**SHOW:** SHOT Versatility Ranch - Stephenville  
**CLASS:** #90 - AQHA 483000 - Youth VRT  
**DATE:** 10/08/2018

### 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: Stepping 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  
- I: Hanging up on the fence (refusing to turn)  
- K: Knocking down the cow without having a working advantage  
- L: Missed first loop  
- M: 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  
- F: Failure to catch  
- H: Use of either hand to instill fear/pain  
- I: Use of two hands (except in snaffle bit or hackamore) per maneuver  
- J: More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver

### Off Pattern (OP):
- A: Turning tail  
- E: Repeated blatant disobedience  
- H: Leaving arena before run is complete  
- I: Flat horseholder; 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  
- O: Failure to attempt any part of the class

### Off:
- A: Abuse  
- D: Lameness  
- G: Illegal equipment  
- N: Improper western attire  
- O: Derogatory or unmanly

### RUN CONTENT

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

- 1 = Extremely Poor  
- 2 = Very Poor  
- 3 = Poor  
- 4 = Correct  
- 5 = Good  
- 6 = Very Good  
- 7 = Excellent

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<th>CIRCLING</th>
<th>ROPING</th>
<th>STOP &amp; HOLD</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
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### Ranch Riding Score Sheet Pattern 4

**American Quarter Horse Association**

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**Judge Signature:** Marilyn Peters

**Class:** AQHA 443000

**Date:** 10/07/2016

**SHOT Ranch Riding-Stephenville**
# Stock Horse Trail

## Versatility Ranch Horse - Trail

### 1 Point Penalties:
- Bad bit, bite, or stepping on a leg, cone, plant or any component of an obstacle
- Incorrect or break of gait at walk or trot for more than two strides or less
- Both front or hind feet in a single-mane or space at a walk or trot
- Skipping over or failing to step into required space
- More than one step in number of strides, if specified
- One step or mount on ground that is except shifting to balance

### 5 Point Penalties:
- Spinning in front of an obstacle
- Blasting disobedience
- Use of either hand to instill fear or cause harm
- Use of two hands (except as in snaffle or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver
- Knocking over, stopping out, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate

### 3 Point Penalties:
- Wrong lead
- Drunken reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than (2) strides
- 2-3 steps on dismount or ground that is except shifting to balance

### OBSTACLE SCORES

Each horse/rider 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 +12 Good, 1 Very Good +12 Excellent

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- 1/2 of a point [-0.5]
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- 1 1/2 point [-1.5]
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### Judges Signature

Joe Hayes

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 gate at walk or trot for two strides or less
- Both front or hind feet in a single stride space at a walk or trot
- Slipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground to except shifting to balance

**3 Point Penalties:**
- Wrong lead
- Dropped reins
- Break of gate at Lope
- Break of gate 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 clinch
- Blistant disobedience
- Use of either hand to install 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 rein reins (except two rein) per maneuver
- Knocking over, stepping out of, or falling off 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 the run with a score of 70 points (+1/2 Excellent, +1/2 Very Good, +1/2 Good, +1/2 Fair, +1/2 Poor)

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**JUDGE'S SIGNATURE:**

Joe Hayek

Printed from HSW
**Stock Horse Trail**

**Versatility Ranch Horse - Trail**

**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 toe 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 or a mount or dismount except shifting to balance

**3 Point Penalties:**
- Wrong lead
- Dropped 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

**Obstacle Scores**

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

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Joe Hayes
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(09.5 03.5 56.5 56. 53.5 64 53)
# AQHA
## 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 fance
  - Spurring on shoulder
  - Pawing or biting cattle

**5 Point Penalties:**
- A - Horse quitting cow
- B - Looking 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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**RUN CONTENT**
- Herd Work
- Driving a Cow
- Controlling the Cow
- Working Center of Arena
- Above Average
- Average
- Below Average

**Judge's Signature:** Morgan Lybbett
**STOCK HORSE REining**

**VERSATILITY RANCH HORSE - REining**

**10 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 3 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 tape departure or in patterns
- Failure to do a circle in a tape prior to the first marker or run in 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 horse to instill fear/pain
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one leg between split reins or any fingers between normal reins (except two rein) per maneuver

**EF 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 disobediences
- Fall horse/horseman, run out; credit will be given for work done

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

---

### MANEUVER SCORES

Each horse/rider team is scored between 0-180 points and automatically begins the run with a score of 70 points:

- 1-12 Extremely Poor
- 13-60 Very Poor
- 61-90 Poor
- 91-120 Good
- 121-180 Very Good (112 Excellent

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**JUDGE'S SIGNATURE:**

Tom Neel
### MANEUVER SCORES

Each horse/class is scored between 0-100 points and automatically begin the run with a score of 70 points. 
1-1/2 Extremely Poor, 2 Very Poor, 3 Poor, 4 Correct, 5 Very Good, 10 Good, 1 Excellent.

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**JUDGE'S SIGNATURE:**

TOM NEEL
# Stock Horse Reining
## Versatility Ranch Horse - Reining

**Show:** SHOT Versatility Ranch-Stephenville  
**Class:** #86 - SHOT YRNN - Youth Reining  
**Date:** 10/08/2016

### Pattern 8

#### 7/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot for up to two slides
- Delayed change of lead by one slide 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 1/2 turn

#### 1 Point Penalties:
- Out of lead in the circles, fugee eight's, 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 reins

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

#### 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/riders; run ends; credit will be given for work done

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

---

### Maneuver Scores

Each maneuver team is scored between 0-10 points and automatically begins the run with a score of 71 points.

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**Judge’s Signature:**

**TOM NEEL**
# AQHA SHOT Versatility Ranch-Stephenville

## CLASS: 
- #89 - SHOT YWCH - Youth Working Cow

## DATE: 
- 10/08/2016

### 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
- Distant 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 tree rein) per maneuver

### Off-Foot: (OP): Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horse rider; run and; 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

### RUN CONTENT

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

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

### BOXING MANEUVERS

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<th>POSITION &amp; CONTROL</th>
<th>EYE APPRAISAL</th>
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<th>COURAGE</th>
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### Tie-Breaker

- Morgan Lybbert

### Judge's Signature: 

[Signature]

Printed from HSW
### NOVICE/YOUTH COW WORK

#### Point Penalties:
- Loss of working advantage
- Working out of position
- Slipping rein
- Knocking down the cow without having a working advantage

#### Point Penalties:
- Spurring in front of cow
- Blatant disobedience
- Use of either hand to instill fear/pressure
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rein reins (except two rein) per maneuver

#### Pattern/OP:
- Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horse/rider: run around, credit will be given for work done
- Schooling after entering 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

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

#### BOXING MANEUVERS

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<th>POSITION &amp; CONTROL</th>
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### Judge's Signature:
Morgan Lybbert

Printed from HSW
### 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 a snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two rain 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/taker, ran off; credit will be given for work done

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

### Maneuver Scores

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**JUDGE'S SIGNATURE:** Joe Hayes

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**Notes:**
- WT
- 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)

#### Tie-Breaker

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#### 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

#### DG
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
# STOCK HORSE PLEASURE

## VERSATILITY RANCH HORSE - RANCH RIDING

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

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

## MANEUVER SCORES

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


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---

Judges Signature: [Signature]
### MANEUVER SCORES

Each horse/rider team is scored between 5-100 points, and automatically begins the run with a score of 70 points.

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

#### W/O 25

**Penalty:** 3

**Content:**
- Ext Walk: 0
- Ext Trot: 0
- Lope: 0
- Stop & Change: 0
- Walk: 0
- Ext Lope: 0
- Trot: 0
- Step & Track: 0

**Score:** 64.5

#### W/O 26

**Penalty:**

**Content:** SCRATCH

#### W/O 27

**Penalty:**

**Content:**
- Ext Walk: 0
- Ext Trot: 0
- Lope: 0
- Stop & Change: 0
- Walk: +1/2
- Ext Lope: 0
- Trot: 0
- Step & Track: 0

**Score:** 68.5

#### W/O 28

**Penalty:**

**Content:**
- Ext Walk: 0
- Ext Trot: 0
- Lope: 0
- Stop & Change: 0
- Walk: 0
- Ext Lope: 0
- Trot: 0
- Step & Track: 0

**Score:** 68.5

#### W/O 29

**Penalty:**

**Content:**
- Ext Walk: +1/2
- Ext Trot: 0
- Lope: 0
- Stop & Change: 0
- Walk: 0
- Ext Lope: 0
- Trot: 0
- Step & Track: 0

**Score:** 60.0

#### W/O 30

**Penalty:**

**Content:**
- Ext Walk: 0
- Ext Trot: 0
- Lope: 0
- Stop & Change: 0
- Walk: +1/2
- Ext Lope: +1/2
- Trot: 0
- Step & Track: 0

**Score:** 60.0

### JUDGE'S SIGNATURE

Joe Hayes
# Stock Horse Cow Work

**Class:** AQHA 485000 - Youth VHJ Limited Ranch Cow Work

**Date:** 10/08/2015

### Point Penalties:
- A: Loss of working advantage
- P: Working out of position
- S: Slipping rein

### 3 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 cloth
- C: Blatant disobedience
  - Use of either hand to instill fear/panic
  - Use of two hands (except in aaukka 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
- A: Turning tail
- B: Repealed/blatant disobedience
- I: Fall horse/riders; run ands; 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
- F: Failure to attempt any part of the class

### Details:
- A: Abuses
- B: Lariettes
- 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:

1. 70 Extremely Poor
2. 60 Very Poor
3. 50 Poor
4. 40 Fair
5. 30 Good
6. 20 Excellent

### Run Sheet

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<th>#</th>
<th>Boxing</th>
<th>Drive</th>
<th>Boxing</th>
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**Judge's Signature:**

[Signature]

Morgan Lybbert