### Pattern 1

**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #40 - SHOT JPLS - Junior Pleasure  
**DATE:** 04/02/2016

**Point Penalties:**
- Greased
- Out of frame
- Too slow
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

**Point Penalties:**
- Wrong lead
- Dropped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

**Point Penalties:**
- Spurring in front of cinch
- Bellow disobedience
- Use of either hand to instill fear/punise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between metal reins (except two rein) per maneuver (cannot place above others who perform completely)

**Off Pattern (OP):** Cannot place above others who complete pattern correctly
- Breathing pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall or rider; run ends; credit will be given for work done

**EQ:**
- Lame
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### Run Content

Each horse/athlete team is scored between 0-120 points and automatically begins the run with a score of 75 points.  
10: Ext. Poor, 9: Very Poor, 8: Poor, 7: Good, 6 Very Good, 5: Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>Tie-Breaker</th>
<th>Penalty</th>
<th>Content</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp;</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Stop &amp; Back</th>
<th>Total</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>853</td>
<td></td>
<td>3</td>
<td></td>
<td></td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>-12</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>71</td>
<td>71</td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>99</td>
<td>5</td>
<td></td>
<td></td>
<td>0</td>
<td>+20</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>70 1/2</td>
<td>71</td>
</tr>
<tr>
<td>3</td>
<td>886</td>
<td></td>
<td>11</td>
<td></td>
<td></td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>69 1/2</td>
<td>70</td>
</tr>
<tr>
<td>4</td>
<td>937</td>
<td></td>
<td>3</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>69 1/2</td>
<td>70</td>
</tr>
<tr>
<td>5</td>
<td>939</td>
<td></td>
<td>10</td>
<td>+12</td>
<td>-12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>67 1/2</td>
<td>70</td>
</tr>
<tr>
<td>6</td>
<td>962</td>
<td></td>
<td>2</td>
<td>0</td>
<td>-12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>65</td>
<td>65</td>
</tr>
<tr>
<td>7</td>
<td>969</td>
<td></td>
<td>6</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>60 1/2</td>
<td>65</td>
</tr>
<tr>
<td>8</td>
<td>973</td>
<td></td>
<td>4</td>
<td>0</td>
<td>-12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>60</td>
<td>60</td>
</tr>
<tr>
<td>9</td>
<td>978</td>
<td></td>
<td>7</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>64 1/2</td>
<td>65</td>
</tr>
<tr>
<td>10</td>
<td>982</td>
<td></td>
<td>8</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+12</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>74 1/2</td>
<td>75</td>
</tr>
</tbody>
</table>

---

**Horse's Signature:**

(Figures may vary as per printed text)
**SHOT & VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**
- Over-allowed
- Cut off frame
- Too slow
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

**3 Point Penalties:**
- Wrong lead
- Chopped 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 circle
- Blatant disobedience
- Use of either hand to instill 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 normal reins (except two rein) per maneuver (cannot place above others who perform completely)

**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

**DP:**
- Limbness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

---

**RUN CONTENT**

Each horse/rider team is scored between 6-900 points and automatically begins the run with a score of 70 points:

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

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>Maneuver</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Ext Trot</th>
<th>Lope</th>
<th>Stop &amp; Bag</th>
<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Stop &amp; Bag</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>988</td>
<td></td>
<td>Tie-Breaker</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>PENALTY CONTENT</td>
<td>-1 2 -1 2 -1 2 -1 1 -1 2 0 -1 2 -1 -1</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>

**FIELDING ROGERS**

**JUDGE'S SIGNATURE:**

**Date:** 04/02/2016
**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #41 - SHOT JTRL - Junior Trail  
**DATE:** 04/02/2016

**SHOT & VERSATILITY RANCH HORSE - TRAIL**

**5 Point Penalties:**
- Sprawling in front of chimney
- Instant disobedience
- Use of either hand to instill fear/panics
- Use of two hands (except in small bit or hackamores) per maneuver
- More than one trot between split reins or any fingers between the reins (except two reins per maneuver)
- Moving 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

**One Penalty:**
- Wrong lead
- Draped reins
- Break of gate at Lope
- Break of gate at Walk or Trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>Penalty</th>
<th>Tie-Breaker</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>853</td>
<td>1</td>
<td>+1/2</td>
<td>3</td>
<td>16 1/2</td>
</tr>
<tr>
<td>9</td>
<td>883</td>
<td>9</td>
<td>0</td>
<td>1</td>
<td>68</td>
</tr>
<tr>
<td>11</td>
<td>886</td>
<td>11</td>
<td>-1/2</td>
<td>3</td>
<td>60</td>
</tr>
<tr>
<td>3</td>
<td>937</td>
<td>3</td>
<td>0</td>
<td>3</td>
<td>64 1/2</td>
</tr>
<tr>
<td>10</td>
<td>939</td>
<td>10</td>
<td>0</td>
<td>11</td>
<td>63</td>
</tr>
<tr>
<td>2</td>
<td>952</td>
<td>2</td>
<td>0</td>
<td>1</td>
<td>60</td>
</tr>
<tr>
<td>6</td>
<td>969</td>
<td>6</td>
<td>-1/2</td>
<td>3</td>
<td>60</td>
</tr>
<tr>
<td>4</td>
<td>973</td>
<td>4</td>
<td>0</td>
<td>3</td>
<td>60</td>
</tr>
<tr>
<td>7</td>
<td>978</td>
<td>7</td>
<td>-1/2</td>
<td>3</td>
<td>55</td>
</tr>
<tr>
<td>8</td>
<td>982</td>
<td>8</td>
<td>0</td>
<td>11</td>
<td>66</td>
</tr>
</tbody>
</table>

**RUN CONTENT**
Each horse/team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1.1/2 Extremely Poor
- 2 Very Poor
- 3 Poor
- 4 Correct
- 5 Very Good
- 6+ Excellent

**Judge's Signature:**

**Printed from HSW**
### SHOT & VERSATILITY RANCH HORSE - TRAIL

**SHOW:** SHOT Versatility Ranch - Lubbock

**CLASS:** #41 - SHOT JTRL - Junior Trail

**DATE:** 04/02/2016

#### 1 Point Penalties:
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect 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
- Skidding over or falling to step into required space
- Incorrect number of strides, if specified
- One step on mount or ground tie except shifting to balance

#### 5 Point Penalties:
- Sprawling in front of obstacle
- Ill-timed disobediences
- Use of either hand to instill fear/pause
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between split reins (except two rein) per maneuver
- Knocking over, stepping out of, or failing off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gait

#### Off-Pattern (OP)
- Cannot place above others who complete pattern correctly
- Dragging pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Head consistently carried too low or over fixed
- Repeated blatant disobedience
- Fall remainder; run ends; credit will be given for work done

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

### RUN CONTENT

Each horse/rider team is scored between 9-100 points and automatically begins the run with a score of 70 points.

-1.5: Extremely Poor; -1.25: Very Poor; -1.25: Poor; +1.25: Correct; +1.5: Good; +1.75: Very Good; +1.75: Excellent

<table>
<thead>
<tr>
<th>Obstacle</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>TOTAL</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Work gate</td>
<td>0</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td>8</td>
<td>551/2</td>
</tr>
<tr>
<td>Trot gated</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>Lope box</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>Trot box 30</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>Drag log</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>Lope logs</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>Cut Trott</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>Chute</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>Bridge</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>

**TIE-BREAKER**

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>988</td>
<td>OP</td>
</tr>
</tbody>
</table>

**JUDGE'S SIGNATURE:**

**PRINTED FROM HSW**
**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #42 - SHOT JRNN - Junior Reining  
**DATE:** 04/02/2016

# SHOT & VERSATILITY RANCH HORSE - REINING

## Pattern 4

### 1/2 Point Penalties:
- Staring a circle or exiting a rollback as a trot or 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 3 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 change of direction or trot-in patterns
- Failure to be in a lope prior to the first marker on rein-in patterns
- Failure to completely pass the specified marker before initiating a stop position

### 5 Point Penalties:
- Spinning in front of clitch
- Blistant disobedience
- Use of either hand to trailer the nose
- Use of both hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins (except two reins per maneuver

### Off Pattern (OP):
- Caused, placed 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 blistant disobedience
- Fall horse/rider; run out; credit will be given for work done

### DO:
- Lamenness
- 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:  
- +1/2 Extremely Poor, +1 Very Poor, +1/2 Poor, 3 Correct, +1/2 Good, +1 Very Good, +1 Excellent

<table>
<thead>
<tr>
<th>WJD</th>
<th>#</th>
<th>OP</th>
<th>Run</th>
<th>3/12 Spins</th>
<th>3/12 Spins</th>
<th>3 Circles</th>
<th>3 Circles Left</th>
<th>3 Circles Right</th>
<th>Penalty Total</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>988</td>
<td></td>
<td>Run</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>2</td>
<td>12</td>
<td>OP-1/2</td>
</tr>
<tr>
<td>2</td>
<td>886</td>
<td></td>
<td>Run</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>4</td>
<td>58.5</td>
</tr>
<tr>
<td>3</td>
<td>837</td>
<td></td>
<td>Run</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>65.2</td>
</tr>
<tr>
<td>4</td>
<td>594</td>
<td></td>
<td>Run</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>5</td>
<td>69</td>
</tr>
<tr>
<td>5</td>
<td>982</td>
<td></td>
<td>Run</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>5</td>
<td>62.2</td>
</tr>
<tr>
<td>6</td>
<td>650</td>
<td></td>
<td>Run</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>4</td>
<td>08</td>
</tr>
<tr>
<td>7</td>
<td>978</td>
<td></td>
<td>Run</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>08</td>
</tr>
<tr>
<td>8</td>
<td>936</td>
<td></td>
<td>Run</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>08</td>
</tr>
<tr>
<td>9</td>
<td>973</td>
<td></td>
<td>Run</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>08</td>
</tr>
<tr>
<td>10</td>
<td>833</td>
<td></td>
<td>Run</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>08</td>
</tr>
</tbody>
</table>

---

**FIELDING ROGERS**  
**JUDGE'S SIGNATURE:**

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

**SHOT & VERSATILITY RANCH HORSE - REINING**

**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #42 - SHOT JRNN - Junior Reining  
**DATE:** 04/02/2016

#### 1 Point Penalties:
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and must 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
- Fences up in spins or rollbacks
- Failure to stop or halt before executing a stop departure on test patterns
- Failure to be in a crouch prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position

#### 6 Point Penalties:
- Spraying in front of cinch
- Blunt disobedience
- Use of elbow to traiti tensor
- 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
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blunt disobedience
- Fail horse/handler; run and/or credit will be given for work done

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

### Run Content

Each horse/rider team is scored between 30 - 100 points and automatically begins the run with a score of 70 points.

<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></td>
<td></td>
<td></td>
<td>Run, Stop</td>
<td>3 1/2 Spins</td>
<td>Run, Stop</td>
<td>3 1/2 Spins</td>
<td>Right</td>
<td>Left</td>
<td>2 Circles</td>
<td>2 Circles Left</td>
<td>Stop &amp; Back</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>853</td>
<td></td>
<td>-5/2</td>
<td>-1 1/2</td>
<td>0</td>
<td>0</td>
<td>-1 1/2</td>
<td>-1 1/2</td>
<td>-1 1/2</td>
<td>-1 1/2</td>
<td>-1 1/2</td>
<td>32</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>7</td>
<td></td>
<td>-1 1/2</td>
<td>-1 1/2</td>
<td>-1 1/2</td>
<td>-1 1/2</td>
<td>-1 1/2</td>
<td>-1 1/2</td>
<td>-1 1/2</td>
<td>-1 1/2</td>
<td>-1 1/2</td>
<td>21</td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>905</td>
<td></td>
<td>-1</td>
<td>OP</td>
<td>OP</td>
<td>OP</td>
<td>OP</td>
<td>OP</td>
<td>OP</td>
<td>OP</td>
<td>OP</td>
<td>OP</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

### Tie-Breaker

- Fielding Rogers
- Judge's Signature:

---

Printed from HSW
<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>BOXING</th>
<th>FENCE</th>
<th>BOXING</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; EYE DEGREE OF DIFFICULTY</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #43 - SHOT JWCH - Junior Working Cow  
**DATE:** 04/02/2016

**SHOT & VRH - LIMITED RANCH COW WORK (Amateur)**

<table>
<thead>
<tr>
<th>1 Point Penalties:</th>
<th>Off-Form (OF): Cannot place above others who complete pattern correctly</th>
</tr>
</thead>
<tbody>
<tr>
<td>- Loss of working advantage</td>
<td>- Tying tail</td>
</tr>
<tr>
<td>- Working out of position</td>
<td>- Repeated blatant disobedience</td>
</tr>
<tr>
<td>- Slipping ren</td>
<td>- Fall horse/rider, run ends; credit will be given for work done</td>
</tr>
<tr>
<td>3 Point Penalties:</td>
<td>- Schooling after entering the arena prior to calling for cow</td>
</tr>
<tr>
<td>- Knocking down the cow without having a working advantage</td>
<td>- Schooling horse between cows, if new cow is awarded</td>
</tr>
<tr>
<td>- Losing a cow while boxing</td>
<td>- Failure to attempt any part of the class</td>
</tr>
<tr>
<td>5 Point Penalties:</td>
<td></td>
</tr>
<tr>
<td>- Spurring in front of cinch</td>
<td>- Lameness</td>
</tr>
<tr>
<td>- Excessive disobedience</td>
<td>- Abuse</td>
</tr>
<tr>
<td>- Use of either hand to pull lead/purse</td>
<td>- Illegal equipment</td>
</tr>
<tr>
<td>- Use of two hands (except in snaffle bit or hackamore) per maneuver</td>
<td>- Disrespect or misconduct</td>
</tr>
<tr>
<td>- More than one finger between split reins or any fingers between roman reins (except two reins) per maneuver</td>
<td>- Improper western attire</td>
</tr>
</tbody>
</table>

**RUN CONTENT**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:  
- +10: Extremely Poor, -1: Very Poor, -10: Poor, 0: Correct, +10: Good, +1: Very Good, +11: Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>BOXING</th>
<th>FENCE</th>
<th>BOXING</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tie-Breaker</td>
<td>11</td>
<td>883</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>72 1/2</td>
</tr>
</tbody>
</table>

**FIELDING ROGERS JUDGE'S SIGNATURE**  
Printed from HSW