

AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION

**SHOT**  
Stock Horse of Texas Association

PATTERN

2

SHOW: ~~SHOT Versatility Ranch~~ ~~Veteran~~

CLASS: ~~W00~~ SHOT NPPL - Non Pro 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

## DO:

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

W/O	#	MANEUVER SCORES												PENALTY TOTAL	SCORE	OP
Tie-Breaker		10	1	2	3	4	5	6	7	8	9					
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Ext Trot	Lope	Stop & Back						
1	773	PENALTY														
		CONTENT	0	0	+1/2	0	0	0	+1/2	0	0					
		70 71 71 71 71 71 71 71 71 71 71 71														
2	775	PENALTY		1												
		CONTENT	0	0	0	+1/2	+1/2	0	-1/2	0	0	0				
		71 71 71 71 71 71 71 71 71 71 71 71														
3	777	PENALTY				1					3	3				
		CONTENT	-1/2	-1/2	0	-1/2	+1/2	+1/2	0	+1/2	-1	-1				
		69 69 69 69 69 69 69 69 69 69 69 69														
4	809	PENALTY									3,3					
		CONTENT	0	-1/2	-1/2	+1/2	+1/2	+1/2	+1/2	0	-1	0				
		70 70 70 70 70 70 71 71 71 71 71 71														
5	821	PENALTY				1										
		CONTENT	0	+1/2	0	0	0	-1/2	0	+1/2	+1/2	0				
		70 70 70 70 70 70 70 70 70 70 70 70														
6	834	PENALTY														
		CONTENT	+1/2	+1/2	0	0	0	+1/2	-1/2	+1/2	+1/2	+1/2				
		71 71 71 71 71 71 71 71 71 71 71 71														
7	866	PENALTY														
		CONTENT	0	+1/2	0	-1/2	+1/2	0	+1/2	0	0	0				
		70 70 70 70 70 70 70 70 70 70 70 70														
8	872	PENALTY														
		CONTENT	SC PATCH													

JUDGE'S SIGNATURE:

  
FIELDING ROGERS

H20

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AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION

PATTERN

2

SHOW: SHOT Versatility Ranch-Vernon

CLASS: #30 - SHOT NPPL - Non Pro 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

## DO:

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

W/O		#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
Tie-Breaker			Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back			
Maneuver Description			PENALTY	CONTENT											
9		876		0	0	0	+1/2	0	0	+1/2	0	-1/2		70 1/2	
				70	70 1/2					71	70 1/2				
10		877		-1/2	-1/2	0	0	0	-1	0	+1/2	0	+1/2	69	
				69					68	68 1/2	69				
11		878		0	0	+1/2	+1/2	0	+1/2	0	+1/2	0	0	72	
				70	70 1/2	71			70 1/2						
12		881		+1/2	0	+1/2	-1/2	0	+1/2	0	+1/2	0	0	71 1/2	
				70 1/2		70 1/2			71	71 1/2					
13		898		0	+1/2	+1/2	+1/2	-1/2	+1/2	-1/2	+1/2	+1/2	+1/2	72 1/2	
				70 1/2	71 1/2	71			71	71 1/2	72 1/2				
14		900		+1/2	+1/2	+1/2	-1/2	-1/2	0	0	+1/2	+1/2	+1/2	73	
				71	72	71 1/2	70	69		70	71 1/2	72			
15		901		+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	74	
				71				70 1/2	71	71 1/2	72 1/2	73			
16		904		+1/2	-1/2	0	+1/2	+1/2	0	0	0	+1/2	0	71 1/2	
				70				71							

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 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
- Fail horse/rider; 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 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	#		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back	PENALTY TOTAL	SCORE	OP
<b>Tie-Breaker</b>															
<b>Maneuver Description</b>															
17	918	PENALTY			1										
		CONTENT	+1/2	0	-1/2	-1/2	0	+1/2	0	0	-1/2	0	1	68	
			70 1/2						68 1/2		67				
18	919	PENALTY						1		3					
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	-1/2	0	-1/2	4	61 1/2	
			68		68 1/2		67 1/2		66 1/2						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S SIGNATURE:

FIELDING ROGERS

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## 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

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

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			Trot Logs	SP Left	LH Gate	Walk Bridge	Drag-Walk	L Lope Logs	Back Bales	Ground Tie					
1	775	PENALTY	-1										1	73 1/2	(2)
		CONTENT	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1					
2	777	PENALTY	-1										1	71	
		CONTENT	0	0	0	0	+1/2	+1/2	+1/2	+1/2					
3	809	PENALTY	-1										1	75	(2)
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1	+1	+1	+1					
4	821	PENALTY						-3					3	69 1/2	
		CONTENT	0	+1	+1/2	+1/2	+1	-1/2	0	0					
5	834	PENALTY	-1/2										1/2	73 1/2	(1)
		CONTENT	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2					
6	866	PENALTY		-5										64	
		CONTENT	0	-1	0	0	0	0	0	0					
7	875	PENALTY	SCRATCH												
		CONTENT													
8	876	PENALTY	-1										1	71 1/2	(2)
		CONTENT	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2					

JUDGE'S SIGNATURE:

*St Cooper*  
Steven Cooper

**SHOW:** SHOT Versatility Ranch-Vernon

**CLASS:** #32 - SHOT NPTR - Non Pro 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

**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 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
		<b>Tie-Breaker</b>													
		<b>Obstacle Description</b>	Trot Logs	SP Left	LH Gate	Walk Bridge	Drag-Walk	L Lope Logs	Back Bales	Ground Tie					
9	877	PENALTY	-1/2										1/2	71 1/2	①
		CONTENT	0	+1/2	0	0	0	+1/2	+1/2	+1/2					
10	878	PENALTY	-1					-3					4	67 1/2	
		CONTENT	0	+1/2	+1/2	0	+1/2	-1/2	+1/2						
11	881	PENALTY	-1/2										1/2	72 1/2	
		CONTENT	0	+1/2	+1	+1/2	+1/2	0	+1/2	0					
12	898	PENALTY												74 1/2	①
		CONTENT	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	+1					
13	900	PENALTY												75	①
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2	+1/2					
14	901	PENALTY	-1										1	74 1/2	②
		CONTENT	+1/2	+1	+1/2	+1/2	+1	+1	+1/2	+1/2					
15	904	PENALTY	-1										1	72	
		CONTENT	0	+1	0	+1/2	+1/2	+1/2	0	+1/2					
		PENALTY													
		CONTENT													

JUDGE'S SIGNATURE:

*Steven Cooper*  
Steven Cooper

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AMERICAN QUARTER  
HORSE ASSOCIATION

PATTERN

4

SHOW: SHOT Versatility Ranch-Vernon

CLASS: #34 - SHOT NPRN - Non Pro Reining

DATE: 09/18/2016

## 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, Back	2 Circles Right Lead	2 Circles Left Lead Change	Stop & Back					
1	876	PENALTY				1/2						1/2	72	
		CONTENT	0	+1/2	+1/2	0	+1	0	0	+1/2				
70 1/2 71 70 1/2 71 1/2														
2	812	PENALTY												
		CONTENT	Scratch											
3	878	PENALTY											71 1/2	
		CONTENT	0	+1/2	0	+1/2	0	+1/2	0	0				
70 1/2 71 71 1/2														
4	866	PENALTY											67 1/2	
		CONTENT	-1/2	0	-1/2	-1/2	-1	0	0	0				
69 1/2 68 67 1/2 66 1/2														
5	809	PENALTY				-1/2						1/2	68 1/2	
		CONTENT	-1/2	+1/2	-1/2	0	0	0	0	-1/2				
69 1/2 70 69 1/2 69														
6	900	PENALTY											72	
		CONTENT	0	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2	0				
70 1/2 70 70 1/2 71 71 1/2 72														
7	898	PENALTY					-1/2					1/2	69 1/2	
		CONTENT	0	0	-1/2	0	-1/2	0	0	+1/2				
69 1/2 68														
8	821	PENALTY				1/2		2				2 1/2	67 1/2	
		CONTENT	0	+1/2	0	-1/2	+1/2	-1/2	-1/2	-1/2				
70 1/2 70 70 1/2 68 7 7														

JUDGE'S SIGNATURE:

Pam Rose

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AMERICAN QUARTER  
HORSE ASSOCIATION



PATTERN

4

SHOW: SHOT Versatility Ranch-Vernon

CLASS: #34 - SHOT NPRN - Non Pro Reining

DATE: 09/10/2016

## 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 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

### 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	1	2	3	4	5	6	7	8					
		Maneuver Description	Run, Stop	3 1/2 Spins	Run, Stop	3 1/2 Spins	Run, Stop	2 Circles	2 Circles Left	Stop & Back					
		PENALTY		Left		Right	Back	Right, Lead	Lead, Right						
9	777	CONTENT	0	0	-1/2	0	0	-1/2	-1/2	-1/2			1	67	
					69			67 1/2	66 1/2						
10	<del>883</del>	CONTENT	Scratch												
11	881	CONTENT	+1/2	+1/2	0	+1/2	0	-1/2	0	+1/2				71 1/2	
			70 1/2	71		71 1/2		71							
12	901	CONTENT	0	+1/2	0	+1/2	+1/2	+1/2	0	0				72	
			70 1/2			71	71 1/2	72							
13	814	CONTENT	0	0	+1/2	-1/2	+1/2	-1/2	1/2	1			6	64	
			70 1/2	70	70 1/2										
14	877	CONTENT	0	+1/2	+1/2	+1/2	+1/2	-1/2	0	+1/2				72	
			70 1/2	71	71 1/2	72	71 1/2	72							
15	904	CONTENT	0	0	-1/2	0	-1/2	0	0	0				69	
			69 1/2			69									
16	775	CONTENT	0	-1/2	-1/2	-1	0	0	0	-1				67	
			69 1/2			68									

JUDGE'S SIGNATURE:

Pam Rose

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AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION

PATTERN

4

SHOW: SHOT Versatility Ranch-Vernon

CLASS: #34 - SHOT NPRN - Non Pro Reining

DATE: 09/10/2016

## 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
		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	1	2	3	4	5	6	7	8				
		Maneuver Description	Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Good Glimp	Stop & Back				
17	834	PENALTY												
		CONTENT	+1/2	+1/2	0	0	+1/2	0	0	0			71 1/2	✓
			70 1/2	71			71 1/2							
18	806	PENALTY							1					
		CONTENT	-1/2	-1	-1/2	-1/2	-1	-1/2	-1/2	-1/2			1	64 ✓
			69 1/2	68 1/2	68	67 1/2	66 1/2	66	64 1/2					
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S SIGNATURE:

Pam Rose

AW

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AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION

Stock Horse of Texas Association

## STOCK HORSE COW WORK

## VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: SHOT Versatility Ranch-Vernon

CLASS: #28 - SHOT NPWC - Non Pro  
Working Cow

DATE: 09/10/2016

## 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

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

W/O	#	PENALTY	CONTENT	BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING			POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	PENALTY TOTAL	SCORE	OP
						L	R	L	R	TRACK	RATE	STOP & HOLD						
1	904			0	-1/2	-1	+1/2	-1/2	0				-1/2	0	-1/2	3	64 1/2	
2	809			0	0	0	0	-1/2	0				-1	0	-1/2	2	66	
3	821			0	0	+1	0			+1	+1	+1/2	+1/2	0	0		74	*
4	814			0	0	+1/2	+1	+1/2	+1/2				0	0	0		72 1/2	*
5	872																	
6	881			-1	-1/2	0	+1/2	+1/2	-1/2				-1	0	-1	3	64	
7	813			-1/2	0	-1/2	0	-1/2	-1/2				-1	0	0	2	62	I
8	812			0	-1/2	+1/2	0	0	-1/2				-1/2	0	-1/2	5	63 1/2	

JUDGE'S SIGNATURE:

FIELDING ROGERS

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AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION

## STOCK HORSE COW WORK

## VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: SHOT Versatility Ranch-Vernon

CLASS: #36 - SHOT NPWC - Non Pro  
Working Cow

DATE: 09/10/2016

## 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

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

W/O	#	PENALTY	BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING			POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	PENALTY TOTAL	SCORE	OP
					L	R	L	R	TRACK	RATE	STOP & HOLD						
9	900	CONTENT	+1/2	0	0	+1/2			-1	0	-1/2	0	0	0	5	63 1/2	
10	775	CONTENT	0	0	-1	+1/2	-1/2	-1				-1	0	0		67	
11	877	CONTENT	-1/2	+1/2	+1/2	+1			-1	-1	0	-1/2	+1/2	0	1	68 1/2	
12	806	CONTENT	0	0	+1/2	+1/2			+1	+1	0	0	0	0	3	70	
13	777	CONTENT	0	0	-1/2	0	-1	-1				-1	0	-1	3	62 1/2	
14	901	CONTENT	0	-1/2	-1	-1			-1	-1	0	-1	0	0	4	60 1/2	
15	834	CONTENT	0	-1/2	+1/2	-1/2	-1/2	-1/2				0	0	-1/2		66	(I)
16	878	CONTENT	+1/2	0	+1/2	-1/2			+1	+1	+1	+1/2	0	0		74	

JUDGE'S SIGNATURE:

FIELDING ROGERS

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**STOCK HORSE COW WORK**  
**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:** SHOT Versatility Ranch-Vernon

**CLASS:** #36 - SHOT NPWC - Non Pro  
Working Cow

**DATE:** 09/10/2016

**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				EYE APPEAL		
L	R			L	R	TRACK	RATE	STOP & HOLD										
17	898	PENALTY																
		CONTENT	0	0	+1/2	0			3K +1	+1	+1/2	0			3	70		
18	876	PENALTY				1A												
		CONTENT	0	0	+1/2	-1	+1/2	+1/2				0			1	69 1/2		
19	866	PENALTY																
		CONTENT	+1/2	+1/2	0	+1	0	+1/2				0				72 1/2		
<del>20</del>	<del>946</del>	PENALTY	SCRATCH															
		CONTENT	SCRATCH															
		PENALTY																
		CONTENT																
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		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S SIGNATURE:

*Fielding Rogers*

FIELDING ROGERS

HW



**VERSATILITY RANCH HORSE - CUTTING**

SHOW: SHOT Versatility Ranch Horse  
CLASS: 680 - AQHA 282000 - Amt VRH Ranch  
DATE: 08/06/2016

**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

W/O	#	PENALTIES						RUN CONTENT										PENALTY TOTAL	SCORE	OP
								Herd Work • Driving a Cow • Controlling the Cow • Working Center of Arena • Degree of Difficulty • Amount of Courage + Above Average    ✓ Average    - Below Average												
		1 POINT		3 POINTS		5 POINTS		Herd Work		Control of Cow		Degree of Difficulty		Eye Appeal		Courage				
1	604	C					B	✓	-	✓	-	✓	✓	✓	✓	✓	✓	6	61 <sup>+</sup>	
2	546							✓	✓	-	✓	✓	✓	✓	✓	✓	✓	1	71	
3	523						B	✓	✓	-	✓	✓	✓	✓	✓	✓	✓	5	63	
4	621	C						✓	✓	-	✓	✓	✓	✓	✓	✓	✓	1	67	
5	496							✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	1	70	
6	512	A						✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	1	68 <sup>+</sup>	
7	498	C						✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	1	69	
8	613	A	A				B	✓	-	✓	✓	✓	✓	✓	✓	✓	✓	7	61	

JUDGE'S SIGNATURE:

*Jan Dublin*

EARNST WILSON

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**VERSATILITY RANCH HORSE - CUTTING**

**SHOW:** SHOT Versatility Ranch-Hamilton

**CLASS:** #380 - AQHA 282000 - Amt VRH Ranch  
Cutting

**DATE:** 08/06/2016

**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

W/O	#	PENALTIES					RUN CONTENT										PENALTY TOTAL	SCORE	OP
							Herd Work • Driving a Cow • Controlling the Cow • Working Center of Arena • Degree of Difficulty • Amount of Courage + Above Average    ✓ Average    - Below Average												
		1 POINT	3 POINTS	5 POINTS	Herd Work	Control of Cow	Degree of Difficulty	Eye Appeal	Courage										
9	493	C					✓	✓	-	-	✓	✓	✓	✓	✓	3 <i>hot rust</i>	66		
10	566	A				B	✓	✓	✓+	✓-	✓+	✓	✓+	✓	✓	6	65		
11	529	A					✓	✓	✓	✓+	✓	✓	✓	✓	✓	1	69½		
12	637						✓	✓	✓+	✓+	✓+	✓+	✓	✓	✓		72		
13	490	A					✓	✓	✓	✓+	✓+	✓+	✓+	✓+	✓	1	71½		
14	584	ACC					✓	✓	✓	✓	✓	✓+	✓	✓+	✓	3	68		
15	600					B	-	✓	-	✓	✓	✓	-	✓	✓	5	62		
16	626	C					✓	✓	✓-	✓	✓	✓	✓	✓	✓	1	68½		

JUDGE'S SIGNATURE:

*Jan Dublin*  
EARNEST WILSON

**VERSATILITY RANCH HORSE - CUTTING**

**SHOW:** SHOT Versatility Ranch-Hamilton  
**CLASS:** #380 - AQHA 282000 - Amt VRH Ranch Cutting  
**DATE:** 08/06/2016

**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

W/O	#	PENALTIES				RUN CONTENT					PENALTY TOTAL	SCORE	OP		
						Hard Work • Driving a Cow • Controlling the Cow • Working Center of Arena • Degree of Difficulty • Amount of Courage + Above Average    ✓ Average    - Below Average									
		1 POINT	3 POINTS	5 POINTS	Herd Work	Control of Cow	Degree of Difficulty	Eye Appeal	Courage						
17	636	AC				✓	✓	✓	-	✓	✓	✓	2 - work time	64	
18	620					✓	✓	✓	+	✓	✓	✓	+	71	

JUDGE'S SIGNATURE:

*Jan Durkin*

EARNEST WILSON

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