### SHOT & VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** SHOT - Stock Yard Ranch - San Antonio  
**CLASS:** #70 - SHOT VPLS - Novice Pleasure  
**DATE:** 04/16/2016

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

#### 6 Point Penalties:
- Spurring in front of canter
- 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 reins) per maneuver

#### Off-Pattern (OP):
- Breaking pattern
- Leaving area before pattern is complete
- Repeated blatant disobedience
- Fat horse/riders, run-ons; credit will be given for work done

#### DO:
- Lamingness
- Abuse
- Illegal equipment
- Disrespect or misbehavior
- Improper western attire

### RUN CONTENT

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

+1/2: Excellent, +1 Very Good, +1/4 Fair, 0 Correct, +1/2 Good, +1 Very Good, +1 Excellent

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**Janette Marie Dublin**  
**Judge**  
**Printed from HSW**
**Pattern**

- **Show:** SHOT Versatility Ranch - San Angelo
- **Class:** #70 - SHOT VPLS - Novice Pleasure
- **Date:** 04/18/2016

**Shot & Versatility Ranch Horse - Ranch Riding**

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

### 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

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

### Point Penalties:
- Spurring in front of sinch
- Blatant disobedience
- Use of either hand to instill head/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 rein) per maneuver (cannot place above others who perform correctly)

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## SHOT & VERSATILITY RANCH HORSE - TRAIL

### Point Penalties:
- Each hit, bite, or stepping on a leg, nose, 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 step on dismount or ground tie except shifting to balance

### 5 Point Penalties:
- Spurting in front of catch
- Batting disobedience
- Use of either hand to resist fearprise
- Use of two hands (except in shuttle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two rein per maneuver)
- Stepping 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 flexed
- Refusal/blistar, desire to exit
- Fall horse/rider: run ended, credit will be given for work done

### DO:
- Lameness
- Abuse
- Illegal equipment
- Dissipate 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 1/2 Difficulty Points, -1 Very Poor, -2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent.

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**SHOW:** SHOT Versatility Ranch - San Angelo  
**CLASS:** #71 - SHOT VTRL - Novice Trail  
**DATE:** 04/16/2016

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**SHOT & VERSATILITY RANCH HORSE - TRAIL**

**1 Point Penalties:**
- Each hit, bite, or stepping on a leg, nose, 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-step space at a walk or trot.
- Skidding or falling to step into required space.
- Incorrect number of strides, if specified.
- One step on dismount or ground tie except when shifting balance.

**5 Point Penalties:**
- Spurning in front of walk.
- Drift too long.
- Use of other hand to fill any empty space.
- Use of both hands (except in snaffle bit or hackamore) per maneuver.
- More than one rider between split reins or any riders between split reins (except two reins) per maneuver.
- Knocking over, tripping, or falling off an obstacle.
- Dropping an object required to be carried.
- 1st or 2nd cumulative refusal.
- Letting go of gait.

**Off-Pattern/OD:** 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, get rider: 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 10 points.
- 1-10 Extremely Poor, 1-10 Very Poor, 5-10 Poor, 0 Correct, -10 Good, +1 Very Good, +1 Excellent.

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Janette Marie Dublin  
JUDGE'S SIGNATURE: [Signature]

Printed from HSW
### AQHA SHOT

**American Quarter Horse Association**

**SHOT Versatility Ranch - San Angelo**

**SHOT & VERSATILITY RANCH HORSE - TRAIL**

**Show:** SHOT Versatility Ranch - San Angelo  
**Class:** #71 - SHOT VTRL - Novice Trail  
**Date:** 04/16/2016

#### Point Penalties:
- Each hit, bite, or stepping on a log, 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.
- Slipping over or falling to step into required space.
- Incorrect number of strides, if specified.
- One step on disposal or ground tie except shifting to balance.

#### 3 Point Penalties:
- Wrong lead.
- Draped reins.
- Break of gate at Lope.
- Break of gate at Walk or Trot for more than two (2) strides.
- 2-3 steps on disposal or ground tie.

#### 5 Point Penalties:
- Spinning in front of cone.
- Bellowing disobedience.
- Use of other hand to insilf or raise.
- Use of tugs (except in snaffle bit or hackamore) per maneuver.
- More than one (1) inter 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 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 flexed.
- Repeat dispositions.
- Fall horse/rider; credit will be given for work done.

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

---

#### Run Content Table

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

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Janette Marie Dublin  
**Judge's Signature:**

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

**Show:** SHOT Versatility Ranch - San Angelo  
**Class:** #72 - SHOT VRNN - Novice Reining  
**Date:** 04/16/2016

### Point Penalties:
- Starting a circle or evoking a rollback at a marker 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 Level 1/Youth Reining Pattern #1)  
- Overspin or under-spin up to 1/8turn

### 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 1/16 turn  
- Slipping ren

### 2 Point Penalties:
- Break of gait  
- Freeze in spins or rollbacks  
- Failure to stop or walk before executing a lead departure on trot-in patterns  
- Failure to be in a loop prior to the first marker on turn-in patterns  
- Failure to completely pass the specified marker before initiating a stop position

### Run Content

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

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### Judge

Janette Marie Dublin

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

Printed from HSW
# Shot & Versatility Ranch Horse - Reining

**Show:** SHOT Versatility Ranch - San Angelo  
**Class:** #72 - SHOT VRNN - Novice Reining  
**Date:** 04/16/2016

## Pattern 8

### Summary

- **2 Point Penalties:**
  - Stopping a circle or enticing 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 that the horse is out of lead.
  - Over or under spinning 3/16 to 1/4 turn.
  - Slippery run.

- **0 Point Penalties:**
  - Break of gait.
  - Freeze or walk before executing a stop or change on trot-in patterns.
  - Failure to be in a stop prior to the first marker on trot-in patterns.
  - Failure to completely pass the specified marker before initiating a stop position.

### Run Content

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

- 1-10 Extremely Poor, < Very Poor: 10-20 Poor, 3-4 Fair, 12-6 Good, 1-10 Excellent

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Janette Marie Dublin  
**Judge's Signature:**

Printed from HSW
## AQHA SHOT Pattern 8

### SHOW: SHOT Versatility Ranch - San Angelo
### CLASS: #72 - SHCT VRNN - Novice Reining
### DATE: 04/16/2016

**SHOT & VERSATILITY RANCH HORSE - REINING**

### 12 Point Penalties:
- Starting a circle or rolling a rollback at a trot for up to two strides
- Delayed change of lead by one stride whose 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 underspin up to 1/8 turn

### 6 Point Penalties:
- Spurring in front of each
- Blatant disobedience
- Use of or either hand to instill fear/pain
- Use of a hand (except in in place of 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): Correct place above others who complete pattern correctly
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than the two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider: run ends, credit will be given for work done

### Q:
- Lameness
- Abuse
- Illegal equipment
- Disrespect of misconduct
- Improper western attire

### RUN CONTENT

Each horse/entrant scores between 0-100 points and automatically begins the run with a score of 10 points. (1.2 Extremely Poor, +1 Very Poor, +2 Poor, 0 Correct, +1 Good, +2 Very Good, +1 Excellent)

| W/O | # | OP | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content |
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| 22  | 55|    | 0       | 1/2     | 1/2     | -1/2    | 0       | 1/2     | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       |
| 23  | 79|    | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       | 0       |
| 24  | 118|   | 0       | 1/2     | 0       | 0       | -1/2    | -1/2    | 0       | -1/2    | 0       | -1/2    | 0       | 0       | 0       | 0       | 0       | 0       | -1/2    | 0       | -1/2    | 0       | 0       | 0       | 0       | 0       | 0       |
| 25  | 92|    | 0       | 0       | 0       | 0       | 0       | -1/2    | 0       | -1/2    | 0       | -1/2    | 0       | 0       | 0       | 0       | 0       | 0       | -1/2    | 0       | -1/2    | 0       | 0       | 0       | 0       | 0       | 0       |

#### Judge's Signature:

Janette Marie Dublin
# NOVICE/YOUTH COW WORK

### Run Content

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

3 = Extremely Poor, 1 = Very Poor, .5 = Poor, 0 = Correct, +1 = Good, +1.5 = Very Good, +2 = Excellent

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**Total Score:** 64
### NOVICE/YOUTH COW WORK

#### Run Content

Each horse/handler team is scored between 0-100 points and automatically begins the run within the scope of 10 points:

- 1-2: Extremely Poor
- 3-6: Poor
- 7-10: Correct
- 11-12: Good
- 13-15: Excellent

#### BOXING MANNERS

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<th>EYE APPEAL</th>
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Janette Marie Dublin JUDGE'S SIGNATURE: ____________________________

Printed from HSW
**NOVICE/YOUTH COW WORK**

### Point Penalties:
- Lack of working advantage
- Working out of position
- Slipping rein
- Knocking down the cow without having a working advantage
- Losing a cow while boxing

### Off-Pattern (0%): Cannot place above others who complete pattern correctly
- Turning tail
- Repealed blatant disobedience
- Fall horse/lander; 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 annexed
- Failure to attempt any part of the class

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

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

### BOXING MANEUVERS

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**Janette Marie Dubin**  
**JUDGE'S SIGNATURE**