## AQHA SHOT Stock Horse of Texas Association

### SHOT & VERSATILITY RANCH HORSE - TRAIL

**Show:** SHOT-Sulphur Springs  
**Class:** #13 - SHOT OTRL - Open Trail  
**Date:** 07/23/2016

### 5 Point Penalties:
- Sprouting in front of chest  
- Bland disqualification  
- Use of other hand to assist lead/raise  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one pointer between split reins or two pointers between normal reins (except two reins) per maneuver  
- Involuntary, rolling 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 Point Penalties:
- Wrong lead  
- Dragged reins  
- Break of gait at Lope  
- Break of gait at Walk or trot for more than two (2) strides  
- 2-3 steps on dismount or ground tie away from shifting to balance

### 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/rodeo; run ends; credit will be given for work done

### DO:  
- Lameeness  
- 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 30 points.  
- 1-1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 Excellent

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**Total Score:** 56.5

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DWAYNE RHEA  
**JUDGE'S SIGNATURE: Dwayne Rhea**

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**SHOT & VERSATILITY RANCH HORSE - REINING**

**PATTERN**

- 1/2 Point Penalties:
  - Starting a circle or adding 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 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 at the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter that the horse is out of lead
  - Over or under spinning 18 to 1/4 turn
  - Slipping rein

- 2 Point Penalties:
  - Break of gait
  - Freeze up in eights or rollback
  - Failure to stop or walk before executing a lope departure or lope patterns
  - Failure to be in a lope prior to the first marker on run-in patterns
  - Failure to completely pass the specified marker before starting a stop position

**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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<th>Tie-Breaker</th>
<th>Stop &amp; Back</th>
<th>Right Spins</th>
<th>4 1/4 Left Spins</th>
<th>2 Left Circles</th>
<th>3 Right Circles</th>
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**Off-Point (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)
- Leasing arena before pattern is complete
- Repeated blatant disobedience
- Fail horse/rode; run ends; credit will be given for work done

**DO:**

- Laming
- Abusing
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**SHOW:** SHOT-Sulphur Springs

**CLASS:** #16 - SHOT ORNN - Open Reining

**DATE:** 07/23/2016

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**FRED GILLESPIE**

**JUDGE'S SIGNATURE:**

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## SHOT & VERSATILITY RANCH HORSE - COW WORK

**SHOW:** SHOT-Sulphur Springs  
**CLASS:** #19 - SHOT OWCH - Open Working Cow  
**DATE:** 07/23/2016

### 1-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 dive cow past middle marker on first turn

### 2-Point Penalties:
- Going around the corner of the arena before turning the cow  
- When working an animal in the open field (at least 20' from the side of arena) and the animal gets within 3 feet from the end fence before being turned.

### 3-Point Penalties:
- Exhausting or overworking the cow before circling 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 boxing

### 5-Point Penalties:
- Failure to turn the cow both directions on the fence  
- Failure to catch  
- Spurring in front of fence  
- Bother disobedience  
- Use of either hand instead of leg aids  
- 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
- Tuning tail  
- Failure to attempt any part of the class  
- Leaving arena before run is complete  
- 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 home between cows, if cow cow is awarded

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

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### RUN CONTENT:
Each horseman earns a score between 0-100 points and automatically begins the run with a score of 70 points.  
- 1.0 Extremly Poor  
- 1.0 Very Poor  
- 2.0 Poor  
- 3.0 Good  
- 4.0 Very Good  
- 5.0 Excellent

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

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### SHOW: SHOT-Sulphur Springs
### CLASS: #10 - SHOT OPLS - Open Pleasure
### DATE: 07/23/2016

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

**1 Point Penalties:**
- Over-brided
- 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:**
- Springing in front of cinch
- Blatant disobedience
- Use of either hand to assist leverage
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rosette reins (except two rein) per maneuver (cannot place above others who perform completely)

### RUN CONTENT

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**BRIAN SUMRALL** JUDGE'S SIGNATURE:

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