### AQHA SHOT

**American Quarter Horse Association**

**Stock Horse of Texas Association**

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

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

**CLASS:** #10 - SHOT OPLS - Open Pleasure

**DATE:** 05/21/2016

#### 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

#### 1 Point Penalties:
- Overreached
- 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 instil 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 reins) per maneuver (cannot place above others who perform completely)

### RUN CONTENT

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

- +1 = Excellent
- +0 = Fair
- -1 = Poor
- -2 = Very Poor

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<th>PENALTY TOTAL</th>
<th>SCORE</th>
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**EARNED WILSON**

JUDGE'S SIGNATURE: [Signature]

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## SHOT & VERSATILITY RANCH HORSE - TRAIL

### Rules:
- **Point Penalties:**
  - Each hit, bite, or stepping on a leg, 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.
  - Slipping over or falling to step into required space.
  - Incorrect number of strides, if specified.
  - One step on downslide or ground tie except shifting to balance.

- **6 Point Penalties:**
  - Spanning in front of snaffle.
  - Excessive disobedience.
  - Use of either hand to instill fear or to use a snaffle bit or hackamores per maneuver.
  - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver.
  - Not breaking over, stepping out of, or failing to maintain an obstacle.
  - Dropping an object required to be carried.
  - 1st or 2nd cumulative refusal.
  - Letting go of gauze.

### Class:
- **SHOW:** SHOT Versatility Ranch - Dripping Springs (TX)
- **CLASS:** #13 - SHOT OTRL - Open Trail
- **DATE:** 05/27/2016

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### Scoring:
- Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 1.0 Extra Credit, +1 Very Good, +2 Good, +3 Excellent, +4 Excellent.
SHOT & 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 stop departure on trail-in patterns
- Failure to be in a lead prior to the first marker on trail-in patterns
- Failure to completely pass the specified marker before starting a stop position

Penalty Points:
- Spinning in front of judge
- Blatant disobedience
- Use of either hand to assist or push
- Use of two hands except in single bit or hackamore per maneuver
- More than one finger between split reins or any fingers between regular reins (except two reins) per maneuver

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuvers (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

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

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JUDGE'S SIGNATURE: [Signature]
## SHOT & VERSATILITY RANCH HORSE - COW WORK

### RULES

**1 Point Penalties:**
- Loss of working advantage
- Using the corner or the edge of the arena to turn the cow when going down the lane
- Changing sides of arena to turn cow
- For each length horse runs past cow
- Working out of position
- Slipping run
- 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 is within 3 feet from the end fence before being turned.

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

**5 Point Penalties:**
- Failure to turn the cow both directions on the fence
- Failure to catch
- Spurring in front of clinch
- Excessive dismount
- Use of either hand to influence the cow
- More than one finger between split reins or any fingers between normal reins (except two rate per maneuver)

**Off-Pattern (OP):**
- Cannot place above anyone who completes pattern correctly
- Turning tail
- Failure to attempt any part of the class
- Leaving arena before run is complete
- Repeated blatant disobedience
- Fall of horse/riders, run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between costs, if new cow is awarded

### PENALTY TOTAL

Each horse/rider team is assessed between 0-100 points, with disqualification beginning at 70 points (a score of 70 is not possible). Points are awarded for:
- +10 for Excellent
- +5 for Very Good
- +1 for Good

### JUDGE'S SIGNATURE

Chris Hardcastle