

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION

PATTERN

2

SHOW: SHOT Versatility Ranch-Vernon

CLASS: #60 - SHOT IPLS - Intermediate Pleasure

DATE: 09/10/2016

STOCK HORSE PLEASURE

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bridled
- Out of frame
- Too slow
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

DQ:

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

W/O	#	MANEUVER SCORES											PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		9	10	1	2	3	4	5	6	7	8				
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back				
1	779	PENALTY		-1										-1	71
		CONTENT	0	0	+1/2	0	0	0	0	+1/2	+1/2	+1/2			
2	798	PENALTY						-1						-1	75
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	-1	0	+1/2	0	+1/2			
3	803	PENALTY								-3				-3	68 1/2
		CONTENT	0	+1/2	+1/2	0	0	0	+1/2	-1/2	+1/2	0			
4	827	PENALTY	Scratch												
		CONTENT	Scratch												
5	851	PENALTY						-1						-1	67
		CONTENT	0	0	-1/2	-1/2	-1	-1/2	0	+1/2	0	0			
6	880	PENALTY				-1								-1	69 1/2
		CONTENT	0	0	0	-1/2	0	0	+1/2	+1/2	0	0			
7	883	PENALTY				-1			-1-1					-3	65 1/2
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1	0	0	-1/2			
8	885	PENALTY		3							-3			-6	60
		CONTENT	0	-1	0	-1/2	0	-1/2	0	-1/2	-1	-1/2			

JUDGE'S SIGNATURE:

FIELDING ROGERS

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**STOCK HORSE PLEASURE
VERSATILITY RANCH HORSE - RANCH RIDING**

1 Point Penalties:

- Over-bridled
- Out of frame
- Too slow
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

DQ:

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

W/O	#	MANEUVER SCORES											PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		9	10	1	2	3	4	5	6	7	8				
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back				
9	893	PENALTY		-3											
		CONTENT	1 1/2	-1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	-1/2			
10	908	PENALTY													
		CONTENT	0	0	-1/2	0	-1/2	-1/2	-1/2	0	0	0			
		PENALTY													
		CONTENT													
		PENALTY													
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		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S SIGNATURE:

Fielding Rogers
FIELDING ROGERS

HW

SHOW: SHOT Versatility Ranch-Vernon

CLASS: #62 - SHOT ITRL - Intermediate Trail

DATE: 09/10/2016

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
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

DQ:

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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Obstacle Description		front logs	sidepass	gate	bridge	drag	lope bags	back	ground tie						
1	893	PENALTY	1/2										1 1/2	72 1/2	
		CONTENT	1 1/2	+1/2	0	+1/2	+1	0	0	1 1/2					
2	798	PENALTY						3					3	67 1/2	
		CONTENT	-1/2	0	0	+1/2	+1/2	-1/2	0	1 1/2					
3	803	PENALTY	3					3					6	59	
		CONTENT	-1	-1/2	-1	0	-1/2	-1	-1	0					
4	779	PENALTY	-1	1/2									1 1/2	70 1/2	
		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	-1/2					
5	883	PENALTY	1/2										1/2	68 1/2	
		CONTENT	0	-1/2	-1/2	0	-1/2	0	+1/2	0					
6	908	PENALTY												70	
		CONTENT	+1/2	0	-1/2	0	-1/2	0	0	+1/2					
7	880	PENALTY												74 1/2	
		CONTENT	+1	+1/2	+1/2	+1/2	+1	0	+1	0					
8	782	PENALTY	SCRATCH												
		CONTENT													

JUDGE'S SIGNATURE:

Steven Cooper
Steven Cooper

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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

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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop	2 Circles Back	2 Circles Left Lead Change	Stop & Back						
1	880	PENALTY				2	2 1/2	2				8	59		
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	-1/2					
		69 1/2	69	68 1/2	68	65 1/2	63 1/2								
2	888	PENALTY	scratch												
		CONTENT													
3	908	PENALTY					2					2	66		
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	0	0	0					
		69			68 1/2	68	66								
4	893	PENALTY											69		
		CONTENT	-1/2	0	0	+1/2	-1/2	-1/2	0	0					
		69 1/2			70	69 1/2	69	67 1/2							
5	883	PENALTY		1/2								1/2	67 1/2		
		CONTENT	-1/2	+1/2	-1/2	+1/2	-1	0	-1/2	0					
		69		68 1/2	69	68		67 1/2							
6	798	PENALTY											69 1/2		
		CONTENT	0	0	0	0	-1/2	0	0	0					
		69 1/2													
7	851	PENALTY					1/2	1				1 1/2	67 1/2		
		CONTENT	0	0	-1/2	0	+1/2	-1/2	-1/2	0					
		69 1/2				70	69 1/2	69	67 1/2						
8	779	PENALTY					1	1/2				1 1/2	66 1/2		
		CONTENT	-1/2	0	-1/2	-1/2	0	0	-1/2	0					
		69 1/2													

JUDGE'S SIGNATURE:

Pam Rose

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STOCK HORSE COW WORK
VRH - LIMITED RANCH COW WORK

1 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 cinch
- C - 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

- A - Turning 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

DQ:

- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
 - Disrespect or misconduct

(except two rein) per maneuver

W/O	#		RUN CONTENT									PENALTY TOTAL	SCORE	OP
			BOXING			DRIVE			BOXING					
			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY			
Tie-Breaker														
1	803	PENALTY							1A			1	71½	
		CONTENT	+1	+1	0	+1	+½	0	-1	0	0			
2	880	PENALTY											73½	
		CONTENT	+½	+½	0	+1	0	0	+1	+½	0			
3	908	PENALTY	1P									1	67	
		CONTENT	-1	0	0	-½	0	0	0	-½	0			
4	798	PENALTY	1A 3L						1A 1A 3L			9	58½	
		CONTENT	-1	-½	0	+½	0	0	-1	-½	0			
5	883	PENALTY											73	
		CONTENT	+½	+1	0	-½	0	0	+1	0	0			
6	851	PENALTY											70½	
		CONTENT	+½	0	0	0	0	0	0	0	0			
7	763	PENALTY	SCRATCH											
		CONTENT												
8	888	PENALTY	1P 1A						1P			3	61½	
		CONTENT	-1	-1	0	0	-1	0	-1	-½	0			

JUDGE'S SIGNATURE:

Fielding Rogers

FIELDING ROGERS

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SHOW: SHOT Versatility Ranch-Vernon

CLASS: #66 - SHOT IWCH - Intermediate
Working Cow

DATE: 09/10/2016

STOCK HORSE COW WORK
VRH - LIMITED RANCH COW WORK

1 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 cinch
- C - Blatant disobedience
 - Use of either hand to instill fear/praise
 - Use of two hands (except in snaffle bit or hackamore) per maneuver
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DQ:

- A - Abuse
- B - Lameness
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- 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			DRIVE			BOXING					
		POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY				
Tie-Breaker														
9	893	PENALTY	1A									1	70 1/2	
		CONTENT	0	0	0	+1	0	0	+1/2	0	0			
10	779	PENALTY	3L									3	66 1/2	
		CONTENT	-1	0	0	-1/2	0	0	+1/2	+1/2	0			
11	827	PENALTY	SCRATCH											
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S SIGNATURE:

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