### AQHA Stock Horse of Texas Association

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

### Pattern 1

#### 1 Point Penalties:
- Over-bitted
- Out of frame
- Too slow
- Gapping mouth
- Break of gait at Walk or not for two (2) strides or less

#### 3 Point Penalties:
- Wrong lead
- Overspent reins
- Break of gait at Lope
- Break of gait at Walk or not for more than two (2) strides

#### 5 Point Penalties:
- Spurring in front of cornitch
- Bellowing disobedience
- Use of either hand to instill fear/raise
- 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

<table>
<thead>
<tr>
<th>Manuever</th>
<th>Penalty</th>
<th>Content</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
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### Tie-Breaker

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### Miscellaneous

- 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

- DD:
  - Lameness
  - Abuse
  - Reputable equipment
  - Disrespect or misconduct
  - Improper western attire

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**SHOW:** SHOT Versatility-San Antonio  
**CLASS:** #70 - SHOT VPLS - Novice Pleasure  
**DATE:** 06/11/2016

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**Judge's Signature:**

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**Printed from HSW**
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**RUN CONTENT**

Each horse/rider team is scored between 0-50 points and automatically begins the run with a score of 70 points. 
- 1-12: Extremely Poor, -1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 Very Excellent
**SHOT & VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** SHOT Versatility-San Antonio  
**CLASS:** #70 - SHOT VPLS - Novice Pleasure  
**DATE:** 06/11/2016

**Pattern 1**

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

5 Point Penalties:
- Scurrying, buck or clench
- Blatant disobedience
- Use of either hand to instill fear/put pressure
- 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
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fail horse/rider, run ends

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**RUN CONTENT**

Each horse/rider team receives between 0-100 points and automatically begins the run with a score of 75 points.  
- 1.0 Extremely Poor  
- 1.0 Very Poor  
- 1.0 Poor  
- 1.0 Fair  
- 1.0 Good  
- 1.0 Very Good  
- 1.0 Excellent

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**JUDGES SIGNATURE:**

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*Printed from HSW*
### SHOT & VERSATILITY RANCH HORSE - TRAIL

**SHOW:** SHOT Versatility - San Antonio  
**CLASS:** #74 - SHOT VTRL - Novice Trail  
**DATE:** 06/11/2016

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

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**Tie-Breaker**

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<tr>
<td>Serpentine</td>
<td>+1</td>
<td>-1</td>
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<tr>
<td>Ext Trail</td>
<td>+1</td>
<td>-1</td>
</tr>
<tr>
<td>Stack chute 180</td>
<td>+1</td>
<td>-1</td>
</tr>
<tr>
<td>Logs &amp; Cover</td>
<td>+1</td>
<td>-1</td>
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<tr>
<td>Loose Logs</td>
<td>+1</td>
<td>-1</td>
</tr>
<tr>
<td>RH Push Gate</td>
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<td>-1</td>
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</table>

**Points Penalties:**
- Spraying in front of chickee
- Blisters/discomforts
- Use of either hand to install headstall
- Use of two hands (except in gaited bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins per maneuver)
- Knocking over, tripping, stepping off, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of goos

**Off-Pattern/OP:**
- Can not 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
- Repeated/distinct disobedience
- Fail horse rider, run ends, credit will be given for work done

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

---

**Bobby Hunt**  
**JUDGE'S SIGNATURE:**

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# AQHA SHOT
## SHOT & VERSATILITY RANCH HORSE - TRAIL

### SHOW:
SHOT Versatility - San Antonio

### CLASS:
#71 - SHOT VTRL - Novice Trail

### DATE:
06/11/2016

### 1 Point Penalties:
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle.
- Incorrect break of gait 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 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:
- Spinning in front of cinch.
- Blisters, bloudness.
- Use of either hand to instill fear/trauma.
- 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).
- 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 (CP):
Cannot place above others who complete pattern.

### Equitation:
- 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.
- Fell horse/ridaor run enti; credit will be given for work done.

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

### RUN CONTENT
Each horse/rider team is scored between 9 - 100 points and automatically begins the run with a score of 70 points.

- 1.0 Extremely Poor.
- 0.9 Very Poor.
- 0.8 Poor.
- 0.7 Correct.
- 0.6 Good.
- 0.5 Very Good.
- 0.4 Excellent.

### Tie-Breaker

### Obstacle Scoring

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<tr>
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<th>CONTENT</th>
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**SHOW:** SHOT Versatility - San Antonio  
**CLASS:** #71 - SHOT VTRL - Novice Trail  
**DATE:** 06/11/2016

### SHOT & VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- Each flat, 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 feet in a single stride space of walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step undismount or ground tie except shifting to balance

5 Point Penalties:
- Spurting in front of chic
- Household disobedience
- Use of other hand to instill fear/pare
- Use of two hands (except for sartorial bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between real reins (except toe rein) per maneuver
- Knocking over, stepping out of, or taking 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
  - Repeated blatant disobedience
  - Fall horse rider; ran entire; credit will be given for work done

### DD:
- 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 10 points.

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**Bobby Hunt**

**JUDGE'S SIGNATURE:**

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### AQHA \ Stock Horse of Texas Association

**SHOT & VERSATILITY RANCH HORSE - REINING**

#### Pattern

**Show:** SHOT Versatility - San Antonio  
**Class:** #72 - SHOT VRNN - Novice Reining  
**Date:** 06/11/2016

### Rules

**1/2 Point Penalties:**
- Starting a circle or exiting a rollback at 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-five 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  
- Slipping rein

**2 Point Penalties:**
- Break of gate  
- Freeze up in 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 line marker on roll-in patterns  
- Failure to completely pass the specified marker before initiating a stop position

**5 Point Penalties:**
- Spinning in front of clinch  
- Ostentatious disobedience  
- Use of either hand to stall the horse/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 reins 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)  
- Leaving arena before pattern is complete  
- Repetition of disobedience  
- Fall horse/rider; run ends; credit will be given for work done

**DG:**  
- Lame
- 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  
- 110 Cvenience Poor, 2 Very Poor, 12 Poor, 0 Competent, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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<th>Penalty</th>
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**JUDGE'S SIGNATURE:**
### RUN CONTENT

Each horse/ride team is scored between 0-100 points and automatically begins the run with 60 points.

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### PENALTY TOTAL: 39
### SCORE: 68 1/2

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**SHOW:** SHOT Versatility-San Antonio  
**CLASS:** #72 - SHOT VRNN - Novice Reining  
**DATE:** 06/11/2016

**JUDGE'S SIGNATURE:**
### SHOT & VERSATILITY RANCH HORSE - REINING

**SHOW:** SHOT Versatility-San Antonio  
**CLASS:** #72 - SHOT VRNN - Novice Reining  
**DATE:** 06/11/2016

#### 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 astro 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 the circle
- Delayed disobedience
- Use of either hand to pull or pressure
- Use of more than one hand or other means to stop
- More than one finger between split reins or any fingers between split reins (except two reins) per maneuver

#### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Breaking pattern
- Delays of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated intentional disobedience
- Fell horse/rider, run out, credit will be given for work done

#### DG:
- Lameness
- Abuse
- Legal equipment
- Disrespect or misconduct
- Improper western attire

---

#### W/O # OP

| Tie-Breaker | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | 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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| 21 368     |         |         |         | 3 1/2  |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |
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| 23 361     |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |
| 24 270     |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |
| 25 277     |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |
| 26 288     |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |         |

#### RUN CONTENT

Each horse/rider team is scored between 0-10 points and automatically begins the course with a score of 75. The scoring system is as follows:
- 1-3: Extremely Poor  
- 4-10: Poor
- 11-14: Fair
- 15-19: Good
- 20-25: Very Good
- 26-30: Excellent

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**JUDGE'S SIGNATURE:** [Signature]

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# AQHA Stock Horse of Texas Association

## NOVICE/YOUTH COW WORK

- **Show:** SHOT Versatility-San Antonio
- **Class:** #73 - SHOT VWCH-Novice/Working Cow
- **Date:** 06/11/2016

### Point Penalties:
- Loss of working advantage
- Working outside of position
- Stopping rear

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

### Off Pattern (OP):
- Cannot place above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- 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

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

## RUN CONTENT

Each horse/team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1-2: Excellent, 3-4: Very Good, 5-6: Good, 7-8: Fair, 9-10: Poor

### BOXING MANEUVERS

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<th>#</th>
<th>DP</th>
<th>POSITIONS &amp; CONTROL</th>
<th>EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>COURAGE</th>
<th>NOTES</th>
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**Bobby Hunt**

**Judge's Signature:**

Printed from HSW
## NOVICE/YOUTH COW WORK

### 1 Point Penalties:
- Loss of working advantage
- Work 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 a cinch
- Blatant 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 cross reins (except two rein) per maneuver

### ON-PATTERN (OP): Cannot place above others who complete pattern correctly:
- Turning tail
- Repeated blatant disobedience
- Fall horse/ rider; 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 awarded
- Failure to attempt any part of the class

### RUN CONTENT
Each horse/rider team is scored on a 1-10 point system by three judges. The score is automatically added to 10 points to determine the final score. The score is determined as follows:

- 1/2 Extremely Poor
- 2/2 Very Poor
- 3/2 Poor
- 4/2 Good
- 5/2 Excellent

### BOXING MANEUVERS

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<th>POSITION &amp; CONTROL</th>
<th>EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>COURAGE</th>
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### Highest Scorer:
- **Score: 71 1/2**

Bobby Hunt

**JUDGE'S SIGNATURE:**

Printed from HSW
# AQHA SHOT Stock Horse of Texas Association
## NOVICE/YOUTH COW WORK

**SHOW:** SHOT Versatility-San Antonio  
**CLASS:** #73-SHOTVWCH-Novice Working Cow  
**DATE:** 06/11/2016

### Point Penalties:
- Loss of working advantage
- Working out of position
- Slapping rein

### Off-Point (OP) Penalties:
- Turning tail
- Repeated blatant disobedience
- Fall horse/rodeo; 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 avenged
- Failure to attempt any part of the class

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

### Off-Point (OP) Penalties:
- Spur in front of cinch
- 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 reins (except two reins per maneuver)

### RUN CONTENT
Each horse/rodeo scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1-12: Excellent  
  -1: Very Poor  
  -1.5: Poor  
  -2: Fair  
  -2.5: Mediocre  

### BOXING MANEUVERS

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>POSITION &amp; CONTROL</th>
<th>EYE APPEAL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>COURAGE</th>
<th>NOTES</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>21</td>
<td>266</td>
<td></td>
<td>PENALTY 1</td>
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<td>-1</td>
<td>-1½</td>
<td>0</td>
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<td>65½</td>
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<td>22</td>
<td>272</td>
<td></td>
<td>PENALTY 11</td>
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<td>-1</td>
<td>0</td>
<td>2</td>
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<td>0</td>
<td>4</td>
<td>60½</td>
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</tbody>
</table>

### Tie-Breaker

**JUDGE'S SIGNATURE:** Bobby Hunt  
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