
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<td>G - Knocking down the cow without having a working advantage</td>
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<td>H - Missed first loop</td>
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<td>I - Losing a cow while boxing</td>
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<td>B - Spurring or hitting in front of cinch at any time</td>
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<td>C - Biting or striking</td>
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<td>D - Failure to catch</td>
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<td>E - Use of either hand to instill fear/pain</td>
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<td>F - Use of two hands (except for snaffle bit or hackamore) per maneuver</td>
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<td>G - More than one finger between split reins or any fingers</td>
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<td>H - More than two reins (except two rein) per maneuver</td>
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### RUN CONTENT

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### JUDGE'S SIGNATURE:

Morgan Lybbert

Printed from HSW
## MANEUVER SCORES

Each horse/ridden 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

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# Versatility Ranch Horse - Reining

## 12 Point Penalties:
- Stealing a circle or exiting a rollback at a trot for up to two circle
- Delayed change of lead by one circle 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 circle, 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
- Reuse in spins or rollback
- Failure to stop or walk before executing a lope departure on test-in patterns
- Failure to be in a lope prior to the last marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position

## Pattern Penalties:
- Spurting in front of cinch
- Blatant disobedience
- Use of either hand to install least praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between all five fingers between normal 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/blatant disobedience
- Fall horse rider, run ends; credit will be given for work done

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

## Maneuver Scores

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**Judge's Signature:**

TOM NEEL

Printed from HSW
STOCK HORSE REINING
VERSATILITY RANCH HORSE - REINING

12 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two slides
- 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 rollback (except in Level 1 Youth Reining Pattern #1)
- Over or under spinning 1/8 to 1/4 turn
- Slippery rein

1 Point Penalties:
- Out of hand in the circle, figure eight, 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 hand
- Over or under spinning 1/16 to 1/8 turn
- Slipping rein

2 Point Penalties:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lose departure on trot-in patterns
- Failure to be in a stop prior to the first marker on spinning patterns
- Failure to completely pass the specified marker before initiating a stop position

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

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JUDGE'S SIGNATURE: [Signature]
TOM NEEL OP
### Obstacle Scores

Each horse/rider team is scored between 0-10 points and automatically begins the run with a score of 70 points.

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**Congratulations**

Judge's Signature: **Marilyn Peters**

Printed from HSW
# Stock Horse Trail

## Versatility Ranch Horse - Trail

### 1 Point Penalties:
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-circle space at a walk or trot
- Skipping over or failing to step into an obstacle
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance

### 5 Point Penalties:
- Spazzy or one of a canter
- Blunting disobedience
- Use of hand to hold or carry
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins (except two reins per hand) per maneuver
- Knolling over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 7th 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
- Fall horse/rider, must end; credit will be given for work done

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

### Obstacle Scores

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### Tie-Breaker

- Trot over
- EL Logan
- Cart
- Loop Ex. Corn
- Gate
- SP
- Bridle Drag

### Judge's Signature:

[Signature]

Marilyn Peters

Printed from HSW
### Stock Horse Trail

#### Versatility Ranch Horse - Trail

**1 Point Penalties:**
- Each hit, bite, or stepping on a leg, knee, 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 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
- Balking 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 normal reins (except two rei) 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-Putters (OP):** Cannot place above others who complete pattern correctly:
- Breaking pattern
- Leaving arena before pattern is complete
- Third refusal
- No attempt to perform obstacle
- Repeated/Blatant disobedience
- Fall horse/ rider, run ends; credit will be given for work done

**NO:**
- Lameness
- Abuse
- Illegal equipment
- Dis respect or misconduct
- Improper western attire

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### Obstacle Scores

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

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**Judge's Signature:**

Marilyn Peters
# STOCK HORSE PLEASURE
## VERSATILITY RANCH HORSE - RANCH RIDING

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

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

### 3 Point Penalties:
- Sparing in front of cinch
- Blasphemy disobedience
- Use of either hand to instill tearpraise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between ramul reins (except two reins) per maneuver

### Off-Par (CP): Cannot place above others who compete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

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

### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 10 points:
- -1 10: Extremely Poor, -1 Very Poor, -1 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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JUDGE'S SIGNATURE: 

Marilyn Peters

Printed from HSW
### Maneuver Scores

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

- 1-2: Extremely Poor, 3-4 Very Poor, 5-6 Poor, 7-8 Good, 9-10 Very Good, 11-12 Excellent

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**JUDGES SIGNATURE:**

Marilyn Peters

Printed from iSW
# STOCK HORSE PLEASURE

## VERSATILITY RANCH HORSE - RANCH RIDING

### 1 Point Penalties:
- Overbrided
- 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 normal reins

(OFF-PATTERN (OP): Cannot place above others who complete pattern correctly)
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/hunter; run ends; credit will be given for work done

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

### MANEUVER SCORES

Each horsemanship team is scored between 0-100 points and automatically begins their run with a score of 10 points.

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### JUDGE'S SIGNATURE: Marilyn Peters