### AQHA Shot

**American Quarter Horse Association**

**Stock Horse of Texas Association**

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

**CLASS:** #30 - SHOT NPPL - Non Pro Pleasure

**DATE:** 04/16/2016

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

#### Points Penalties:
- Over-bidled
- Out of frame
- Too showy
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

#### 3 Point Penalties:
- Wrong lead
- Discreet 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
- Blatan disobedience
- Use of either hand to instill least 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 reins) per maneuver (cannot place above others who perform completely)

#### Penalties:
- Lack of control
- Break of gait
- Repeatedly loping
- Fail horse/leader; 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

(Such horse/leader 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
- 3.0 Poor
- 5.0 Correct
- 7.0 Good
- 9.0 Very Good
- 11.0 Excellent

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#### WO # OP Tie-Breaker

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#### PENALTY TOTAL

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### 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
- 3-4: Very Poor
- 5-6: Poor
- 7-8: Correct
- 9-10: Good
- 11-12: Excellent

**Penalty Total**

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**Judge's Signature:**

[Signature]

Printed from HSW
# SHOT & VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**
- Each hit, bite, or stepping on a leg, cone, plant, or any component of the obstacle
- Incorrect or break of gate at walk or trot for two strides or less
- Both front or hind feet 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 down or ground line except shifting to balance

**3 Point Penalties:**
- Wrong lead
- Dropped reins
- Break of gate at Gate
- Break of gate at Walk or trot for more than two strides
- 2-3 steps on down or ground line

**5 Point Penalties:**
- Spurring in front of cinch
- Blasting disobedience
- Use of either hand to mobilize horse
- Use of two hands (except as 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, 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

**6 Point Penalties:**
- Stumbling or breaking stride
- Fracturing or breaking object
- Failure to correct
- fence
- Failing to return
- Failing to stop
- Failing to collect
- Failing to stop

**7 Point Penalties:**
- Shamming
- Defiance
- Refusal
- Failing to correct
- Failing to stop

**8 Point Penalties:**
- Failing to perform
- Failing to stop
- Failing to collect
- Failing to stop
- Failing to return
- Failing to correct
- Failing to stop

**9 Point Penalties:**
- Failing to stop
- Failing to collect
- Failing to stop
- Failing to return
- Failing to correct
- Failing to stop

**10 Point Penalties:**
- Not shown
- Not shown
- Not shown
- Not shown
- Not shown
- Not shown

### RUN CONTENT

Each horse/rider team is awarded points between 0-100 points and automatically begins the run with a score of 60 points.

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<th>Trot 2</th>
<th>Walk Bridge</th>
<th>Side pass R</th>
<th>Knob Gate</th>
<th>Split Reins L</th>
<th>Trest logs</th>
<th>Walk logs</th>
<th>Rope Drag 8</th>
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**Judge's Signature:**

Janette Marie Dublin

Printed from HSW
**SHOW:** SHOT Versatility Ranch - San Angelo  
**CLASS:** #32 - SHOT NPTR - Non Pro Trail  
**DATE:** 04/16/2016

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### Shot & Versatility Ranch Horse - Trail

#### Paint Penalties:
- Each hind, 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.
- Break of gait at walk or trot (or more than two) strides.
- Two or more strides on dismount or ground tie.

#### Point Penalties:
- Quartering in front of cone.
- Slashing cone/obstacle.
- Use of another hand to install/adjust.
- Use of incorrect hand to install/adjust.
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver.
- Knocking over, stepping on or taking off an obstacle.
- Dropping or an object required to be carried.
- 1st or 2nd cumulative refusal.
- Cutting off of gate.

#### Off-Pattern (OP): Cannot place above others who complete pattern perfectly.

- 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 ends; credit will be given for work done.

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

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**RUN CONTENT**

Each horse/riders 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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*Jarama Marie Dublin*

**JUDGE'S SIGNATURE:**

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*Printed from HSW*
### AQHA SHOT

**SHOT & VERSATILITY RANCH HORSE - REINING**

**SHOW:** SHOT Versatility Ranch - San Angelo  
**CLASS:** 334 - SHOT NPN - Non Pro Reining  
**DATE:** 04/16/2016

#### Pattern

- **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 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  
  - Slippery reins

- **Penalties:**  
  - Break of gait  
  - Freeze up in spines 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

#### 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 Excellent, 3-4 Very Excellent, 5-6 Fair, 7-8 Very Good, 9-10 Excellent

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</table>

**Judge's Signature:**

Janette Marie Dublin

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### AQHA \ Stock Horse of Texas Association

**SHOT**

**SHOT & VERSATILITY RANCH HORSE - REINING**

**PATTERN 1**

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**SHOW:** SHOT Versatility Ranch - San Angelo  
**CLASS:** #34 - SHOT NPRN - Non Pro Reining  
**DATE:** 04/16/2016

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#### Point Penalties:
- Starting 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 1/Youth Reining Pattern 1)
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

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 stop or turn on trot in patterns
- Failure to be in a trot prior to the first marker or run-in patterns
- Failure to completely pass the specified marker before initiating a stop position

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

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#### RUN CONTENT

Each horse/rider team is scored between 6-100 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><strong>TOTAL</strong></th>
<th><strong>SCORE</strong></th>
</tr>
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<tr>
<td></td>
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<td></td>
<td></td>
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</tr>
</tbody>
</table>

**Penalties**

**CATEGORY**

- Tie-Breaker:
  - 7 6 5 4 3 2 1

**Maneuver**

- Left Rollback
- Right Rollback
- Left Circle
- Right Circle
- Two Circle
- Right & Left Circle
- A Step

- 11-142

**Penalty**

- 0 + 1/2 0 + 1/2 + 1/2 + 1/2 0

**Signature:**

Janette Marie Dublin

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**SHOW:** SHOT Versatility Ranch - San Angelo  
**CLASS:** SHOT NPWC - Non Pro Working Cow  
**DATE:** 04/16/2016

### SHOT & VERSATILITY RANCH HORSE - COW WORK

**Point Penalties:**
- Loss of working advantage
- Using 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 runs past cow
- Working out of position
- Slipping rein
- 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 in the open field at least 20' from the side of arena and the animal gets within 5 feet from the end fence before being turned.

**3 Point Penalties:**
- Exhausting or overworking the cow before circling or roping
- Hanging on the fence (refusing to turn)
- Missing 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 blatant disobedience
- Fall horse/handler: run ended, credit will be given for work done
- Schooled after entering the arena prior to calling for cow
- Schooled horse between cows, if new cow is awarded

### Run Content

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

- 1-12: Extremity Poor, 1 Very Poor, 2-12 Poor, 3 Correct, 4-2 Good, 5 Very Good, 6-12 Excellent

<table>
<thead>
<tr>
<th>W/D</th>
<th>#</th>
<th>OP</th>
<th>Boxing Rating</th>
<th>FENCE TURNS</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>DEG OF DIFF</th>
<th>EYE APPEAL</th>
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Janette Marie Dublin  JUDGE'S SIGNATURE:  

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### SHOT & VERSATILITY RANCH HORSE - COW WORK

#### 1 Point Penalties:
- Loss of working advantage
- Using 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 runs past cow
- Working out of position
- Stopping on the way back to the corner
- Failure to drive cow past middle marker or first turn

#### 2 Point Penalties:
- Going 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.

#### 3 Point Penalties:
- Exhausting or overworking the cow before circling or roping
- Hanging on the fence (refusing to turn)
- Missed first lap
- Knocking down the cow without having a working advantage
- Losing a cow while backing

#### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly

- Turning Blast
- Failure to attempt any part of the class
- Leaving arena before run is complete
- Repeated blatant disobedience
- Fall horse/ride; run ends, credit will be given for work done
- Schooling after entering the arena prior to taking for cow
- Schooling horse between cows; if new cow is awarded

#### PENALTIES:
- Lameness
- Abuse
- Illegal equipment
- Dissipate or misconduct
- Improper western attire

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### RUN CONTENT

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

1-2: Extremely Poor, 1-3 Poor, 1-5 Fair, 1-10 Good, 1-2 Very Good, 1-5 Excellent

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