## AQHA SHOT Pattern 1

### SHOT & VERSATILITY RANCH HORSE - RANCH RIDING

#### SHOW: SHOT Versatility San Antonio
#### CLASS: #80 - SHOT YPLS - Youth Pleasure
#### DATE: 06/11/2016

1 Point Penalties:
- Over-breded
- Out of frame
- Toe slippage
- Gaping mouth
- Break of gait at Walk or trot for two (2) strides or less

3 Point Penalties:
- Wrong lead
- Dipped 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
- Blistar disobedience
- Use of other hand to instill horse into break
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rental reins (except two rein) per maneuver (cannot place above others who perform correctly)

**Off-Pattern (OP): Cannot place above others who complete pattern correctly.**
- Breaking pattern
- Leaping horses before pattern is complete
- 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/rider team is scored between 0-100 points and automatically begins the 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

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

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**Printed from HSW**
**SHOW:** SHOT Versatility - San Antonio  
**CLASS:** #80 - SHOT YPLS - Youth Pleasure  
**DATE:** 06/11/2016

## SHOT & VERSATILITY RANCH HORSE - RANCH RIDING

- **Point Penalties:**  
  - Over-handled  
  - 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:**  
  - Spurring in front of cinch  
  - Blatant disobedience  
  - Use of other hand to insist (cheat)  
  - 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) 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

### DO:  
- Lameness  
- Abuse  
- Invaluable equipment  
- Disrespect or misconduct  
- Improper outfit/stall

### RUN CONTENT
Each horse/rider team is scored between 6-100 points and automatically begins the run with a score of 70 points.  
- 1:2: Extremely Poor  
- 1: Very Poor  
- 1:2: Poor  
- 1:2: Correct  
- 1:2: Good  
- 1:2: Very Good  
- 1:2: Excellent

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Printed from HS

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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 ½ Extremely Poor, - 1 Very Poor, - ½ Poor, 0 Correct, + ½ Good, + 1 Very Good, + 1 ½ Excellent

Bobby Hunt
JUDGE'S SIGNATURE: ___________________________  Printed from HSW
### SHOT Versatility-San Antonio

#### Class: 83 - SHOT YTRL - Youth 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.

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**Judge's Signature:**

Bobby Hunt

Printed from HSW
**SHOW:** SHOT Versatility-San Antonio  
**CLASS:** #83 - SHOT YTRL - Youth Trail  
**DATE:** 06/11/2016

### RUN CONTENT

Each horse/owner team is scored between 0-10 points and automatically begins the run with a score of 70 points.  
-1/2 Extremes Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 Excellent.

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**Tie-Breaker**

Each horse/owner team is scored between 0-10 points and automatically begins the run with a score of 70 points.  
-1/2 Extremes Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 Excellent.

**Penalties**:
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Head consistently carried too low or over/lowed
- Repeated blatant disobedience
- Falt horses or riders; two points credit will be given for work done.

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

---

Bobby Hunt  
**JUDGE'S SIGNATURE:**  
Printed from HSW.
**SHOW:** SHOT Versatility-San Antonio  
**CLASS:** #83 - SHOT YTRL - Youth Trail  
**DATE:** 06/11/2016

**SHOT & VERSATILITY RANCH HORSE - TRAIL**

**Point Penalties:**
- Each hit, bite, or stepping on a leg, bones, plant or any component of the obstacle
- Incomplete break of gait at walk or trot for two strides or less
- Refusal or headless in a single stride or space at a walk or trot
- Peeking over or failing to stop into the required space
- Incorrect number of strides, if specified
- One step on dismount or ground lost except shifting to balance

**5 Point Penalties:**
- Spinning in front of crotch
- Blatant disobedience
- Use of other hand to insist fear
- Use of two hands (except within bite bit or halter) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver
- Knocking over, stopping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate

**On-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 fixed
- Repaired and bent discipline
- Fail to show, no credit will be given for work done

**QO:**
- 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.

- 1/2 Lottery Poor, -1 Very Poor, -2 Poor, 0 Correct, -1/2 Good, +1 Very Good, +1 Excellent

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### 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

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

**4 Point Penalties:**
- Failure to turn the cow both directions on the fence
- Failure to catch
- Spurning in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/pain
- Use of two hands (except in traffic bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins (except two rein) per maneuver

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**Judge's Signature:**

Bobby Hunt
## AQHA SHOT
### AMERICAN QUARTER HORSE ASSOCIATION
### Stock Horse of Texas Association

#### YOUTH

**SHOT & VERSATILITY RANCH HORSE - REINING**

### Pattern 7

#### 1/2 Point Penalties:
- Starting a circle or ending a rollback at not 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- 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 gait
- Freestep spins or rollbacks
- Failure to stop or walk before executing a lope departure or trot-in patterns
- Failure to be in a lope prior to the 1st marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position

### Run Content

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

- 11 1/2 Extremely Poor: 1 Very Poor: -10 Poor: 0 Correct: +10 Good: +1 Very Good: +15 Excellent

### Table

| WO | # | OP | Tie-Breaker | Maneuver | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Penalty Total | Score |
|----|---|----|-------------|----------|---|---|---|---|---|---|---|---|---|---|-----|--------|-------|
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### Footnotes
- Lamanence
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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**Bobby Linn**

**Judge's Signature:**

---

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

**SHOW:** SHOT Versatility-San Antonio  
**CLASS:** #86 - SHOT YRNN - Youth Reining  
**DATE:** 06/11/2016

### Penalties:
- Starting a circle or exiting a rollback as a test 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 #11)  
- Oval or under-spin up to 1/8 turn

### Point Penalties:
- Out of lead in the circle, figure eight, 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  
- Oval or under spinning 1/8 to 1/4 turn  
- Slipping rein

### 2 Point Penalties:
- Breach of gate  
- Freeze up in spins or rollback

### 5 Point Penalties:
- Spinning in front of cloth  
- Baiting disobedience  
- Use of either hand to inflict harm/pain  
- Use of two hands (except in stallion 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
- Breathing pattern  
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)  
- Leaving arena before pattern is complete  
- Paved over (i.e., disobedience)  
- Fall horse/rider; run ends; credit will be given for work done

**PG:**  
- Lameness  
- Abuse  
- Illegal equipment  
- Disrupt 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 1/2 Extremely Poor, -1 Very Poor, -2 Poor, 0 Correct, +1 Very Good, +2 Excellent

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**Judge's Signature:**

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Bobby Hunt  
Kris Soto  
Printed from HSW
# AQHA Stock Horse of Texas Association

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

**SHOW:** SHOT Versatility-San Antonio  
**CLASS:** #31 - AQHA 485000 - Youth VRH Limited Ranch Cow Work  
**DATE:** 06/11/2010

### 1 Point Penalties:
- Loss of working advantage  
- Working 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:
- Spurting in front of cinch  
- Bystand 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 rein) per maneuver

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

### RUN CONTENT

Each non-scoring term is scored between 0-100 points and automatically begins the run with a score of 70 points.  
- 0/2 Extremely Poor, 0 Very Poor, -1/2 Poor  
- 1/2 Correct, 1 Very Good, +1 1/2 Excellent

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**Total Score:**

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- 71
- 60 1/2
- 62
- 69
- 72 1/2
- 61 1/2
- 73

**Judge's Signature:**

Bobby Hunt

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

1. **Point Penalties:**
   - Loss of working advantage
   - Working out of position
   - Shy or nervous

2. **Print Penalties:**
   - Knocking down the cow without a working advantage
   - Losing control while toxinsing

3. **Print Penalties:**
   - Spinning in front of the pin
   - Baring teeth
   - Use of either hand to install/leash the horse
   - Use of small bits or lack of control
   - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

**RUN CONTENT**
Each horse/team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- + 12: Excellent
- + 8: Good
- + 4: Very Good
- + 0: Above Average

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**Score:**
- 1: 68
- 2: 0
- 3: 72 1/2
- 4: 70
- 5: 3 67 1/2
- 6: 69 1/2
- 7: 71
- 8: 65
- 9: 3 67
- 10: 72

**JUDGE'S SIGNATURE:**

Bobby Hunt

Printed from HSW
### NOVICE/YOUTH COW WORK

**1 Point Penalties:**
- Loss of working advantage
- Working out of position
- Slipping rein

**3 Point Penalties:**
- Knocking down the cow without giving a working advantage
- Losing a cow while backing

**5 Point Penalties:**
- Sparring in front of other
- Blatant disobedience
- Use of other hand to instill fear
- 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 rein) per maneuver

**Off Pattern (OP):** Cannot place above others who complete pattern correctly
- Turning tail
- Repeated, blatant disobedience
- Fall horse-rider; run and credit will be given for work done
- Schooling after entering arena prior to calling for cow
- Schooling horse-betweeen cows, if new cow is awarded
- Failure to attempt any part of the class

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

---

### RUN CONTENT

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

- +1 Excellent, +1 Very Good, +1 Good, +1 Fair, +1 Poor

### 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>
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**JUDGE’S SIGNATURE:**

Bobby Hunt