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### AQHA SHOT

**American Quarter Horse Association**

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

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

**CLASS:** #80 - SHOT YPLS - Youth Pleasure

**DATE:** 05/21/2016

---

**RUN CONTENT**

Each maneuver is scored between 0-10 points (0-No credit, 10-Perfect)
- 0 Extremely Poor, 1 Very Poor, 2 Poor, 3 Fair, 4 Average, 5 Good, 6 Very Good, 7 Excellent

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**JUDGE'S SIGNATURE:** [Signature]

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**PENALTY TOTAL**

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# SHOW: SHOT Versatility Ranch - Dripping Spr

## CLASS: #63 - SHOT YTRL - Youth Trail

## SHOT & VERSATILITY RANCH HORSE - TRAIL

### 1 Point Penalties:
- Each, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gaits at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Stepping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on downhill or ground tie except sliding to behavior

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

### 5 Point Penalties:
- Spuming in front of chute
- Biting disobedience
- Use of either hand to instill fear/pace
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between renal reins (except two reins) per maneuver
- Knocking over, stepping on, 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): Correcting others who commit pattern incorrectly:
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Head consistently carried too low or over extended
- Repeated standing disobedience
- Fall horse/rider; run ends; credit will be given for work done

### EQ:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper equipment

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Signed by Earle Wilson, Judge's Signature: [Signature]
**SHOW:** SHOT Versatility Ranch - Dripping Spri

**CLASS:** #83 - SHOT YTRL - Youth Trail

**DATE:** 05/21/2016

---

### SHOT & VERSATILITY RANCH HORSE - TRAIL

#### 1 Point Penalties:
- Each bit, bridle, or speaking 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 mount or ground tie except shifting to balance.

#### 3 Point Penalties:
- Wrong lead.
- Graded reins.
- Break of gait at Lope.
- Break of gait at Walk or Trot for more than two (2) strides.
- 2-3 steps on mount or ground tie.

#### 5 Point Penalties:
- Spinning in front of catch.
- Blazing disobedience.
- Use of either hand to instill fear/punish.
- 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 reins) 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/athlete team is scored between 0-100 points and automatically begins the run with a score of 70 points.

1st 1/2 Extremely Poor, 2nd Very Poor, 3rd Poor, 4th Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent.

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**EARNEST WILSON**

**JUDGE'S SIGNATURE:**

*Printed from HSW*
### AQHA SHOT

**American Quarter Horse Association**

**Shot & Versatility Ranch Horse - Reining**

**PATTERN 8**

**Show:** SHOT Versatility Ranch - Dr Pepper Spr

**Class:** 609 - SHOT YRNN - Youth Reining

**Date:** 05/21/2016

---

### 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 1/4 turn

### 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

### 6 Point Penalties:
- Spinning in front of cinch
- Bilateral disobedience
- Use of either hand to instill fear/pain
- Use of more than one finger between split reins or any fingers fingers between normal reins (except two reins) per maneuver
- More than one finger between split reins or any fingers fingers between normal reins (except two reins) per maneuver

### Off-Pattern (OP): Correct 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 bilateral disobedience
- Fall horse/rider; run ends; credit will be given for work done

### DO:
- Lameness
- Abuse
- Failure 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:
- 1-2 Extremely Poor,  1 Very Poor,  1-2 Poor,  1-2 Correct,  1-2 Good,  1-2 Very Good,  1-2 Excellent

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**Judges Signature:** [Signature]

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**Printed from HSW**
SHOW: SHOT Versatility Ranch - Dripping Springs
CLASS: #36 - SHOT YRNN - Youth Reining
DATE: 05/21/2016

SHOT & VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:
- Starting a circle or ending a rollback in a spot or turn 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 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
- Failure to stop or walk before executing a lope departure on turn-in patterns
- Failure to be in a lope prior to the first marker on turn-in patterns
- Failure to completely pass the specified marker before initiating a stop position

5 Point Penalties:
- Spurring in front of clinic
- Blatant disobedience
- Use of either hand to insist on praise
- Use of two hands (except in poll break or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal 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

10:
- Lienensness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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<tr>
<th>W/O</th>
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<td>Stop 3 1/2 Spins Right</td>
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Each horse/rider team 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: Very Good
- 61-70: Excellent

EARNEST WILSON  JUDGE'S SIGNATURE: [Signature]
### NOVICE/YOUTH COW WORK

**SHOW:** SHOT Versatility - Saturday, May 14th, 2016

**CLASS:** #89 - YWCH - Youth Working Cow

**DATE:** 05/21/2016

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#### RUN CONTENT

Each team, regardless of size, 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.

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<th>#</th>
<th>OP</th>
<th>POSITION &amp; CONTROL</th>
<th>EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>COURAGE</th>
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**Judge's Signature:**

Signed by [Judge's Name]

Printed from HSW
# NOVICE/YOUTH COW WORK

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

**3 Point Penalties:**
- Knocking down the cow without having a working advantage
- Losing a cow while boxing

**5 Points Penalties:**
- Spurring in front of coach
- Blatant disobedience
- Use of either hand to insist leg or praise
- 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

**OFF-PATTERN (OP):** Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horseholder; 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 awarded
- Failure to attempt any part of the course

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

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### RUN CONTENT

Each horse/cow team is scored between 0-600 points and automatically begins the run with a score of 30 points.

- 1:2 Extremely Poor
- 1:1 Very Poor
- 1:0 Poor
- 0 Correct
- 1:0 Good
- 1:1 Very Good
- 1:2 Excellent

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<th>PENALTY</th>
<th>CONTENT</th>
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**Earliest Wilson** JUDGE'S SIGNATURE: 

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