**SHOW:** SHOT-Sulphur Springs  
**CLASS:** #43 - SHOT JWCH - Junior Working Cow  
**DATE:** 07/23/2016

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

**1 Point Penalties:**  
- Loss of working advantage  
- Turning tall  
- Repeated blatant disobedience  
- Fall horse or rider; run ends; credit will be given for work done  
- Schooling horse 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

**2 Point Penalties:**  
- Lameness  
- Abuse  
- Target equipment  
- Disrespect or misconduct  
- Improper western attire

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

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**BRIAN SUMRALL**  
**JUDGES SIGNATURE:** [Signature]

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**Printed from HSW**
# SHOT & VRH - LIMITED RANCH COW WORK (Amateur)

**SHOW:** SHOT-Sulphur Springs  
**CLASS:** #43 - SHOT JWCM - Junior Working Cow  
**DATE:** 07/23/2016

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

### Off-Point Penalties:
- Turning tail
- Repeated blatant disobedience
- Fall horse/hider; 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

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

### RUN CONTENT

Each horse/hider is scored between 0-100 points and automatically begins the run with a score of 70 (points):
- 1-12 Extremely Poor; 1-10 Poor; 0 Correct; +1/2 Good; +1 Very Good; +1 1/2 Excellent

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

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

**SHOT & VERSATILITY RANCH HORSE - REINING**

**SHOW:** SHOT - Sulphur Springs  
**CLASS:** #42 - SHOT JRNN - Junior Reining  
**DATE:** 07/23/2016

#### Pattern 5

**1/2 Point Penalties:**
- Starting a circle or rolling a rollback as a trot for up to two strides
- Delayed change of lead by one stride where the lead changes 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 area. 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
- Stopping

**2 Point Penalties:**
- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on run-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

**2 Point Penalties:**
- Spinning in front of inch
- Blisters on a digit
- Use of either hand to assist
- Use of two hands to assist
- 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
- Induction of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blister disobedience
- Fall horseback; horse down; credit will be given for work done

**DG:**
- Lame
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

---

### RUN CONTENT

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

1-10 Extremely Poorest – 1 Very Poor – 2 Poor – 3 Fair – 4 Good – 1 Very Good – 11-12 Excellent

| W/O | # | OP | Maneuver | Penalty | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | PENALTY TOTAL | SCORE |
|-----|---|----|----------|---------|---|---|---|---|---|---|---|---|---|---|---|--------------|-------|
| 11  | 434 | 1  | Tie-Breaker | Stop & Back | -1/2 | 0 | -1/2 | -1 | 1/2 | -1/2 | -1/2 | 0 |             |       |
| 11  | 412 | 1  | Tie-Breaker | Right Spins | -1 | 1/2 | 0 | 1/2 | -1/2 | -1/2 | 0 |             |       |

---

**FRED GILLESPIE**  
**JUDGE'S SIGNATURE:**

---
### AQHA SHOT

**American Quarter Horse Association**

**Stock Horse of Texas Association**

**SHOT & VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** SHOT-Sulphur Springs

**CLASS:** #41 - SHOT JRTR - Junior Trail

**DATE:** 07/23/2016

---

### 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-dribble 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:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand or mastil feet/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 ends) 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 (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, run ends; credits 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 1/2 Extremely Poor
- 1 Very Poor
- 1/2 Poor
- 1/2 Good
- 1 Very Good
- 1 Excellent

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**TOTAL**

**SCORE**

- 1 346
- 4 65
## AQHA SHOT Ranch Horse - Trail

### SHOW:
- SHOT-Sulphur Springs

### CLASS:
- #41 - SHOT JTRL - Junior Trail

### DATE:
- 07/23/2016

### Off-Pattern (OP): Cancel please above others who complete pattern correctly:
- Breaking pattern
- Leaving arena before pattern is complete
- Refusal
- No attempt to perform obstacle
- Horse consistently carries too low or over textured
- 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

### 1 Point Penalties:
- Each hit, bite, or stepping on, turn, plant any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Right front or hind leg 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 dismount or ground tie except shifting to balance

### 3 Point Penalties:
- Wrong lead
- Dropped reins
- Break at gait at Lopa
- Break of gait at Walk or trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

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

### RUN CONTENT:

Each horse/rider 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:**

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## AQHA American Quarter Horse Association

### SHOT Stock Horse of Texas Association

#### SHOT & VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** SHOT-Sulphur Springs  
**CLASS:** #40 - SHOT JPLS - Junior Pleasure  
**DATE:** 07/23/2016

### Pattern 1

**Point Penalties:**
- Over-bred
- 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
- Dazed (habit)
- 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 oxen
- 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 normal reins (except the rein) 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/rid; run ends; credit will be given for work done

### DG:
- 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 two with a score of 70 points.

- 100: Excellent, 90: Very Good, 80: Good, 70: Fair, 60: Poor, 50: Very Poor, 40: Poor

#### Tie-Breaker

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**BRIAN SUMRALL**  
**JUDGE'S SIGNATURE:**