### AQHA SHOT

**American Quarter Horse Association**

**Stock Horse of Texas Association**

**SHOT & VERSATILITY RANCH HORSE - RANCH RIDING**

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

**CLASS:** #70 - SHOT/PLS - Novice Pleasure

**DATE:** 05/21/2016

---

<table>
<thead>
<tr>
<th>WIO</th>
<th>#</th>
<th>OP</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tie-Breaker</td>
<td>89/10</td>
<td>234567</td>
<td>9</td>
<td>61</td>
</tr>
<tr>
<td>Maneuver</td>
<td>W T E L S+W L E L T setB</td>
<td>-3 -3 0 0</td>
<td>79</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>167</td>
<td>✓</td>
<td>-1 +1 +1 +1 ½ -1 -1 -1 +½</td>
<td>9</td>
</tr>
<tr>
<td>2</td>
<td>182</td>
<td>✓</td>
<td>+½ +1 0 +1½ +½ +1½ +1½ 0 +1½ +1</td>
<td>79</td>
</tr>
<tr>
<td>3</td>
<td>206</td>
<td>✓</td>
<td>+1 -½ -½ -½ 0 +½ +1 +1 -½ 0</td>
<td>69</td>
</tr>
<tr>
<td>4</td>
<td>186</td>
<td>✓</td>
<td>-½ +½ 0 -1 -1 -1 -1 +½ -1 0</td>
<td>65.5</td>
</tr>
<tr>
<td>5</td>
<td>220</td>
<td>✓</td>
<td>+½ +1 +1 +1 +1 +1 +1 +1 +½ +½</td>
<td>79.5</td>
</tr>
<tr>
<td>6</td>
<td>181</td>
<td>✓</td>
<td>+½ +1 +1 +1 -½ -½ -½ 0</td>
<td>77</td>
</tr>
<tr>
<td>7</td>
<td>201</td>
<td>✓</td>
<td>0 -½ -½ -½ -½ 0 +½ 0 -½ 0</td>
<td>63</td>
</tr>
<tr>
<td>8</td>
<td>232</td>
<td>✓</td>
<td>+1 +1 +1 +½ +½ +½ +½ +½ +1 0 +½ +1</td>
<td>78.5</td>
</tr>
<tr>
<td>9</td>
<td>169</td>
<td>✓</td>
<td>+1 +½ +1 +1 +1 +1 +1 -½ -½ -½ -½ -1</td>
<td>78.5</td>
</tr>
<tr>
<td>10</td>
<td>193</td>
<td>✓</td>
<td>+½ +½ +½ +½ +½ +½ +½ 0 +½ +½ -1 -1</td>
<td>70.5</td>
</tr>
</tbody>
</table>

---

**JUDGE'S SIGNATURE:**

---

**Printed from HSU**
# Shot & Versatility Ranch Horse - Ranch Riding

**SHOW:** SHOT Versatility Ranch - Dripping Springs  
**CLASS:** #70 - SHOT VPLS - Novice Pleasure  
**DATE:** 05/21/2016

**Penalties:**
- Over-handled  
- Out of frame  
- Too slow  
- Gaping mouth  
- Break of gait at Walk or trot for two (2) strides or less

**Out-Penalties:** Cannot place above others who complete pattern correctly  
- Breaking pattern  
- Leaping arena before pattern is complete  
- Repeated blatant disobedience  
- Fail horse/rode; run ends; credit will be given for work done

**DG:**  
- Lightheadedness  
- Abuse  
- Ineligible 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, 1.3-2.0 Very Poor, 2.1-2.5 Poor, 2.6-3.5 Fair, 3.6-4.0 Good, 4.1-4.5 Very Good, >4.5 Excellent

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>OP</th>
<th>Tie-Breaker</th>
<th>Penalty</th>
<th>Content</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>234</td>
<td>✓</td>
<td>8 9 1 10 2 3 4 5 7</td>
<td></td>
<td></td>
<td>64</td>
</tr>
<tr>
<td>12</td>
<td>200</td>
<td>✓</td>
<td>W T E T L S R W L E L T S b</td>
<td>-1</td>
<td>0</td>
<td>72</td>
</tr>
<tr>
<td>13</td>
<td>218</td>
<td>✓</td>
<td>-1/2 -1/2 -1/2 -1/2 -1/2 +1/2 +1/2 0 +1/2</td>
<td>-3/4</td>
<td>-1/2</td>
<td>65</td>
</tr>
<tr>
<td>14</td>
<td>242</td>
<td>✓</td>
<td>-1/2 -1/2 -1/2 -1/2 -1/2 -1/2 +1/2 -1 0 +1/2</td>
<td></td>
<td></td>
<td>64</td>
</tr>
<tr>
<td>15</td>
<td>216</td>
<td>✓</td>
<td>-1/2 -1/2 -1/2 -1/2 -1/2 -1/2 -1/2 -1/2 -1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>64</td>
</tr>
<tr>
<td>16</td>
<td>189</td>
<td>✓</td>
<td>-1 -1/2 -1/2 +1 -1/2 -1/2 -1/2 -1/2 -1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>65</td>
</tr>
<tr>
<td>17</td>
<td>236</td>
<td>✓</td>
<td>-1 0 +1/2 +1 0 -1/2 0 +1/2 +1/2 +1/2</td>
<td></td>
<td></td>
<td>725</td>
</tr>
<tr>
<td>18</td>
<td>187</td>
<td>✓</td>
<td>+1 +1 0 +1 +1 -1/2 -1/2 0 -1/2 +1/2</td>
<td></td>
<td></td>
<td>745</td>
</tr>
</tbody>
</table>

**Judge's Signature:**

---

*Printed from HSW*
# AQHA SHOT

## Stock Horse of Texas Association

### SHOT & VERSATILITY RANCH HORSE - TRAIL

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

**CLASS:** #71 - SHOT VTRL - Novice Trail

**DATE:** 06/21/2016

---

### 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 strikes or less
- Both front or hind feet in a single stride space at a walk or trot
- Stopping or falling to stop into required space
- Incorrect number of strikes, if specified
- One step on dismount or ground tie except shifting to balance

### 3 Point Penalties:
- Wrong lead
- Dropped reins
- Break of gait at Logs
- Break of gait at Walk or Trot for more than two (2) strikes
- 2-3 steps on dismount or ground tie

### 5 Point Penalties:
- Spurring in front of pony
- Blisters or mud on feet
- Use of either hand to assist in pulling aid
- Use of two hands (except in outline bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 2 or 2nd cumulative refusal
- Letting go of gate

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

### DO:
- Lameness
- Abuse
- Inappropriate equipment
- Disorderly or misconduct
- Improper western attire

---

### Run Content

Each horse/rider pair is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1-20: Easily Poor
- 21-40: Very Poor
- 41-60: Correct +1/2 Good
- 61-80: Very Good
- 81-100: Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>Tie-Breaker</th>
<th>Obstacle</th>
<th>Walk Bridge</th>
<th>Trot Chute</th>
<th>SP between</th>
<th>SP logs RL</th>
<th>Walk logs</th>
<th>Trot logs</th>
<th>Trot 8</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>187</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>237</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>251</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>232</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>236</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>242</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>218</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>169</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>220</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>181</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Total Penalties: 4

### Total Score: 65½

---

**Earnest Wilson**

**Judge's Signature:**

Printed from HSW
## SHOT & 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

### 5 Point Penalties:
- Spuming in front of chicen
- Blasting disobedience
- Use of either hand to assist four-poise
- 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
- Kneeling over, sleeping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gait

### Off-Pattern (OP):
- Cantering in place above others who complete pattern correctly
- Obstacle pattern
- - Breach pattern
- - Leaning fence before pattern is complete
- - 3rd refusal
- - No attempt to perform obstacle
- - Head consistently carried too low or over flexed
- - Repeated blatant disobedience
- - Fall horse/rider; run ends; credit will be given for work done

### NO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect of misconduct
- Improper western attire

### RUN CONTENT

Each horse/team is scored between 9-100 points and automatically begins the run with a score of 70 points.
- 1/2 = Extremely Poor; 1/2 = Poor; 1/2 = Good; 1 Very Good; 1/12 = Excellent

<table>
<thead>
<tr>
<th>W/O</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>11</td>
<td>186</td>
<td></td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>65 1/2</td>
</tr>
<tr>
<td>12</td>
<td>201</td>
<td></td>
<td>0</td>
<td>0</td>
<td>-1</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>66 1/2</td>
</tr>
<tr>
<td>13</td>
<td>193</td>
<td></td>
<td>+1/2</td>
<td>+1/2</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>0</td>
<td>3</td>
<td>15</td>
<td>53 1/2</td>
</tr>
<tr>
<td>14</td>
<td>242</td>
<td></td>
<td>0</td>
<td>0</td>
<td>-1</td>
<td>0</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>3</td>
<td>4</td>
<td>67</td>
</tr>
<tr>
<td>15</td>
<td>200</td>
<td></td>
<td>0</td>
<td>0</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>0</td>
<td>3</td>
<td>3</td>
<td>67 1/2</td>
</tr>
<tr>
<td>16</td>
<td>216</td>
<td>OP</td>
<td>0</td>
<td>0</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>0</td>
<td>3</td>
<td>6</td>
<td>63 1/2</td>
</tr>
<tr>
<td>17</td>
<td>182</td>
<td></td>
<td>+1/2</td>
<td>+1/2</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>0</td>
<td>3</td>
<td>2</td>
<td>70 1/2</td>
</tr>
<tr>
<td>18</td>
<td>206</td>
<td></td>
<td>0</td>
<td>0</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>0</td>
<td>3</td>
<td>4</td>
<td>68</td>
</tr>
<tr>
<td>19</td>
<td>167</td>
<td>OP</td>
<td>0</td>
<td>0</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>0</td>
<td>2</td>
<td>8</td>
<td>58 1/2</td>
</tr>
<tr>
<td>20</td>
<td>189</td>
<td></td>
<td>-1/2</td>
<td>0</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>0</td>
<td>2</td>
<td>6</td>
<td>66</td>
</tr>
</tbody>
</table>

---

**EARNEST WILSON**

**JUDGE'S SIGNATURE:**

---

Printed from HSW
### SHOT & 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 feet in a single-dimension space at a walk or trot
- Slipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on dissent or ground due to shifting of 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 dissent or ground due

#### 5 POINT PENALTIES:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to assist foothold
- Use of two hands (except in snaffle bit or hackamores) per maneuver
- More than one finger between split reins or any fingers between normal 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

---

### RUN CONTENT

Each horse/ rider team is scored between 0-100 points and automatically begins the run with a score of 75 points.
- 1/2 Extremely Poor, -1 Very Poor, -2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent.

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>Tie-Breaker</th>
<th>Penalty</th>
<th>Content</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>21</td>
<td>234</td>
<td></td>
<td></td>
<td></td>
<td>1 1/2</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>G6 1/2</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

---

**SHOW:** SHOT Versatility Ranch - Dripping Spr

**CLASS:** #71 - SHOT VTRL - Novice Trail

**DATE:** 05/21/2016

**EARNEST WILSON**

**JUDGE'S SIGNATURE:**

---

**Printed from HSW**
### Shot & Versatility Ranch Horse - Reining

**Show:** SHOT Versatility Ranch - Dripping Springs  
**Class:** 472 - SHOT VRNN - Novice Reining  
**Date:** 05/21/2016

#### Rules

1/2 Point Penalties:
- Stopping 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 maintain 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
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:
- Break of gait
- Freezing up in stops or rollback
- Failure to stop or walk before executing a loose departure on a stop-and-go pattern
- Failure to be in a loaf prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before starting a stop position

5 Point Penalties:
- Swaying in front of the judge
- Blatant disobedience
- Use of either hand to trail/tailraise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rein relays (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 complete
- Repeated blatant disobedience
- Fall horse/ride; run ends; credit will be given for work done

#### Judges
- Lassiness
- Abuse
- Illegit equipment
- Showmanship or misconduct
- Improper western attire

#### Run Content

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

<table>
<thead>
<tr>
<th>W/O # 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>Tie-Breaker</td>
<td>4</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>5</td>
<td>7</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Maneuver</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Penalty</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Results

- **201**
  - Penalty: 68
- **232**
  - Penalty: 109
- **200**
  - Penalty: 662
- **182**
  - Penalty: 676
- **169**
  - Penalty: 67
- **242**
  - Penalty: 682
- **236**
  - Penalty: 648
- **181**
  - Penalty: 624
- **186**
  - Penalty: 62

---

**Judge's Signature:**

---

**Printed from HSW**
# AQHA American Quarter Horse Association  
# SHOT Texas Horse of Texas Association

## SHOT & VERSATILITY RANCH HORSE - REINING

### Class: #72 - SHOT VRNN - Novice Reining  
### Show: SHOT Versatility Ranch - Dripping Springs  
### Date: 05/21/2016

#### Pattern:
- Starting a circle or cutting a rollback as 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 where the horse goes 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 rollback
- Failure to stop or walk before executing a stop-trot departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to complete the specified marker before initiating a stop position

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

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

### RUN CONTENT

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

| WIO | # | OP | Tie-Breaker | Maneuver | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | PENALTY TOTAL | SCORE |
|-----|---|----|-------------|----------|---|---|---|---|---|---|---|---|---|---|-----|--------------|-------|
| 11  | 167|     | Circle      | Circle   | 5 | 2 | 5 | 5 | 5 | 2 | 5 | 3 | 2 | 5 |     |               | 59 1/2 |
| 12  | 220|     | Circle      | Star     | 5 | 2 | 5 | 5 | 5 | 2 | 5 | 3 | 2 | 5 |     |               | 67 1/2 |
| 13  | 218|     | Circle      | Star     | 5 | 2 | 5 | 5 | 5 | 2 | 5 | 3 | 2 | 5 |     |               | 63   |
| 14  | 187|     | Circle      | Star     | 5 | 2 | 5 | 5 | 5 | 2 | 5 | 3 | 2 | 5 |     |               | 65   |
| 15  | 189|     | Circle      | Star     | 5 | 2 | 5 | 5 | 5 | 2 | 5 | 3 | 2 | 5 |     |               | 70 1/2 |

**Earnest Wilson**  
**Judge's Signature:**

---

*Printed from HSW*
### AQHA SHOT
Stock Horse of Texas Association

**NOVICE/YOUTH COW WORK**

**1 Point Penalties:**
- Loss of working advantage
- Working out of position
- Slipping rein

**3 Point Penalties:**
- Recklessly going after the cow without having a working advantage
- Losing a cow while boxing

**5 Point Penalties:**
- Spurning in front of cinch
- Baiting disobedience
- Use of other hand to install headstall
- 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) per maneuver

**Off Pattern (OP):** Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; 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:**
- Lame
- 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.

<table>
<thead>
<tr>
<th>W/D</th>
<th>#</th>
<th>OP</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>POSITION &amp; CONTROL</th>
<th>EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>COURAGE</th>
<th>NOTES</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>186</td>
<td></td>
<td></td>
<td></td>
<td>-½ -½ -½ +½</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>69</td>
</tr>
<tr>
<td>2</td>
<td>242</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>70</td>
</tr>
<tr>
<td>3</td>
<td>218</td>
<td></td>
<td></td>
<td></td>
<td>-1 -1 -1 -1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>4</td>
<td>169</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>64</td>
</tr>
<tr>
<td>5</td>
<td>181</td>
<td></td>
<td></td>
<td></td>
<td>-½ -½ -½ -½</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>68</td>
</tr>
<tr>
<td>6</td>
<td>232</td>
<td></td>
<td></td>
<td></td>
<td>-½ 0 -½ 0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>66</td>
</tr>
<tr>
<td>7</td>
<td>234</td>
<td></td>
<td>2.55</td>
<td></td>
<td>-½ -½ -½ -½ -½</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>15</td>
</tr>
<tr>
<td>8</td>
<td>182</td>
<td></td>
<td></td>
<td></td>
<td>-½ -½ -½ +½ ½</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>66</td>
</tr>
<tr>
<td>9</td>
<td>201</td>
<td></td>
<td></td>
<td></td>
<td>+½ ½ ½ 0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>71</td>
</tr>
<tr>
<td>10</td>
<td>251</td>
<td></td>
<td></td>
<td></td>
<td>+½ +½ +½ +½</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>72</td>
</tr>
</tbody>
</table>

---

**JUDGE'S SIGNATURE:**

[Signature]

[Printed from HSW]
## NOVICE/YOUTH COW WORK

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

### Off-Pattern (OP)
- Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horse/other; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Failing to attempt any part of the class

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

### RUN CONTENT
Each team/individual is scored on the run with a score of 70 points.

<table>
<thead>
<tr>
<th>W/O</th>
<th></th>
<th>OP</th>
<th></th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>167</td>
<td></td>
<td>PENALTY</td>
<td>-1</td>
<td>-2</td>
<td>-2</td>
<td>0</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>12</td>
<td>200</td>
<td></td>
<td>PENALTY</td>
<td>11</td>
<td>11</td>
<td>11</td>
<td>0</td>
<td>0</td>
<td>4</td>
</tr>
<tr>
<td>13</td>
<td>236</td>
<td></td>
<td>PENALTY</td>
<td>-1</td>
<td>-1</td>
<td>11</td>
<td>0</td>
<td>6</td>
<td>4</td>
</tr>
<tr>
<td>14</td>
<td>189</td>
<td></td>
<td>PENALTY</td>
<td>-1</td>
<td>15</td>
<td>5</td>
<td>0</td>
<td>0</td>
<td>11</td>
</tr>
<tr>
<td>15</td>
<td>187</td>
<td></td>
<td>PENALTY</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>6</td>
</tr>
<tr>
<td>16</td>
<td>220</td>
<td></td>
<td>PENALTY</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>17</td>
<td>206</td>
<td></td>
<td>PENALTY</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>18</td>
<td>235</td>
<td></td>
<td>PENALTY</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>19</td>
<td>237</td>
<td></td>
<td>PENALTY</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>