## AQHA SHOT Stock Horse of Texas Association

### SHOW:
**SHOT-Sulphur Springs**

### CLASS:
**#56 - SHOT LNPW - Ltd Non Pro Working Cow**

### DATE:
**07/23/2016**

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

#### 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

#### 6 Point Penalties:
- Spurring in front of cinch
- Blistard disobedience
- Use of either hand to injure the cow
- 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) Penalties:
- 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
- Illegit 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 Extraordinarily Poor
- +1 Very Poor
- -1 Poor
- -3 Normal
- -1/2 Good
- -3 Excellent

### W/O  #  OP

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<th>OP</th>
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<th>FENCE</th>
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#### PENALTY TOTAL

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### BRIAN SUMRALL  JUDGE'S SIGNATURE:  

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## Shot & Versatility Ranch Horse - Reining

### Pattern

- **Number of Poles:** 5

### Point Penalties:
- Spinning in front of cinct
- Bictant disobedience
- Use of either hand to assist with/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 reins per maneuver)

### Off Pattern (OP):
- Cannot place above others who complete pattern correctly
- Breaching 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 horseback, run out; 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 the run with a score of 70 points.

#### Tie-Breaker

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<th>Maneuver</th>
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**Judge's Signature:**

Fred Gillespie

**Show:** SHOT-Sulphur Springs

**Class:** #54 - SHOT LNPR - Ltd Non Pro Rein

**Date:** 07/23/2016
**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 break of gait at walk or trot for two strides or less
- Both front or hind legs in a single-stride space at a walk or trot
- Skipping or failing to step into required space
- Incorrect number of strides, if specified
- One step on dressage or ground tie except shifting to balance

2 Point Penalties:
- Wrong lead
- Draped reins
- Break of gait at Logs
- Break of gait at Walk or trot for more than two (2) strides
- 2 or 3 steps on dressage or ground tie

3 Point Penalties:
- Bumping or breaking in front of obstacle
- Blatant disobedience
- Use of either hand to assist handling
- Use of two hands (except in snaffle bit or hackamores) 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

4 Point Penalties:
- One refusal
- Any violation of the rules

5 Point Penalties:
- Spinning in front of obstacle
- Blatant disobedience
- Use of either hand to assist handling
- Use of two hands (except in snaffle bit or hackamores) 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

**Show:** SHOT-Sulphur Springs  
**Class:** #52 - SHOT LNPT - Ltd Non Pro Trail  
**Date:** 07/23/2016

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**Comment:**
- Breaking pattern
- Leaving arena before pattern is complete
- Refusal
- All attempts to perform obstacle
- Head consistently carried too low or over leded
- Repeated blatant disobedience
- Full horse/rodeo; any errors, credit will be given for work done

**Qualification (QP):** Cannot place above others who complete pattern correctly.

**Disqualification (DISQ):**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**Judge:** Dwayne Rhea

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## AQHA SHOT

### Stock Horse of Texas Association

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

**Pattern 1**

**SHOW:** SHOT-Sulphur Springs  
**CLASS:** #50 - SHOT LNPP - Ltd Non Pro Pleasure  
**DATE:** 07/23/2016

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### Rule and Penalties

- **Point Penalties:**
  - Overbroke
  - Out of frame
  - Too slow
  - Gapping mouth
  - Break of gaits! Walk or trot for two (2) strides or less

- **3 Point Penalties:**
  - Wrong lead
  - Use of reins
  - Break of gaits at Lope
  - Break of gaits at Walk or trot for more than two (2) strides

- **5 Point Penalties:**
  - Spurting in front of cinch
  - Blitzing disobedience
  - Use of either hand to instil fear/pain
  - 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

Each horse/cow team is scored between 0-100 points and automatically begins the run with a score of 39 points.  

- **1** = Extremely Poor  
- **2** = Very Poor  
- **3** = Poor  
- **4** = Good  
- **5** = Very Good  
- **6** = Excellent

### Table

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### Judge's Signature

**BRIAN SUMRALL**

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