# AQHA SHOT - Versatility Ranch Horse - Ranch Riding

**Patterns:**

- Over-bred
- Out of frame
- Too slow
- Gapping mouth
- Breach of gait at Walk or Trot for two (2) strides or less

**3 Point Penalties:**

- Wrong lead
- Draped reins
- Breach or gait at Lope
- Breach of gait at Walk or Trot for more than two (2) strides

**5 Point Penalties:**

- Spurring in front of cinch
- Evasive disobedience
- Use of either hand to instill fear or noise
- 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
- Fail horse or rider; run ends; credit will be given for work done

**Disqualification:**

- Lassitude
- Abuse
- Illegal equipment
- Diseased or misbehaved
- Improper western attire

**Run Content:**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 100 points. Scores can be adjusted up to 2 points. 1 = Excellent, 2 = Very Good, 3 = Good, 4 = Fair, 5 = Poor, 6 = Very Poor.

**Table:**

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<th>OP</th>
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**Fielding Rogers:**

Allen Walton

Printed from HSW
**SHOT & VERSATILITY RANCH HORSE - RANCH RIDING**

**PATTERN 1**

- **SHOW:** SHOT Versatility Ranch - Lubbock
- **CLASS:** #30 - SHOT NPPL - Non Pro Pleasure
- **DATE:** 04/02/2016

### 1 Point Penalties:
- Overbidded
- 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 chimney
- Blatant disobedience
- Use of either hard to install 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
  - Breaching pattern
  - Leaving arena before pattern is complete
  - Repeated blatant disobedience
  - Fail horseman; run ends; credit will be given for work done

### TD:
- Lameness
- 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
- 3-6: Very Poor
- 7-10: Poor
- 11-12: Good
- 13-15: Very Good
- 16-18: Excellent

| Maneuver | EXT WALK | TROT | LOPE | STOP & DISMOUNT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT |
|----------|----------|------|------|-----------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| 593      |          |      |      |                 |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |
| 595      |          |      |      |                 |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |
| 594      |          |      |      |                 |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |
| 596      |          |      |      |                 |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |
| 509      |          |      |      |                 |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |
| 642      |          |      |      |                 |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |

**Score:**

- 593: 70
- 595: 68
- 594: 71
- 596: 74.5
- 642: 68.5

**Judge's Signature:**

Allen Walton

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### AQHA American Quarter Horse Association

**SHOT & VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #32 - SHOT NPTR - Non Pro Trail  
**DATE:** 04/02/2015

#### 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
- Slipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance

#### 2 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 dismount or ground tie

#### 5 Point Penalties:
- Spitting in front of catch
- Blisters/roadside
- Use of either hand to assist back/pause
- 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
- 1 or 2nd cumulative refusal
- Letting go of gate

#### Off-Pattern (OP)
Correct steps 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/talent disobedience
- Fall from horse, run ends credit will be given for work done

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

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#### RUN CONTENT

Each horse/team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1-1.5: Extremely Poor, -1 Very Poor, -1.5 Poor, 0 Correct, +1.5: Good, +1: Very Good, +1.5: Excellent

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**FOOTING:** ROGERS  
**JUDGE'S SIGNATURE:** Allen Nation

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Printed from HSW
# SHOT & VERSATILITY RANCH HORSE - TRAIL

**Point Penalties:**
- Each hit, bite, or stepping on an alpaca, llama, or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Being offered or a hind leg in a single-stride space at a walk or trot
- Skidding over or failing to step into required space
- Incorrect number of strides, as specified
- One step on dismount or ground tie except shifting to balance

**5 Point Penalties:**
- Spurning in front of catch
- Blatant disobedience
- Use of either hand to assist leaving in of horse
- Use of two hands (except two reins) per maneuver
- More than one gaiter between split reins or any fingers between normal reins (except two reins) per maneuver
- Knocking over, stepping off of, or failing off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate

**Off Pattern (OP):** Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 1st refusal
- No attempt to perform obstacle
- Head consistently carried too low or over flexed
- Repeated blatant disobedience
- Fall off horse/rider; run ends; credit will be given for work done

**Disqualification (DQ):**
- 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 20 points.
- 1/2 Externally priced, +1/2 Poor, +3/4 Poor, +1 Excellent
- 1/2 Good, +1 Very Good, +2 Excellent

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**Tie-Breaker**

**Obstacle**
- Penalty
- Work gay
- Trot ungrounded
- Lope/bay
- Lead line off
- Lope log
- Drag log
- Chute
- Bridge

**Judge’s Signature:**

Allen Walton
**SHOT & VERSATILITY RANCH HORSE - REINING**

1/2 Point Penalties:
- Sliding in a circle or evading a rollback at 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 tension when approaching a stop and roll back (except in Level 3 Youth Reining Pattern #1)
- Over 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 spin

2 Point Penalties:
- Break off lead
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a stop departure on spin-in patterns
- Failure to be in a lead prior to the last marker on spin-in patterns
- Failure to completely pass the specified marker before initiating a stop position

**RUN CONTENT**

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Tie-Breaker

- Run, Stop, 2 1/2 Spins
- Run, Stop, 2 1/2 Spins
- Run, Stop, 2 Circles
- Circles Left, Stop & Back

- **DELETED**

**Points Penalties**:
- Spinning in front of cinch
- Excessive disobedience
- Use of any hand to instill fear
- Use of more than two hands (except in special 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 or blatant disobedience
- Fall horse/ rider, run ends, credit will be given for work done

**ID**:
- Lameness
- Abuse
- Illegible equipment
- Disrespect or misconduct
- Improper western attire

**SHOW: SHOT - Stock Horse Indiana**
**CLASS: #34 - SHOT NPRN - Non Pro Reining**
**DATE: 04/02/2016**

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

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

**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #34 - SHOT NPRN - Non Pro Reining  
**DATE:** 04/02/2016

### SHOT & VERSATILITY RANCH HORSE - REINING

12 Point Penalties:
- Starting a circle or exiting a rollback at a rate of 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

8 Point Penalties:
- Sprinting in front of the cinch
- Reckless/discourtesy
- Use of either hand to assist foot
- 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

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; running; credit will be given for work done

DG:
- Lamenity
- Abuse
- Illegal equipment
- Diseased 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 76 points.

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

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### Tie-Breaker

- Run Start
- 3/12 Spins
- Left
- Right

### Maneuver

- Penalty
- Content

- Run: Stop
- 3/12 Spins
- Left
- Right
- Content
# AQHA SHOT

## SHOT & VERSATILITY RANCH HORSE - COW WORK

**SHOW:** SHOT Versatility Ranch, Lubbock  
**CLASS:** #36 - SHOT NR WC - Non Pro Working Cow  
**DATE:** 04/02/2016

### 1 Point Penalties:
- Loss of working advantage  
- Using the corner or the end of the arena to turn the cow when going down the lane  
- Changing sides of arena to turn cow  
- For each length horse runs past cow  
- Working out of position  
- Slippery pen  
- 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 out in the open field (at least 20 feet from the side of arena) and the animal gets within 2 feet of 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)  
- Missed first loop  
- Missing the cow without having a working advantage  
- Losing a cow while backing  

### 5 Point Penalties:
- Failure to turn the cow both directions on the fence  
- Failure to catch  
- Spinning in front of the clinch  
- Excessive disobedience  
- Use of either hand to instill fear/pressure  
- Use of two hands (except in craddle bit or hackamore) to 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

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

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

**SHOOT Versatility Ranch - Lubbock**

**CLASS** #30 - SHOT NPWC - Non Pro Working Cow

**DATE:** 04/02/2016

#### SHOT & VERSATILITY RANCH HORSE - COW WORK

**1 Point Penalties:**
- Loss of working advantage
- Going over the corner or the end of the arena to turn the cow when going down the fence
- Changing sides of arena to turn cow
- For each length horse turns past cow
- Working out of position
- Stopping run
- Failure to drive cow past middle marker or first turn

**2 Point Penalties:**
- Meeting the corner of the arena before turning the cow
- When working an animal in the open field (at least 20 feet away) and the animal gets within 3 feet of 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)
- 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 or the fence
- Failure to catch
- Spurring in front of inch
- Blatant disobedience
- Use of either hand to instill fear/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

#### Run Content

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

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<th>RATING</th>
<th>FENCE TURNS (Form &amp; Quality)</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>DEG OF DIFF</th>
<th>STOP &amp; HOLD</th>
<th>EYE APPEAL</th>
<th>PENALTY TOTAL</th>
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**FIELDING ROGERS**
**JUDGE'S SIGNATURE:** [Signature]

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