## NOVICE/YOUTH COW WORK

### Point Penalties:
- Loss of working advantage
- Working out of position
- Stepping run

### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Turning tall
- Repeated blatant disobedience
- Fall horse/ rider; run ended; credit will be given for work done
- Schooling after leaving 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:
- Lamenting
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

### RUN CONTENT

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

- 1-3: Distance Pop., 1 Very Poor, 2 Poor & Correct, 3 Good, 4 Very Good, 5 Excellent

### BOXING MANEUVERS

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<th>#</th>
<th>CP</th>
<th>POSITION &amp; CONTROL</th>
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### Penalty Total
- 10 70 1/2
- 2 67
- 3 67
- 5 64
- 7 72
- 8 71
- 9 72
- 4 70 1/2

**BRIAN SUMRALL**

JUDGE'S SIGNATURE: [Signature]

 Printed from HSW
# Novice/Youth Cow Work

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

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

**Point Penalties:**
- Spurting in front of chock
  - Blatant disobedience
  - Use of either hand to instill fear/courage
  - Use of two hands (except a small bit or hackamore) per maneuver
  - More than one finger between split reins or any fingers between rein being (except two reins) per maneuver

**Off-pattern (OP):** Cannot graze above others who complete pattern correctly
- Turning tail
- Repeated blatant disobedience
- Fall horse/ride; 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

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

## RUN CONTENT
Each horse/riders team is scored between 6-100 points and automatically begins to run with a score of 70 points.
- 1:5: Extremely Poor, 2: Very Poor, 3: Fair, 4: Correct, 5: Very Good, 6: Excellent

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**Total Score:** 62.5

**Signature:**

BRIAN SUMRALL

Printed from HSW
**SHOW:** SHOT-Sulphur Springs  
**CLASS:** #72 · SHOT VRNN · Novice Reining  
**DATE:** 07/23/2016

### 02 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 a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)  
- Over-spin or under-spin up to 1/8 turn

### 01 Point Penalties:
- Out of lead in the corners, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle that the horse is out of lead  
- Over or under spinning 1/8 to 1/4 turn  
- Slipping rein

### 02 Point Penalties:
- Break of gate  
- Freeze up in 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 first marker on run-in patterns  
- Failure to completely pass the specified marker before initiating a stop position

### 05 Point Penalties:
- Spinning in front of arena  
- Blatant disobedience  
- Use of either hand to twist, scrub, or push  
- 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 (e.g., over or under spinning, backing more than two strides)  
- Loping arena before pattern is complete  
- Repeated blatant disobedience  
- Fail horse/reider run ends; credit will be given for work done

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

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

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# AQHA SHOT
## Stock Horse of Texas Association
### SHOT & VERSATILITY RANCH HORSE - REINING

**Pattern:** 8

**Show:** SHOT - Sulphur Springs

**Class:** #72 - SHOT VRNN - Novice Reining

**Date:** 07/23/2016

**Penalty Points:**
- Starting a circle or exiting a rollback at a trot or up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to maintain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level I/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 gait
- Freeze up in split or rollback
- Failure to stop or walk before executing a lope departure on trot-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

**5 Point Penalties:**
- Spunting in front of cinch
- Blatant disobedience
- Use of either hand to insist/tense
- Use of two hands (except on 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 maneuver (i.e., over or under spinning backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fat horse/horse; 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 75 points.

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**Judges Signature:**

FRED GILLESPIE

Printed from HSW
### AQHA
#### American Quarter Horse Association

#### SHOT
Stock Horse of Texas Association

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**SHOW:** SHOT-Sulphur Springs  
**CLASS:** #71 - SHOT VTRL - Novice Trail  
**DATE:** 07/23/2016

---

**SHOT & VERSATILITY RANCH HORSE - TRAIL**

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### 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  
- Skipping over or failing to step into required space  
- Incorrect number of strides, if specified  
- One step on downwind or ground tie except shifting to balance

### 2 Point Penalties:
- Spinning in front of canter  
- Blatant disobedience  
- Use of either hand to assist leadpox  
- Use of two hands (except in natural bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between normal reins (except two fingers) 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 fixed  
- Repeated blatant disobedience  
- Fall horse/riders; run ends; credit will be given for work done

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

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### 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, 1/2 Poor, 0 = Correct, 1/2 Good, 1 = Very Good, 1 1/2 Excellent

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**Penalty Total: 25**  
**Score: 59.5**

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**DWAYNE RHEA**  
**JUDGE'S SIGNATURE:** Dwayne Rhea
# AQHA Stock Horse of Texas Association

## SHOT & VERSATILITY RANCH HORSE - TRAIL

### Show Information
- **Show:** SHOT
- **Class:** #71 - SHOT VTRL - Novice Trail
- **Date:** 07/23/2016

### Rules
1. **Point Penalties:**
   - Each bit, bite, or stepping on a leg, 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 leg in a single stride space at a walk or trot.
   - Skipping over or failing to step into required space.
   - Incomplete number of strides, if specified.
   - One step on dismount or ground lead except shifting to balance.

2. **20 Point Penalties:**
   - Sprouting in front of cone.
   - Absent disobedience.
   - Use of other hand to assist tear-up.
   - 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.

3. **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 flexed.
   - Repeated blatant disobedience.
   - Fall horse/ped, run ends; credit will be given for work done.

### DO:
- Lawrence
- 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.
- 1/6 Extended Poor, 1 Very Poor, 1/2 Poor, 2 Correct, 1 1/2 Good, 1 Very Good, 1 1/2 Excellent

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>OP</th>
<th>Tie-Breaker</th>
<th>Obstacle</th>
<th>Penalty</th>
<th>CONTENT</th>
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**DWayNE RHEA**

**Judge's Signature:** [Signature]

*Printed from HSW*
### AQHA Stock Horse of Texas Association

**SHOW:** SHOT-Sulphur Springs  
**CLASS:** #70 - SHOT VPLS - Novice Pleasure  
**DATE:** 07/23/2016

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

#### Pattern 1

**1 Point Penalties:**
- Over-handled
- Out of frame
- Too slow
- Sapping mouth
- Break of gait at Walk or trot for two (2) strides or less

**3 Point Penalties:**
- Wrong lead
- Draped 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 circh
- Blatant disobedience
- Use of either hand to unseat horse
- Use of two hands (except in addition to one hand) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two reins) per maneuver (cannot place above other 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:**
- Laminence
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

---

### RUN CONTENT

Each horse/rider team is scored between 5-100 points and automatically begins the run with a score of 70 points. 

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
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<th>Tie-Breaker</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
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**BRIAN SUMRALL**  
JUDGES SIGNATURE
### AQHA Stock Horse of Texas Association

**SHOW:** SHOT-Sulphur Springs  
**CLASS:** #70 - SHOT VPLS - Novice Pleasure  
**DATE:** 07/23/2016

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

1. **Penalties:**
   - Overorderer
   - Out of frame
   - Too slow
   - Gapping mouth
   - Break of gait at Walk or trot for two (2) strides or less

2. **Penalties:**
   - Wrong lead
   - Draped reins
   - Break of gait at Lope
   - Break of gait at Walk or trot for more than two (2) strides

3. **Penalties:**
   - Spurring in front of cinch
   - Distant disobedience
   - Use of either hand to instill fear/nuisance
   - 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 (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 distant disobedience
- Fall horse/runner; run ends; 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.

**1-10:** Extremely Poor, 1-4 Very Poor, 1/2 Poor, 1/2 Correct, 1 Very Good, 1 1/2 Excellent

| W/O | #   | OP | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT | PENALTY | CONTENT |
|-----|-----|----|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|----------|
| 11  | 452 |    |         | (+1/2)  | 0       | 0       | (+1/2)  | 0       | (-1)    | (+1/2)  | (-1/2)  | (-1/2)  | (-1/2)  | (+1/2)  | (-1/2)  | 6 6½    |
| 12  | 452 |    |         | (+1/2)  | 0       | (+1/2)  | (+1/2)  | (+1/2)  | (+1/2)  | 0       | (+1/2)  | (+1/2)  | (+1/2)  | (+1/2)  | 73       |
| 13  | 388 |    |         | (+1/2)  | (+1/2)  | 0       | (+1/2)  | 0       | (+1/2)  | 0       | (+1/2)  | (+1/2)  | (+1/2)  | (+1/2)  | 73       |
| 14  | 469 |    |         | 0       | 0       | (+1/2)  | (-1/2)  | 0       | (-1/2)  | 0       | (+1/2)  | (+1/2)  | (+1/2)  | (+1/2)  | 70       |
| 15  | 390 |    |         | (-1/2)  | 0       | 0       | (-1)    | 0       | (-1/2)  | 0       | (-1/2)  | 0       | (-1/2)  | (+1/2)  | 1 6½     |
| 16  | 454 |    |         | (-1/2)  | 0       | (-1/2)  | (-1/2)  | 0       | (-1/2)  | 0       | (-1/2)  | 0       | (-1/2)  | (+1/2)  | 68       |
| 17  | 468 |    |         | 0       | (+1/2)  | (+1/2)  | (+1/2)  | (+1/2)  | 0       | (-1/2)  | (+1/2)  | (+1/2)  | (+1/2)  | (+1/2)  | 72½      |
| 18  | 469 |    |         | -1/2   | -1/2   | 0       | -1/2   | -1/2   | -1/2   | -1/2   | -1/2   | -1/2   | -1/2   | -1/2   | 62½      |

**Tie-Breaker:**

- **GWTETLSRWELETTSB**

**Score:**

- **6 6½**
- **73**
- **73**
- **70**
- **1 6½**
- **68**
- **72½**
- **62½**

**Judge's Signature:**

BRIAN SUMRALL