## AQHA SHOT

**Pattern 1**

**SHOW:** SHOT Versatility Ranch - Lubbock

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

**DATE:** 04/02/2016

### Shot & Versatility Ranch Horse - Ranch Riding

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### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fail horse/reined, run ends, credit will be given for work done
- DO:
  - Lameness
  - Abuse
  - Ineffective equipment
  - Disrespect or misconduct
  - Improper western attire

### Tie-Breaker
- 5
- 9
- 3
- 4
- 6
- 4
- 8
- 1
- 10

### Penalties
- Ext Walk
- Trot
- Ext Trot
- Lope
- Stop & Spree
- Walk
- Lope
- Ext Lope
- Trot
- Stop & Back

### Score
- 71
- 72 1/2
- 4 5/10
- 6 1/2
- 7 1/2
- 2 6/10
- 6 8/10
- 6 5/10
- 6 8/10

---

Judge's Signature: 

Fielding Rogers

Allen Walton

Printed from HSW
# AQHA Stock Horse of Texas Association

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

### Patterns

1. **Pattern 1**
   - 1 Point Penalties:
     - Overbitted
     - Out of frame
     - Too slow
     - Gapping mouth
     - Break of gait at Walk or trot for two (2) strides or less
   - 3 Point Penalties:
     - Wrong end
     - 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
     - Bizarre 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 rein) per maneuver (cannot place above others who perform completely)

### Run Content

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**RUN CONTENT**

Each transaction team is scored between 500 points and automatically begins the run with a score of 70 points.

- 1-2: Extremely Poor
- 3-4: Very Poor
- 5-6: Poor
- 7-8: Correct
- 9-10: Good
- 11-12: Very Good
- 13-14: Excellent

---

**HORSE'S SIGNATURE:**

Fielding Rogers

Allen Walton

*Printed from HSW*
## AQHA SHOT

**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #80 - SHOT YPLS - Youth Pleasure  
**DATE:** 04/02/2016

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

1 Point Penalties:  
- Over-directed  
- 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 circus  
- Blatant 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 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/rode; run ends; credit will be given for work done

### Do:  
- Cattiness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire

---

### RUN CONTENT

Each horse/team is scored between 0-150 points, and automatically begins the run with a score of 70 points.  
- 1/2 Extremely Poor  
- 1/2 Poor  
- 1/2 Fair  
- 1/2 Good  
- 1/2 Very Good  
- 1/2 Excellent

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**HORSE'S SIGNATURE:**

Allen Walton
## AQHA Stock Horse of Texas Association
### SHOT Versatility Ranch Horse Association

**SHOW:** SHOT Versatility Ranch - Lubbock
**CLASS:** #03 - SHOT YTRL - Youth Trail
**DATE:** 04/02/2016

### 1 Point Penalties:
- Each hill, bite, or stepping on a log, cone, plant, or any component of the obstacle.
- Incorrect gait or break of gait at walk or trot not 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 a mount or ground tie except shifting to balance.

### 2 Point Penalties:
- Spurting in front of cinch.
- Blasting disobedience.
- Use of either hand to stall the horse.
- Use of two hands (except in snaffle bit or hackamore) per maneuver.
- More than one finger between upper teeth or any fingers between lower teeth and bit.
- Knocking over, stepping out of, or falling off an obstacle.
- Dropping an object required to be carried.
- 3rd refusal.
- All other disobedience.
- Fail horse/riders; run ends; credit will be given for work done.

### 3 Point Penalties:
- Wrong lead.
- Dropped reins.
- Break of gait at Walk or Trot not for more than two (2) strides.
- 2-3 steps on a mount or ground tie.

### 4 Point Penalties:
- Leaving arena before pattern is complete.
- Repeated disobedience.
- Fail horse/riders; run ends; credit will be given for work done.

### 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, 0.5 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 Excellent

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**JUDGE'S SIGNATURE:**

Allen Walton

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Printed from HSW
### AQHA SHOT

**SHOT & VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #33 - SHOT YTRL - Youth Trail  
**DATE:** 04/02/2016

#### Point Penalties:
1. Each bit bite, or stepping on a log, cone, plant or any component of the obstacle.
2. Incorrect or break of gait at walk or trot for two strides or less.
3. Both front or hind feet in a single static space at a walk or trot.
4. Slipping over or falling to stay into required space.
5. Incorrect number of strides, if specified.
6. One step on dismount or ground tie except shifting to balance.

#### 3 Point Penalties:
- Writing lead
- Dragged rein
- Break of gait at Loss
- Break of gait at Walk or trot for more than two (2) strides
- E-Trail on dismount or ground tie

#### 6 Point Penalties:
- Spun in front of cinch
- Incorrect dismount
- Use of other hand to install or remove reins
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between spilt reins or any fingers between reins (except two per) per maneuver
- Knocking over, slipping out of or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gage

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#### Fielding Rogers  
**Judge's Signature:**

Allen Walton

Printed from HSW
**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #63 - SHOT YTRL - Youth 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 foot in a single-stride space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on downwind or ground tie except shifting to balance

### 5 Point Penalties:
- Spinning in front of oxer
- Blatant disobedience
- Use of other hand to assist fence/pole
- Use of two hands (except in traffic bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver
- Smoking 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 place 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 fixed
- Repeated blatant disobedience
- Fall horse or rider; run ends; credit will be given for work done

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

---

### RUN CONTENT

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

- 100 Extremely Poor, 10 Very Poor, 50 Very Good, 80 Excellent

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**Total Score:** 68

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**JUDGE'S SIGNATURE:** Allen Walton

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

**PATTERN 7**

**SHOW:** SHOT Versatility Ranch - Lubbock  
**CLASS:** #86 - SHOT YRNN - Youth Reining  
**DATE:** 04/02/2016

### Rule 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 circle

### Rule 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 that the horse is out of lead
- Over or under spinning 1/8 to 1/4 circle
- Slipping rein

### Rule 2 Point Penalties:
- Break of gait
- Failure to execute the proper transitions or rollback
- Failure to stop or walk before executing a lope departure on run-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to complete the specified distance before initiating a stop position

### Rule 5 Point Penalties:
- Spinning in front of the judge
- Blatant disobedience
- Use of either hand to instill fear 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

### Off Pattern (OP):
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaning arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

### Off Pattern (OP):
- Lame
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### Run Content

Each horse/rider team is scored between 6-100 points and automatically begins the run with a score of 79 points.

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**TIE-BREAKER**

- Right Circle, Start Change
- Left Circle, Start Change
- Step
- 3 1/2 Spins Right
- 3 1/2 Spins Left
- Stop & Back

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

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

**CLASS:** #86 - SHOT YRNN - Youth Reining  
**DATE:** 04/02/2018

**SHOT & VERSATILITY RANCH HORSE - REINING**

#### 1/2 Point Penalties:
- Starting a circle or executing 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 fence when approaching a stop and/or rollback (except in Level 1 Youth Reining Pattern #1)
- Over spin or under spin to 1/8 turn

#### 1 Point Penalties:
- Out of lead in the circle, 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
- Overor under spinning 1/8 to 1/4 turn
- Slipping rein

#### 2 Point Penalties:
- Breaks of gait
- Freeze upon spin or rollback
- 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

#### 5 Point Penalties:
- Spinning in front of cinch
- Distant disobedience
- Use of either hand to instill lassitude
- 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 distant disobedience
- Fall horse/donor; run ends: credit will be given for work done

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

### RUN CONTENT
Each horse/runner is scored between 0-10 points and automatically begins the run with a score of 70 points:
- 1-3 Extremely Poor, 4 Very Poor, 5-7 Poor, 8 Correct, 9-11 Good, 12 Very Good, 13 Excellent

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**Tie-Breaker:**

- Score difference: 2 1/2

**Judges Signature:**

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 Point Penalties:
- Spinning in front of circh
- Blatant disobedience
- Use of either hand to instill fear/pain
- Use of two hands (except in snaffle bit or harkmore) per maneuver
- More than one finger between split reins or any fingers between rein reins (except two reins) per maneuver

### Off-Pattern/OP:
- Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horse/riders; run ends; credit will be given for work done
- Schoolding after entering the arena prior to calling for cow
- Schoolding horse between cows; if new cow is awarded
- Failure to attempt any part of the class

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

### RUN CONTENT

Each horse/cow 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, -2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Fancier

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FIELING ROGERS JUDGE’S SIGNATURE: [Signature]

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 Point Penalties:**
- Spurring in front of cow
- Blasphemous dishonesty
- Use of either hand to instill fear or 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

**Off Pattern (OP):** Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- False horseman; runs across; 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 class

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

## RUN CONTENT
Each horseman 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 1/2 Poor, 0 Correct, +1 1/2 Good, +1 Very Good, +1 1/2 Excellent

### BOXING MANEUVERS

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**FIELDING ROGERS JUDGE'S SIGNATURE:**

**Printed from HSW**
## VRH - LIMITED RANCH COW WORK (Amateur)

### 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 Point Penalties:
- Spurring in front of cinch
- 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 horse between split reins or any fingers between normal reins (except two rein) per maneuver

### Off-Pattern (OP): Cannot place above other who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fail homeward; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horses between cows, if new cow is awarded
- Failure to attempt any part of the class

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

### RUN CONTENT

Each horsemanship 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 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

<table>
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<tr>
<th>W/O</th>
<th>#</th>
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<th>BOXING</th>
<th>FENCE</th>
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### BOXING

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### JUDGE'S SIGNATURE:

[Signature]
**VERSATILITY RANCH HORSE - RANCH COW WORK**

### 1 Point Penalties:
- Loss of working advantage
- Using the corner at 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 runs past cow
- Working out of position
- Slipping ten
- Failure to drive cow past middle marker on first turn

### 2 Point Penalties:
- Doing 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 gets within 3 feet from the end fence before being turned.

### 5 Point Penalties:
- Excessive 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

### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- Turning tail
- Failure to attempt any part of the class
- Leaving arena before run is complete
- Repeated verbal disobedience
- Fall horsekeeper; 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

### DD:
- Lassiness
- Abuse
- Illegal equipment
- Dismissed or misconduct
- Improper western attire

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### Run Content

Each horse/rider team is scored between 0-190 points and automatically begins the run with a score of 75 points.

- 12 Extremely Poor
- 11 Very Poor
- 10 Poor
- 9 Correct
- 10 Good
- 11 Very Good
- 12 Excellent

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<th>OP</th>
<th>Boxing</th>
<th>Rating</th>
<th>FENCE TURNS</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>DEG OF DIFF</th>
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**Judge's Signature:** [Signature]

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[Signature]