**SHOW:** SHOT Versatility Ranch - San Angelo

**CLASS:** #50 - SHOT LNPP - Ltd Non Pro Pleasure

**DATE:** 04/16/2016

### Pattern 2

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

#### 3 Point Penalties:
- Wrong lead
- Faulty reins
- Break of gait (Lope)
- Break of gait (Walk or trot for more than two (2) strides)

#### 5 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to assist horse
- 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 one per maneuver) cannot place above others who perform completely

#### Off-Pattern (OP) Penalties:
- 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

### Rules:
- Incompletes
- 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 Extraley Poor
- 1 Very Poor
- 2 Poor
- 3 Correct
- 4 1/2 Good
- 5 Very Good
- 6 1/2 Excellent

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>OP</th>
<th>Tie-Breaker</th>
<th>Penalty</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>Walk</td>
<td>Lope</td>
<td>Ext Lope</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>42</td>
<td></td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
</tr>
<tr>
<td>2</td>
<td>77</td>
<td></td>
<td>+1/2</td>
<td>1</td>
<td>+1/2</td>
</tr>
<tr>
<td>3</td>
<td>45</td>
<td></td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>65</td>
<td></td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>112</td>
<td></td>
<td>0</td>
<td>1/2</td>
<td>-1/2</td>
</tr>
<tr>
<td>6</td>
<td>83</td>
<td></td>
<td>+1</td>
<td>0</td>
<td>-1/2</td>
</tr>
<tr>
<td>7</td>
<td>117</td>
<td></td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
</tr>
<tr>
<td>8</td>
<td>43</td>
<td></td>
<td>+1/2</td>
<td>+1/2</td>
<td>0</td>
</tr>
<tr>
<td>9</td>
<td>125</td>
<td></td>
<td>+1/2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>10</td>
<td>100</td>
<td></td>
<td>0</td>
<td>0</td>
<td>-1/2</td>
</tr>
</tbody>
</table>

**Judge's Signature:**

Printed from HSW
SHOT & VERSATILITY RANCH HORSE - RANCH RIDING

PATTERN 2

SHOW: SHOT Versatility Ranch - San Angelo
CLASS: #50 - SHOT LNPP - Lid Non Pleasure
DATE: 04/16/2016

1 Point Penalties:
- Over-trained
- 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
- Dragged reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

5 Point Penalties:
- Sparring in front of canter
- Blatant disobedience
- Use of either hand to stall or fail to perform
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins (except two reins) 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

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

RUN CONTENT

Each non-rider receives scored between 0-100 points and automatically begins the run with a score of 70 points
- 1-3 Extremely Poor, 4-6 Very Poor, 7-9 Poor, 0 Content, 10-12 Good, 13-15 Very Good, 16-19 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>Walk</td>
<td>Lope</td>
<td>Ext Lope</td>
</tr>
<tr>
<td>11</td>
<td>149</td>
<td></td>
<td>+1</td>
<td>-1/2</td>
<td>0</td>
</tr>
<tr>
<td>12</td>
<td>48</td>
<td></td>
<td>+1/2</td>
<td>+1</td>
<td>+1/2</td>
</tr>
<tr>
<td>13</td>
<td>60</td>
<td></td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
</tr>
<tr>
<td>14</td>
<td>73</td>
<td></td>
<td>0</td>
<td>+1/2</td>
<td>-1/2</td>
</tr>
<tr>
<td>15</td>
<td>154</td>
<td></td>
<td>0</td>
<td>-1/2</td>
<td>-1/2</td>
</tr>
<tr>
<td>16</td>
<td>84</td>
<td></td>
<td>0</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>17</td>
<td>67</td>
<td></td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
</tr>
</tbody>
</table>

Janette Marie Dublin

Printed from IISW
## SHOT & VERSATILITY RANCH HORSE - TRAIL

**SHOW:** SHOT Versatility Ranch - San Angelo  
**CLASS:** #52 - SHOT LNPT - Ltd Non Pro Trail  
**DATE:** 04/16/2016

### POINT PENALTIES:
- Spurting in front of entré  
- Blatant disobedience  
- Use of either hand to instill fear/panic  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between Donald reins (except two rein) 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 rein

### 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 too high  
- Repeated blatant disobedience  
- Fall horse rider; run aband; credit will be given for work done

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

### RUN CONTENT

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>OP</th>
<th>Tie-Breaker</th>
<th>Obstacle</th>
<th>Penalty</th>
<th>CONTENT</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Trot Z</td>
<td>-1</td>
<td>-1</td>
<td>2 73</td>
</tr>
<tr>
<td>1</td>
<td>73</td>
<td></td>
<td></td>
<td>Walk Bridge</td>
<td>0</td>
<td></td>
<td>6 63 7</td>
</tr>
<tr>
<td>2</td>
<td>65</td>
<td></td>
<td></td>
<td>Side pass R</td>
<td>0</td>
<td></td>
<td>6 62 5</td>
</tr>
<tr>
<td>3</td>
<td>112</td>
<td></td>
<td></td>
<td>RH Gate</td>
<td>0</td>
<td></td>
<td>3 68</td>
</tr>
<tr>
<td>4</td>
<td>45</td>
<td></td>
<td></td>
<td>Lope logs LL</td>
<td>0</td>
<td></td>
<td>3 71 5</td>
</tr>
<tr>
<td>5</td>
<td>48</td>
<td></td>
<td></td>
<td>Test logs</td>
<td>0</td>
<td></td>
<td>7 6</td>
</tr>
<tr>
<td>6</td>
<td>125</td>
<td></td>
<td></td>
<td>Walk logs</td>
<td>0</td>
<td></td>
<td>4 66 4</td>
</tr>
<tr>
<td>7</td>
<td>83</td>
<td></td>
<td></td>
<td>Rope-Drag B</td>
<td>0</td>
<td></td>
<td>6 65 5</td>
</tr>
<tr>
<td>8</td>
<td>42</td>
<td></td>
<td></td>
<td>Walk-Back</td>
<td>0</td>
<td></td>
<td>3 69 5</td>
</tr>
<tr>
<td>9</td>
<td>80</td>
<td></td>
<td></td>
<td>Walk On</td>
<td>0</td>
<td></td>
<td>1 70</td>
</tr>
</tbody>
</table>

Each horse/team is scored between 0-100 points and automatically begins the run with a score of 75 points.
# SHOW: SHOT Versatility Ranch - San Angelo
## CLASS: #52 - SHOT LNPT - Ltd Non Pro Trail
## DATE: 04/16/2016

## 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.
- Each footed or head in a single white space at a walk or trot.
- Skipping over or failing 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.
- Draped reins.
- Break of gait at Lope.
- Break or cut at Walk or trot for more than two (2) strides.
- 2-3 steps on dismount or ground tie.

### 3 Point Penalties:
- Spurring in front of or behind the horse.
- Biting or spitting causing harm.
- Use of two reins (except in snaffle bit or hackamore) per maneuver.
- More than one finger between split reins or any fingers between reins (except two reins per maneuver).
- Knocking over, stepping on, or taking off of an obstacle.
- Dropping an object required to be carried.
- 1st or 2nd cumulative refusal.
- Letting go of gait.

### 5 Point Penalties:
- Spurring in front of or behind the horse.
- Biting or spitting causing harm.
- Use of two reins (except in snaffle bit or hackamore) per maneuver.
- More than one finger between split reins or any fingers between reins (except two reins per maneuver).
- Knocking over, stepping on, or taking 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 offers 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 static disobedience.
- Fall horse/driver; run ends; credit will be given for work done.

### DO:
- Lameress.
- Abuse.
- Illegal equipment.
- Disrespect or misconduct.
- Improper western wear.

### RUN CONTENT

Each horse/trimmer is scored on a scale of 0-100 points and automatically begins their 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 1/2 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Tie-Breaker

<table>
<thead>
<tr>
<th>Obstacle</th>
<th>Trot 2</th>
<th>Walk Bridge</th>
<th>Side Pass R</th>
<th>RH Gate</th>
<th>Log logs LL</th>
<th>Trot logs</th>
<th>Walk logs</th>
<th>Rope-Drop E</th>
<th>Walk-Back</th>
<th>Walk-Out</th>
</tr>
</thead>
<tbody>
<tr>
<td>13 117</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>14 67</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15 149</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>16 64</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>17 77</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>100</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>154 08</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Penalty Total

<table>
<thead>
<tr>
<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>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
</tbody>
</table>

### Score

<table>
<thead>
<tr>
<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>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>71</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>70</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>66</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>48.5</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>56.5</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>63</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>47</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Judge's Signature

Janette Morris Dublin
**SHOW:** SHOT Versatility Ranch - San Angelo  
**CLASS:** #54 - SHOT LNPR - Ltd Non Pre Reining  
**DATE:** 04/16/2016

**SHOT & VERSATILITY RANCH HORSE - REINING**

### 1/2 Point Penalties:
- Starting a circle or adding 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 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 in which the horse is out of lead
- Over or under rotating 1/6 to 1/4 turn
- Slipping rein

### 2 Point Penalties:
- Brea of gate
- Freeze up 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 last marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position

### 5 Point Penalties:
- Spinning in front of circle
- Blatant disobedience
- Use of either hand to pull 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
- Breaking pattern
- Inclusion of maneuver (i.e., aver or under spinning, backing more than two strides)
- Leaping arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

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

### RUN CONTENT
Each horse/rider team is scored between 0-12 points and automatically begins the run with a score of 10 points.

- 1/2 Extra Eclery Poor
- 1/2 Very Poor
- 1/2 Poor
- 1/2 Good
- 1/2 Very Good
- 1/2 Excellent

<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>1</td>
<td>743</td>
<td></td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td>72</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>771</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>74</td>
<td>62 1/2</td>
</tr>
<tr>
<td>3</td>
<td>412</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1/2</td>
<td>68 1/2</td>
</tr>
<tr>
<td>4</td>
<td>84</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1/2</td>
<td>71 1/2</td>
</tr>
<tr>
<td>5</td>
<td>94</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1/2</td>
<td>74 1/2</td>
</tr>
<tr>
<td>6</td>
<td>83</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1/2</td>
<td>64 1/2</td>
</tr>
<tr>
<td>7</td>
<td>45</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1/2</td>
<td>75</td>
</tr>
<tr>
<td>8</td>
<td>65</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1/2</td>
<td>64 1/2</td>
</tr>
<tr>
<td>9</td>
<td>117</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1/2</td>
<td>71</td>
</tr>
<tr>
<td>10</td>
<td>73</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1/2</td>
<td>70 1/2</td>
</tr>
<tr>
<td>11</td>
<td>80</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1/2</td>
<td>69 1/2</td>
</tr>
<tr>
<td>12</td>
<td>73</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1/2</td>
<td>73</td>
</tr>
</tbody>
</table>

Janette Marie Dublin  
JUDGE'S SIGNATURE: [Signature]
### AQHA SHOT

**Pattern 1**

**SHOW:** SHOT Versatility Ranch - San Angelo  
**CLASS:** #54 - SHOT LNPR - Ltd Non Pro Reining  
**DATE:** 04/16/2016

**SHOT & VERSATILITY RANCH HORSE - REINING**

#### Penalty Rules:

- Starting a circle or rolling back 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 1/4 youth Reining Pattern #1)
- Over-step 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 1/2 to 1/4 turn
- Slipping

#### 2 Point Penalties:

- Break of gait
- Freeze in spins or rollback
- Failure to stop or walk before executing a spin departure on trot-in patterns
- Failure to be in a spin prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position

#### Off-Pattern (OP): Cannot place above others who complete patterns 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
- Fail horseman, run-ins; credit will be given for work done

#### DO:

- Laziness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### RUN CONTENT

Each horse/person team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
- 1.0 Extremely Poor - 1.5 Very Poor - 2.0 Poor - 3.0 Fair - 4.0 Good - 5.0 Very Good - 6.0 Excellent

#### Tie-Breaker:

### Moves:

- To Center Spins both in
- Spins both out
- Fast Circles
- Fast Circles Left Rollback
- Right Stop & Back

<table>
<thead>
<tr>
<th>WL #</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>13</td>
<td>42</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td></td>
<td></td>
<td>17</td>
<td>1685</td>
<td>71</td>
</tr>
<tr>
<td>14</td>
<td>48</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td>0</td>
<td>1663</td>
<td>71</td>
</tr>
<tr>
<td>15</td>
<td>149</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td>0</td>
<td>1662</td>
<td>68</td>
</tr>
<tr>
<td>15</td>
<td>125</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td>0</td>
<td>56 - 58</td>
<td>68</td>
</tr>
<tr>
<td>15</td>
<td>117</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td>0</td>
<td>56 - 58</td>
<td>68</td>
</tr>
<tr>
<td>15</td>
<td>117</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td>0</td>
<td>56 - 58</td>
<td>68</td>
</tr>
<tr>
<td>15</td>
<td>117</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td>0</td>
<td>56 - 58</td>
<td>68</td>
</tr>
<tr>
<td>15</td>
<td>117</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td>0</td>
<td>56 - 58</td>
<td>68</td>
</tr>
</tbody>
</table>

Janette Marie Dublin  
JUDGE'S SIGNATURE: [Signature]

Printed from HSW
## Please refer to the image.
## Limited Cow

### Run Content

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

- +1/2 = element more, -1/2 = element less, 0 = Correct, +2 = Good, +4 = Very Good, +10 = Excellent

### Table

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>BOXING</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>Penalty</td>
</tr>
<tr>
<td>11</td>
<td>77</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>12</td>
<td>73</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>13</td>
<td>48</td>
<td></td>
<td>0</td>
</tr>
<tr>
<td>14</td>
<td>112</td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>154</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>16</td>
<td>125</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>17</td>
<td>120</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Judge's Signature

[Signature]

---

1. Loss of working advantage
2. Working out of position
3. Slipping reins

3. Knocking down the cow without having a working advantage
4. Losing a cow while boxing

3. Spraying in front of choke
4. Blunt disbudding
5. Use of either hand to instill tear or pain
6. Use of two hands (except in snaffle bit or hobbles) per maneuver
7. More than one finger between split reins or any fingers between ronal reins (except two reins) per maneuver

### Off Pattern

- Turning tall
- Repeated blatant disobedience
- Fall horse/trainer, 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 class

### DO:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire