### AQHA SHOT

**Pattern 2**

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

**CLASS:** #30 - SHOT YPLS - Youth Pleasure

**DATE:** 04/18/2016

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

#### 1 Point Penalties:
- Over-bridled
- Cut of frame
- Too slow
- Gapping 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 unaid learning
- Use of two or more 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)

#### 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

#### GG:
- Laminence
- 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: Extreme Poor; -1/2: Poor; 0: Correct; +1/2 Good; +1: Very Good

#### W/O # OP

<table>
<thead>
<tr>
<th>Maneuver</th>
<th>Walk</th>
<th>Lope</th>
<th>Trot</th>
<th>Stop &amp; Rest</th>
<th>Penalties</th>
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<td>+1/2</td>
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<tr>
<td>8 36</td>
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**Janette Marie Dutton**

**JUDGE'S SIGNATURE:**

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

**Pattern 2**

**SHOW:** SHOT Versatility Ranch - San Angelo  
**CLASS:** #80 - SHOT YPLS - Youth Pleasure  
**DATE:** 04/10/2010

#### Off-Pattern (OP): Cannot place those who complete pattern correctly
- Breaking pattern  
- Leaving arena before pattern is complete  
- Refusal or unacceptance of obedience  
- Fall horse/riders; run ends; credit will be given for work done

#### DG:
- Lamesness  
- Abuse  
- Illegal equipment  
- Disrespect or misconduct  
- Improper western attire

### RUN CONTENT

Each horse/rider team is scored between 3-100 points and automatically begins the run with a score of 70 points.

- 1.5: Extremely Poor, 1: Very Poor, 1.25 Poor, 0.5: Correct, +1.5: Good, +1: Very Good, +1.5: Excellent

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>OP</th>
<th>Penalty</th>
<th>Tie Breaker</th>
<th>Score</th>
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Janette Marie Dublin

**Judges Signature:**
### AQHA American Quarter Horse Association
### SHOT - Stack Horse of Texas Association

**SHOT & VERSATILITY RANCH HORSE - TRAIL**

**CLASS: #83 - SHOT YTRL - Youth Trail**

**DATE: 04/16/2016**

#### 1 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
- Skidding over or falling into area required space
- Incorrect number of strides, if specified
- One step or disjoint or ground loss except shifting to balance

#### 5 Point Penalties:
- Wrong lead
- Dropped reins
- Break of gate at Lope
- Break of gate at Walk or trot or more than two (2) strides
- 3-3 steps on disjoint or ground loss

#### Ok Pattern (DP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena after pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Head consistently carried too low or over flexed
- Repeated blatant disobedience
- Fall horse/riders; run outs; credit will be given for work done

#### Disqualifications (DQ):
- Lameness
- Abuse
- Illegal equipment
- Disrespect on or around
- Improper western attire

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### RUN CONTENT

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<tr>
<th>Obstacle</th>
<th>Trot 2</th>
<th>Walk Bridge</th>
<th>Side pass R</th>
<th>RH Gate</th>
<th>Lope logs LL</th>
<th>Trot logs</th>
<th>Walk logs</th>
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**TOTAL PENALTY**

- 14
- 12
- 18
- 22
- 9
- 0
- 2
- 5
- 3
- 4

**TOTAL SCORE**

- 53
- 54.5
- 48
- 38.5
- 27.5
- 10
- 73
- 52.5
- 69.5
- 65.5

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**Judge's Signature:** [Signature]
## 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 taking 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:
- Spurring in front of cinch
- Blisters or sores
- Sustained disobedience
- Use of either hand to hold rein/prize
- Use of two hands (except in craddle 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 off of, or taking off of an obstacle
- Dropping an object required to be carried
- Fatigue 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 turned to left or overflexed
- Repeated blatant disobedience
- Fall hinders rider; run ends; credit will be given for work done

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

### Run Content

Each horse/inter team is scored between 0-100 points and automatically begins the run with a score of 70 points. *1.5 Extremely Poor, +1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1.5 Excellent.*

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### Example Scores:

- **11 88**: 2.70
- **12 44**: 5.64
- **13 141**: 4.685
- **14 155**: 2.70
### AQHA SHOT RANCH HORSE - REINING

**PATTERN 8**

**SHOW:** SHOT Versatility Ranch - San Angelo  
**CLASS:** #86 - SHOT YRNN - Youth Reining  
**DATE:** 04/16/2016

#### 3 Point Penalties:
- Scurrying in front of circle  
- Blistant disobedience  
- Use of either hand to lift hooves  
- 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 rein) 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 blatant disobedience  
- Fall horse/rider; run ends; credit will be given for work done

#### Judge

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### RUN CONTENT

Each horse/ride/team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- +1.0 = Extremely Poor, -1.0 = Very Poor, 0.0 = Poor, 0.0 = Correct, +12.0 = Good, +1 Very Good, +1 1/2 Excellent

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Janette Marie Dublin  
**JUDGE'S SIGNATURE:**

Printed from HSW
### AQHA PATTERN 8

**SHOW:** SHOT Versatility Ranch - San Angelo  
**CLASS:** #86 - SHOT YRNN - Youth Reining  
**DATE:** 04/16/2016

**SHOT & VERSATILITY RANCH HORSE - REINING**

#### 1/2 Point Penalties:
- Starting a circle or exiting a rollback at a trot or up to two strides
- Deliberate 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

#### 5 Point Penalties:
- Spinning in front of clinch
- Blatant disobedience
- Use of either hand to stall jam/prone
- 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 maneuvers (i.e., over or under spinning, backing more than two strides)
- Leasing arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/ rider; run order; 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:
- 1 = Extreme Poor, 4 = Very Poor, 6 = Poor, 8 = Fair, 10 = Good, 12 = Satisfactory, 14 = Very Good, 16 = Excellent

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### Tie-Breaker Maneuver Scores:

- 11: PENALTY: -2, CONTENT: 1, 1, 1, OP: OP
- 12: PENALTY: -1, 1, 0, -1, 1, 1, -1/2, -1/2
- 13: PENALTY: -2, 2, 2, 2
- 14: PENALTY: -1, 1, 0, -1, 0, -1/2, 0
- 15: PENALTY: 0, 0, 0, 0, 0, 0, 0, 0
- 16: PENALTY: 0, 0, 0, 0, 0, 0, 0, 0

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Janette Marie Dublin  
JUDGE'S SIGNATURE: 

Printed from HSW
# AQHA
## NOVICE/YOUTH COW WORK

### Rule 6 Point Penalties:
- Loss of working advantage
- Working out of position
- Slipping rein
- Knocking down the cow without having a working advantage
- Losing a cow while boxing

### Rule 5 Point Penalties:
- Spurring in front or behind
- Blatant disobedience
- Use of either hand to instill fear/pain
- Use of any hand (except in snaffle bit or hackamore) per maneuver
- More than one finger barrows split rein or any fingers between reins (except two rein) per maneuver

### Rule 4 Pattern (CP):
- Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horseman; 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

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<th>POSITION &amp; CONTROL</th>
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Janette Marie Dublin: Judge's Signature

Printed from HSW
## NOVICE/YOUTH COW WORK

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

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

### POINT PENALTIES:
- Spurring in front of the cow
- Blatant disobedience
- Use of either hand to assist hoof praise
- Use of wrong hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between the rears or any fingers between the rears (except two rein) per maneuver

### OFF-PATTERNS (OP):
- Cannot place above others who complete pattern correctly
  - Turning tail
  - Repeated head or tail북
  - Fall: horse rider 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

### 90:
- Lame
- Abuse
- Illegal equipment
- Insult 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= Poor
- 2= Fair
- 3= Good
- 4= Very Good
- 5= Excellent

### SOXING MANEUVERS

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<th>OP</th>
<th>PENALTY</th>
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Janette Marie Dublin JUDGE'S SIGNATURE: [Signature]

Printed from HSW
**SHOW:** SHOT Versatility Ranch - San Angelo
**CLASS:** AQHA 433000 - Youth VRT Working Ranch Horse
**DATE:** 04/16/2016

**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
- Slipping ren
- 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 area) and the animal goes within 3 feet of the end fence before being turned.

**3 Point Penalties:**
- Exhausting or overworking the cow before circling or roping
- Hanging up on the fence (refusing to turn)
- Missing first loop
- Knocking down the cow without having a working advantage
- Losing a cow while boxing

**5 Point Penalties:**
- Failure to turn the cow both directions on the fence
- Failure to catch
- Spinning in front of cinch
- Biting and disobedience
- Use of other hand to instill fear/pace
- 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 rein) per maneuver

**RUN CONTENT**
Each horse/holder team is scored between 0-100 points and automatically begins the run with a score of 70 points.
1 40: Excellent, 4: Very Poor, 1: Poor, 0: Correct, +1/2: Good, +1: Very Good, +1 1/2: Excellent

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# AQHA SHOT
## American Quarter Horse Association
### Stock Horse of Texas Association

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

**CLASS:** #2 - AQHA 485000 - Youth VRH Limited Ranch Cow Work

**DATE:** 04/16/2016

**Judge**

### SHOT & VRH - LIMITED RANCH COW WORK (Amateur)

#### Point Penalties:
- Loss of working advantage
- Working out of position
- Slippping rens

#### 3 Point Penalties:
- Knocking down the cow without having a working advantage
- Losing a cow while boxing

#### 5 Point Penalties:
- Spinning in front of cinch
- Blatant disobedience
- Use of other hand to install tearpramro
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver

#### Off-Pattern (OP): Cannot pass above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horseholder; run ends, credit will be given for work done
- Go outside 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:
- Laminatis
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### RUN CONTENT

**Each horseholder team is scored between 0-100 points and automatically begins the run with a score of 02 points:**

- 1/2 Gainfully Poor, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Very Good, 1 Excellent

### Tie-Breaker

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**Janette Marie Dublin JUDGE'S SIGNATURE:**

**Printed from NSW**