# AQHA SHOT

## Stock Horse of Texas Association

### SHOT & VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** SHOT Versatility Ranch

**CLASS:** #30 - SHOT - APL - Non Pro Pleasure

**DATE:** 05/21/2016

---

### Pattern

| 1 Point Penalties: | 
|------------------|------------------|
| - Over-reaching  | - 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     | - Dragging reins |
| - Break of gait at Lope | - Break of gait at Walk or trot for more than two (2) strides |

| 5 Point Penalties: | 
|------------------|------------------|
| - Spurring in face of other | - Distant disobedience |
| - Use of either hand to instil fear/prise | - 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 | - Improper western attire |

---

### Penalties

- 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 |
| - Belligerent equipment | - Disrespect or misconduct |

### Run Content

Each transition time 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 +1 Very Good, +61 Excellent

<table>
<thead>
<tr>
<th>Tie-Breaker</th>
<th>Maneuver</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>W T E T L S R U L E C T S A B</td>
</tr>
<tr>
<td>9</td>
<td>1 0 2 3 4 6 5 7</td>
</tr>
</tbody>
</table>

---

### Table

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>OP</th>
<th>Penalty</th>
<th>CONTENT</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>180</td>
<td>✓</td>
<td></td>
<td>+1 +1 +1/2</td>
<td>O + 1/2</td>
<td>-1/2 -1/2 +1/2 +1/2</td>
</tr>
<tr>
<td>2</td>
<td>241</td>
<td>✓</td>
<td></td>
<td>+1 +1 +1 +1/2 +1</td>
<td>+1 +1 +1 +1</td>
<td>+1 +1</td>
</tr>
<tr>
<td>3</td>
<td>202</td>
<td></td>
<td></td>
<td>+1 1/2 +1 +1 +1 +1/2</td>
<td>+1 +1</td>
<td>0 +1 +1/2</td>
</tr>
<tr>
<td>4</td>
<td>229</td>
<td></td>
<td></td>
<td>+1 +1/2 +1</td>
<td>+1</td>
<td>0 0 0 0</td>
</tr>
<tr>
<td>5</td>
<td>209</td>
<td>✓</td>
<td></td>
<td>+1 1/2 +1 +1 +1/2 +1/2 +1/2 +1/2</td>
<td>+1 +1 +1 +1</td>
<td>+1/2 +1</td>
</tr>
<tr>
<td>6</td>
<td>177</td>
<td></td>
<td></td>
<td>+1 +1 +1 +1 +1/2 +1/2 +1/2 +1/2 +1/2 +1/2 +1/2</td>
<td>+1 +1 +1/2 +1</td>
<td>83.5</td>
</tr>
</tbody>
</table>

---

**Judge's Signature:**

---

**Printed from HSW**
**SHOW: SHOT Versatility Ranch - Dripping Springs**

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

**DATE: 02/27/2016**

### SHOT & VERSATILITY RANCH HORSE - TRAIL

**10-Point Penalties:**
- Each flat, 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 leg in a single stride space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step or more off course or on ground tie except shifting in balance

**3-Point Penalties:**
- Wrong lead
- Draped reins
- Breaks of gait at Walk or Trot
- Break of gait at Walk or Trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

**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
- Head consistently carried too low or over flexed
- Repeated blatant disobedience
- Fall horse/riders; run ends; credit will be given for work done

### RUN CONTENT

Each individual trail is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1-2 Easy, 3 Easy, 4 Very Easy, 5 Very Easy, 6 Correct, 7 Easy, 8 Very Easy, 9 Good, 10 Very Good, 11 Excellent

<table>
<thead>
<tr>
<th>NO.</th>
<th>HORSE</th>
<th>OP</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>241</td>
<td></td>
<td>0</td>
<td>0</td>
<td>-1</td>
<td>0</td>
<td>-1</td>
<td>0</td>
<td>-1</td>
<td>0</td>
<td></td>
<td>72</td>
<td>4 72</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>180</td>
<td></td>
<td></td>
<td></td>
<td>+1</td>
<td>-1</td>
<td>-3</td>
<td>-1</td>
<td>-1</td>
<td></td>
<td></td>
<td>74</td>
<td>7 67</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>202</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>+1</td>
<td>-1</td>
<td>-1</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>77</td>
<td>1 76</td>
</tr>
<tr>
<td>4</td>
<td>177</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>+1</td>
<td>+1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td></td>
<td>79</td>
</tr>
<tr>
<td>5</td>
<td>229</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>+5</td>
<td>+1</td>
<td>+1</td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td>6</td>
<td>209</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>26.5</td>
<td></td>
</tr>
</tbody>
</table>

**Tie-Breaker:**
- Obstacle
- Pass to Walk Bridge, Trot, Chute, SP between slope logs RL, Walk logs, Trot logs, Drag 8-Walk

**JUDGE’S SIGNATURE:** Ernest Wilson
## AQHA Shot & Versatility Ranch Horse - Reining

### Pattern 5

**Show:** SHOT Versatility - Ranch - Stock of Texas Association  
**Class:** #346 SHOT NPRN - Non Pro Reining  
**Date:** 05/21/2016

### Rules

#### 1/2 Point Penalties:
- Starting a circle or 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

### Off- Pattern (OP's)
- Correct 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

#### Disqualifications
- Luminosity
- 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 1/2 Extremely Poor; 1 Very Poor; 1/2 Poor; 0 Correct; +1/2 Good; +1 Very Good; +1 1/2 Excellent

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>OP</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>Penalty Total</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Tie Breaker</td>
<td>10</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>8</td>
<td>5</td>
<td>4</td>
<td>7</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Maneuver</td>
<td>Stop &amp; Buck</td>
<td>Right Spin</td>
<td>4 1/4 Left</td>
<td>2 Left Circles</td>
<td>2 Right</td>
<td>Right</td>
<td>Left Rollback</td>
<td>Stop</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>177</td>
<td>PENALTY</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>1 69</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>160</td>
<td>PENALTY</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>3 62</td>
<td>3 62</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>241</td>
<td>PENALTY</td>
<td>-1</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>3 62</td>
<td>3 62</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>209</td>
<td>PENALTY</td>
<td>-1</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>6 72</td>
<td>6 72</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>202</td>
<td>PENALTY</td>
<td>-1/2</td>
<td>-1</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>1 62</td>
<td>1 62</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

**Judge's Signature:** [Signature]

**Printed from HSW**
## SHOT & VERSATILITY RANCH HORSE - COW WORK

### SHOW:
- SHOW: SHOT Versatility Ranch - Dripping Springs

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

### DATE:
- DATE: 05/21/2016

### 1 Point Penalties:
- Loss of working advantage
- Using the corner or the end of the arena to turn the cow when going down the fence
- Changing sides of arena to turn the cow
- For each length horse runs past cow
- Working out of position
- Slipping rein
- Failure to drive cow past middle marker on first turn

### 2 Point Penalties:
- Going around the corner of the arena before turning the cow
- When working an animal in the open field (at least 20' from the side of arena) and the animal gets within 3 feet from the end fence before being turned

### 3 Point Penalties:
- Exhausting or overworking the cow before circling or roping
- Hanging up on the fence (refusing to turn)
- Missing first loop
- Knocking down the cow without having a working advantage
- Losing a cow while boxing

### 4 Point Penalties:
- Failure to turn the cow both directions on the fence
- Failure to catch
- Spurring in front of clinch
- Bilateral disobedience
- Use of any kind of Islamic, whips, or any other device to control the animal beyond the tools listed
- Use of two hands (except in cradle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between natural reins (except two rein) per maneuver

### OFF-PATTERNS (OP):
- Cannot place above others who complete pattern correctly
- Turning tail
- Failure to attempt any part of the class
- Leaving arena before run is complete
- Repeated blatant disobedience
- Fall horse/riders; run ends, 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 called

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

### RUN CONTENT

Each run is scored between 60 and 100 points; the run with the highest score (70 points) is worth 1 1/2 points above a 6 point base. The run with the lowest score (0 points) is worth 1 point below the 6 point base.

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>Boxing</th>
<th>Rating</th>
<th>FENCE TURNS</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>209</td>
<td></td>
<td></td>
<td></td>
<td>0 - 12 + 12</td>
<td>0 - 12 + 12</td>
<td>0 - 12 + 12</td>
<td>0 - 12 + 12</td>
<td>61</td>
</tr>
<tr>
<td>2</td>
<td>180</td>
<td></td>
<td></td>
<td></td>
<td>0 - 12 - 12</td>
<td>0 - 12 - 12</td>
<td>0 - 12 - 12</td>
<td>0 - 12 - 12</td>
<td>68</td>
</tr>
<tr>
<td>3</td>
<td>241</td>
<td></td>
<td></td>
<td></td>
<td>0 - 12 - 12</td>
<td>0 - 12 - 12</td>
<td>0 - 12 - 12</td>
<td>0 - 12 - 12</td>
<td>65</td>
</tr>
<tr>
<td>4</td>
<td>229</td>
<td></td>
<td></td>
<td></td>
<td>42 - 14 - 14</td>
<td>42 - 14 - 14</td>
<td>42 - 14 - 14</td>
<td>42 - 14 - 14</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>177</td>
<td></td>
<td></td>
<td></td>
<td>42 - 14 - 14</td>
<td>42 - 14 - 14</td>
<td>42 - 14 - 14</td>
<td>42 - 14 - 14</td>
<td>69</td>
</tr>
<tr>
<td>6</td>
<td>202</td>
<td></td>
<td></td>
<td></td>
<td>42 - 14 - 14</td>
<td>42 - 14 - 14</td>
<td>42 - 14 - 14</td>
<td>42 - 14 - 14</td>
<td>68</td>
</tr>
<tr>
<td>7</td>
<td>252</td>
<td></td>
<td></td>
<td></td>
<td>3 - 12 - 12</td>
<td>3 - 12 - 12</td>
<td>3 - 12 - 12</td>
<td>3 - 12 - 12</td>
<td>67</td>
</tr>
</tbody>
</table>

### JUDGE'S SIGNATURE:
- Chris Hardcastle

Printed from HSW