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

**SHOW:** SHOT Versatility Ranch - Lubbock

**CLASS:** #70 - SHOT NPLS - Novice Pleasure

**DATE:** 04/02/2016

**RUN CONTENT**

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<tr>
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<th>Ext Trot</th>
<th>Lope</th>
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**FIELDING ROGERS**
# SHOT Versatility Ranch - Lubbock

## CLASS:
- **#70** - SHOT NPLS - Novice Pleasure

## DATE:
- **04/02/2016**

### SHOT & VERSATILITY RANCH HORSE - RANCH RIDING

**PENALTY**:
- **1** Point Penalties:
  - Overb rided
  - Out of frame
  - Too slow
  - Gapang mouth
  - Break of gait at Walk or trot for two (2) strides or less

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

- **3** Point Penalties:
  - Sprung at feet of others
  - Blatant disobedience
  - Use of either hand to assist lead rein
  - Use of two hands (except in snaffle bit or hackamore) per maneuver
  - More than one hinge between split reins or any fingers between normal reins (except two rein) per maneuver (cannot place above others who perform correctly)

**RUN CONTENT**

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<th>Walk</th>
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**Signature:**

Fielding Rogers

Printed from HSW
## AQHA Stock Horse of Texas Association

### SHOT Versatility Ranch - Ranch Riding

**Pattern 1**

**Show:** SHOT Versatility Ranch - Lubbock  
**Class:** #70 - SHOT NPLS - Novice Pleasure  
**Date:** 04/02/2016

### Penalties:
- 1 Point Penalties:
  - Over-laid
  - 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
  - Capped 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
  - Baity disobediency
  - Use of either hand to instill headraise
  - Use of two hands (except in snaffle bit or hackamore) per maneuver
  - More than one finger of fingers raising 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 disobediences
- Fall horse/hider: run ends; credit will be given for work done

### CO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper Western attire

### Run Content

Each horse/hider team is scored between 0-79 points and automatically begins the run with a score of 70 points:
- +1 Ext. Poor: 1 Very Poor: -2 Poor: 0 Correct: +1/2 Good: +1 Very Good: +1/2 Excellent

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| W/O | #   | OP | Ext Walk | Trot | Ext Trot | Lope | Stop & 

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### Tie-Breaker

**Penalty**

**Score**

**Signature:** Bobbi Walt

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

## PATTERN 1

### SHOW:
SHOT Versatility Ranch - Lubbock

### CLASS:
#70 - SHOT NPLS - Novice Pleasure

### DATE:
04/02/2016

### 1 Point Penalties:
- Over-bent
- Out of frame
- Too slow
- Gagging mouth
- Break of gait at Walk or trot for two (2) strides or less

### 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

### 5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to restrict free passage
- 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)

### Cuts Pattern (OPR): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; ten ends; credit will be given for work done

### DD:
- Lassiness
- Abuse
- Regal 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 or Correct, +1/2 Good, +1 Very Good, +1 Excellent

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**HORSE'S SIGNATURE:**

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

## Pattern:
- Over-bredled
- 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:**
- Spurning in front of cinch
- Blatant disobedience
- Use of either hand to restrict hair over
- 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)

## Run Content:
Each horserider team 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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**Horse's Signature:** 

- Fielding Rogers

**Printed from HSW**
**SHOW:** SHOT Versatiliity Ranch - Lubbock  
**CLASS:** #71 - SHOT NTRL - Novice Trail  
**DATE:** 04/02/2016

### SHOT & VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Each hit, bite, or stepping on a leg, cannon, 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 except at a walk or trot  
- Skipping over or failing to stop into required space  
- Incorrect number of strides, if specified  
- One step on dismount or ground tie except shifting to balance

**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 dismount or ground tie

**5 Point Penalties:**
- Spurring in front or on chin  
- Bilateral disobedience  
- Use of either hand to instill fear or praise  
- Use of two hands (except in surcingle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between central reins (except two rein) per maneuver  
- Knocking over, stepping out of, or falling off of an obstacle  
- Dropping an object required to be carried  
- Fat or 2nd cumulative refusal  
- Getting go of gus

**Off-Pattern (OP): Cannot please 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 flowed  
- Repeated blatant disobedience  
- Fall horse/rider; run ends; credit will be given for work done

**10:**
- Lameness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper system attire

### RUN CONTENT
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points  
1.05 (Exten. Trot), 4.5 (Very Post), 6.02 (Fast), 5.02 (Good), 11.02 (Excellent)

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<tr>
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<th>W/O</th>
<th>#</th>
<th>OP</th>
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**FIELDING ROGERS** **JUDGE'S SIGNATURE:** [Signature]

**Printed from HSW**
# SHOT Versatility Ranch - Lubbock

## CLASS: #71 - SHOT NTRL - Novice Trail

## DATE: 04/02/2016

### SHOT & VERSATILITY RANCH HORSE - TRAIL

#### 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 foot in a single stride at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on dismount or around tie except shifting to balance

#### 5 Point Penalties:
- Spurring in front of cinch
- Biting disobedience
- Use of either hand to resist head/neck
- Use of two hands (except in a snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver
- Knocking over, tipping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 3rd or 4th cumulative refusal
- Letting go of gate

#### Off-Pattern (OP): Cannot place above others who complete pattern correctly:
- Breaking pattern
- Leaving area before pattern is complete
- 3rd refusal
- Failure to perform obstacle
- Head consistently carried too low or over flexible
- Repeated blatant disobedience
- Fall horse/rodeo: run entire 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 0-100 points and automatically begins the run with a score of 70 points:

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<th>3</th>
<th>4</th>
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<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
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<td>Trot</td>
<td>Tolt</td>
<td>Trot box</td>
<td>Trot box 360</td>
<td>Trot 8</td>
<td>Trot logs</td>
<td>Ext Trot logs</td>
<td>Chute</td>
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</table>

### Tie-Breaker

- Fielding Rogers

### Judge's Signature:

Bobbie Walt

Printed from HSW
**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #71 - SHOT NTRL - Novice Trail  
**DATE:** 04/02/2016

### 1 Point Penalties:
- Ench hit, bite, or stepping on a leg, head, 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 walk or trot
- Stepping over or falling into step into or required space
- Incorrect number of strides, if specified
- One step on downmount or ground tie except shifting to balance

### 3 Point Penalties:
- Wrong lead
- Draped reins
- Break of gait at Gate
- Break of gait at Walk or Trot for more than two (2) strides
- 1-3 steps on downmount or ground tie

### 5 Point Penalties:
- Snubbing in front of catch
- Balking Disobedience
- Use of either hand to instill fear
- Use of two hands (except in snaffle bit or hackamore) per
- More than one finger between split reins or any fingers between
- 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

### Off-Pattern (OP):
- Cannot pace 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 level
- Repeated bilateral disobedience
- Flat horse/rider; run ends; credit will be given for work done

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

---

### RUN CONTENT

Each horse/rider team is scored between 70 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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### Tie-Breaker

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<th>Trot</th>
<th>Trot 360</th>
<th>Trot Box</th>
<th>Lope Box</th>
<th>Lope Logs</th>
<th>Obstacle</th>
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10 | 59
8 | 58
16 | 50
2 | 68.5
9 | 61
2 | 69.5
4 | 65
17 | 49.5

---

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

B. Wall
**SHOW: SHOT Versatility Ranch - Lubbock**
**CLASS: #71 - SHOT NTRL - Novice Trail**
**DATE: 04/02/2016**

---

**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 leg 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 stop on dismount or ground tie except shifting to 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
- 3-5 steps on dismount or ground tie

5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in small 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
- Diving or jumping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate

**RUN CONTENT**

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

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**Tie-Breaker**

**Obstacle**

- Work gate
- Trot
- Trot around
- Trotbox 3.0
- Trotbox 3.5
- Trotbox 4.0
- Trotbox 4.5
- Trotbox 5.0
- Trotbox 5.5
- Trotbox 6.0
- Trotbox 6.5
- Trotbox 7.0
- Trotbox 7.5
- Trotbox 8.0
- Trotbox 8.5
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- Trotbox 96.5
- Trotbox 97.0
- Trotbox 97.5
- Trotbox 98.0
- Trotbox 98.5
- Trotbox 99.0
- Trotbox 99.5
- Trotbox 100.0
- Trotbox 100.5

---

**Fielding Rogers**
**Judge's Signature: Bobbi Waltz**

Printed from HSW
## Run Content

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

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<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Op</th>
<th>Tie-Breaker</th>
<th>Obstacle</th>
<th>Total Penalty</th>
<th>Total Score</th>
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### Table:

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<tr>
<th>Obstacle</th>
<th>Work gate</th>
<th>Trot, shortened</th>
<th>Lope, box</th>
<th>Trot, 360</th>
<th>Trot, 8</th>
<th>Lope, loss</th>
<th>Ext. Trot, loss</th>
<th>Chute</th>
<th>Bridge</th>
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**FIELDING ROGERS**  **JUDGE'S SIGNATURE:**

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

**SHOT & VERSATILITY RANCH HORSE - REINING**

**PATTERN 7**

**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #72 - SHOT NRNN - Novice Reining  
**DATE:** 04/02/2016

#### RUN CONTENT

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 10 points.

- 11/2 = Extraordinary Poor  
- 1 1/2 = Very Poor  
- 1 1/2 = Poor  
- 1 = Good  
- 1 = Very Good  
- 1 1/2 = Excellent

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<tr>
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**Penalties:**
- 1/2 = Extraordinary Poor  
- 1 1/2 = Very Poor  
- 1 1/2 = Poor  
- 1 = Good  
- 1 = Very Good  
- 1 1/2 = Excellent

**Judges' Signature:**

FIELDING ROGERS
### Run Content

Each horse/rider team is scored between 6-100 points and automatically begins the run with a score of 70 points.
- +1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Fair, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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<tr>
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<th>OP</th>
<th>Point Penalties</th>
<th>Tie-Breaker</th>
<th>Maneuver</th>
<th>Penalty</th>
<th>Content</th>
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## AQHA
AMERICAN QUARTER HORSE ASSOCIATION

### Stock Horse of Texas Association

## SHOT

### PATTERN 7

**SHOW:** SHOT Versatility Ranch - Lubbock

**CLASS:** #72 - SHOT NRNN - Novice Reining

**DATE:** 04/02/2016

## SHOT & VERSATILITY RANCH HORSE - REINING

### 1/2 Point Penalties:
- Starting a circle or rolling 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 81)
- Over spin or under spin up to 1/8 turn

### 5 Point Penalties:
- Spurring in front of the neck
- Blatant disobedience
- Use of either hand to insist on a pace
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split or any fingers between casual 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)
- Late starting or before pattern is complete
- Repealed blatant disobedience
- Fall
- Horse/riders run off; credit will be given for work done

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

### RUN CONTENT
Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.
- 1/2 Extremally Poor, 1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

<table>
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<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>Maneuver</th>
<th>Right Circle, 3/4 Stop</th>
<th>Left Circle, 3/4 Stop</th>
<th>Stop</th>
<th>3 1/2 Spins Left</th>
<th>Stop</th>
<th>3 1/2 Spins Right</th>
<th>Stop &amp; Back</th>
<th>PENALTY TOTAL</th>
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**Score:**
- 56
- 67
- 68
- 54
- 58
- 68
- 69
- 68
- 263

**FIELDING ROGERS**

**JUDGE'S SIGNATURE:**

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

**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #72 - SHOT NRNN - Novice Reining  
**DATE:** 04/02/2016

### POINT PENALTIES:
- Starting a circle or executing 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 at stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

### 1 POINT PENALITIES:
- 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 PENALITIES:
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a stop departure on test-patterns
- Failure to be in a stop prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position

### POINT PENALTIES:
- Spinning in front of clinch
- Blatant disobedience
- Use of either hand to instill fear
- 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-PATTERNS (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Exclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/ride; run ends, credit will be given for work done

### EQ:
- 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.

<table>
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<tr>
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<th>PENALTY TOTAL</th>
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**Judge's Signature:**

Printed from HSW
### NOVICE/YOUTH COW WORK

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

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

**Point Penalties:**
- Spurring in front of the cow
- Blatant disobedience
- Use of either hand to insist 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 regular reins (except two reins) per maneuver

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horse/holder; run 1st, 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
- Failure to attempt any part of the class

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

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<tr>
<th>WO</th>
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<th>POSITION &amp; CONTROL</th>
<th>EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>COURAGE</th>
<th>NOTES</th>
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## NOVICE/YOUTH COW WORK

### POINT PENALTIES:
- Loss of working advantage
- Working out of position
- Slipping rein

### OFF-PATTERN (OP) PENALTIES:
- Turning tail
- Repeated blatant disobedience
- Fall horse/tier: 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

### POINT PENALTIES:
- Knocking down the cow without having a working advantage
- Losing a cow while tying

### POINT PENALTIES:
- Spurring in front of onlooker
- 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/tier team is scored between 0-100 points and automatically begins the run with a score of 70 points.

- 1.5: Extremely Poor
- 1.0: Very Poor
- 0.5: Poor
- 0.0: Correct
- 1.0: Good
- 1.5: Very Good
- 2.0: Excellent

### BOXING MANEUVERS

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<th>#</th>
<th>OP</th>
<th>Tie-Breaker</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:

Fielding Rogers
# 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/ rider; run ends; credit will be given for work done
- Schooting after entering the arena prior to calling for cow
- Schooting horse between cows. If new cow is awarded
- Failure to attempt any part of the class

## Go:
- Laminens
- 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>WO</th>
<th>#</th>
<th>OP</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>BOXING MANEUVERS</th>
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FIELDING ROGERS
JUDGE'S SIGNATURE: [Signature]

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RUN CONTENT
Each horse/rider team is awarded 0-100 points and automatically begins their run with a score of 100 points (1/2 Extremely Poor, 1/2 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1/2 Very Good, 1/2 Excellent)

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<th>PENALTY TOTAL</th>
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FIELDING ROGERS: JUDGE'S SIGNATURE