Show #04032 (NPPL; NPTR; NPRN; NPWC): 2025 PAINTBRUSH CLASSIC (7/11/2025-7/13/2025)

302. SHTX NPAA: Non Pro All Around Go: 1 - Shown: 2

Money	Place	Back#	Horse's Name	Exhibitor's Name	Owner's Name
	1	525	YZ CAT	JOHN ANDREWS	JOHN ANDREWS
	2	531	THEE GAMBLER	JASON KIRKLAND	JASON KIRKLAND

Show #04032 (LOUIS HUFNAGEL; KEITH LONGACRE): 2025 PAINTBRUSH CLASSIC (7/11/2025-7/13/2025)

103. SHTX NPRN: Non Pro Reining Go: 1 - Shown: 4

Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
1	**525**	YZ CAT	JOHN ANDREWS	137.50	JOHN ANDREWS
2	**531**	THEE GAMBLER	JASON KIRKLAND	127.50	JASON KIRKLAND
OP1 3	**527**	SMOKIN REY DAR	DIANE STEELE	129.50	DIANE STEELE
OP3 4	**567**	THE SAVVY SIXES	KAY CORNELIUS	109.50	HAMPTON CORNELIUS

Show #04032: 2025 PAINTBRUSH CLASSIC (7/11/2025-7/13/2025)

119. SHTX NPWC: Non Pro Working Cow Go: 1 - Shown: 4

Money	Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
	1	**525**	YZ CAT	JOHN ANDREWS	140.50	JOHN ANDREWS
	2	**527**	SMOKIN REY DAR	DIANE STEELE	127.00	DIANE STEELE
	3	**567**	THE SAVVY SIXES	KAY CORNELIUS	115.00	HAMPTON CORNELIUS
	4	**531**	THEE GAMBLER	JASON KIRKLAND	110.00	JASON KIRKLAND

Show #04032 (LOUIS HUFNAGEL; KEITH LONGACRE): 2025 PAINTBRUSH CLASSIC (7/11/2025-7/13/2025)

141. SHTX NPPL: Non Pro Pleasure Go: 1 - Shown: 3

Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
1	**11**	PICOS CAT	DONA RAMSTECK	152.50	DONA RAMSTECK
2	**525**	YZ CAT	JOHN ANDREWS	140.00	JOHN ANDREWS
3	**531**	THEE GAMBLER	JASON KIRKLAND	139.50	JASON KIRKLAND

Show #04032 (LOUIS HUFNAGEL; KEITH LONGACRE): 2025 PAINTBRUSH CLASSIC (7/11/2025-7/13/2025)

157. SHTX NPTR: Non Pro Trail Go: 1 - Shown: 3

Place	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
1	**11**	PICOS CAT	DONA RAMSTECK	147.00	DONA RAMSTECK
2	**531**	THEE GAMBLER	JASON KIRKLAND	114.50	JASON KIRKLAND
3	**525**	YZ CAT	JOHN ANDREWS	107.50	JOHN ANDREWS

updated 2/2024

SHTX Stock Horse of Texas

NRSHA NATIONAL RANCH AND STOCK HORSE ALLIANCE

Date:	7/12/2025
Show:	Paintbrush Classic
Class:	Reining NP #103
Judge:	Infnagel

REINING

Pattern 2

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider
- obvious schooling for multiple maneuvers

For more information on how classes are judged visit www.aqhuniversity.com

MANEUVER SCORES

Each horse/rider combination 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

WO	Entry #		RC/O	RS	LC/O	LS	RC/LC	LRB	RRB	S/B	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	561	PENALTY	5				1/2, 1		2			8 1/2		53 1/2
		MANEUVER SCORE	-1 1/2	-1	-1/2	-1	-1/2	-1	-1 1/2	-1	0			
			68 1/2	67 1/2	67	66	65 1/2	64 1/2	63	62				
2	525	PENALTY	1				1/2					11 1/2	~~71~~	
		MANEUVER SCORE	0	0	0	0	0	-1/2	0	0	0			
			70	70	70	70	70	69 1/2	69 1/2	69 1/2				
3	531	PENALTY					1					1	63	
		MANEUVER SCORE	-1/2	-1	0	-1	-1/2	-1	-1	-1	0			
			69 1/2	68 1/2	68 1/2	67 1/2	67	66	65	64				
4	527	PENALTY					1	1, 1				3		64 1/2
		MANEUVER SCORE	0	0	0	-1 1/2	-1	-1 1/2	0	-1/2	0			
			70	70	70	68 1/2	67 1/2	68	68	67 1/2				
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

x5

68

Judge's Signature:

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SHTX Stock Horse of Texas

NRSHA NATIONAL RANCH AND STOCK HORSE ALLIANCE

FENCE WORK

Date:	7/12/2025
Show:	Paintbrush Classic
Class:	#119 NP Working Cow
Judge:	Hufnagel

1 point
A - Loss of working advantage
C - Using the corner or the end of the arena to turn the cow when going down the fence
E - Changing sides of arena to turn cow
L - For each length horse runs past cow
P - Working out of position
R - Two-loop catch in amateur and youth classes
S - Slipping rein
T - Failure to drive cow past middle marker on first turn
V - Over-bridled (per maneuver)
W - Excessive Hollering

2 points
A - Going around the corner of the arena before turning cow
B - In an open field turn animal gets within 3 feet of the end fence before being turned
R - Failure to catch if roping in amateur and youth classes

3 points
D - Dangerous Position
E - Exhausting or overworking the cow before circling or roping
H - Hanging up on the fence (refusing to turn)
K - Knocking down the cow without having a working advantage
R - Two-loop catch when roping in open/cowboy classes

5 points
A - Failure to turn the cow both directions on the fence B - Spurring or hitting in front of cinch at any time
C - Blatant disobedience
E - Use of either hand to instill fear
R - Failure to catch when roping in open/cowboy classes

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
D - Repeated blatant disobedience
E - Extremely out of control
J - Schooling after entering the arena prior to calling for cow
K - Schooling horse between cows, if new cow is awarded
N - Failure to attempt any part of the class
R - Complete loss of rope in Open/Cowboy class

Disqualified - 0 Score
A - Abuse
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire
H - Leaving arena before run is complete
J - Bringing the cow straight over backwards landing on its back or head
S - Obvious schooling for multiple maneuvers

MANEUVER SCORES

Each horse/rider combination 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

WO	Entry #		BOXING	RATING	FENCE TURNS L	FENCE TURNS R	CIRCLING L	CIRCLING R	ROPING TRACK & RATE	ROPING STOP & HOLD	POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	PENALTIES 2 POINT	PENALTIES 3 POINT	PENALTIES 5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER					✓	✓													
1	567	PENALTY	1P														1	62½	✓
		MANEUVER SCORE	-1	-½	-½	-½	-1	-1	X	X	-1	O	-1						
			69		68	67½	66½	65½			64½		63½						
2	525	PENALTY			1T												1	70½	✓
		MANEUVER SCORE	O	O	O	+1	O	O	X	X	O	O	+½						
			70	70	70	71	71	71											
3	531	PENALTY			1A, 2A	5A	1A							2A		5A	9	54½	✓
		MANEUVER SCORE	-½	-1	-½	-1½	-1	-1	X	X	-1	O	O						
			69½	68½	68	66½	65½	64½			63½								
4	527	PENALTY			3H	2A		3E						2A	3H 3E		8	61½	✓
		MANEUVER SCORE	+½	O	O	O	-½	-½	X	X	O	O	O						
			70½				70	69½											
		PENALTY																	
		MANEUVER SCORE																	
			70																
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	

Judge's Signature: _____

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SHTX Stock Horse of Texas

NRSHA NATIONAL RANCH AND STOCK HORSE ALLIANCE

STOCK HORSE PLEASURE

Date:	7/13/25
Show:	Paintbrush Classic
Class:	Non Pro #141
Judge:	Hufnagel

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- wrong lead or out of lead for 2 strides or less

3 points
- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver, never demonstrate correct lead
- incomplete maneuver
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider
- obvious schooling for multiple maneuvers

For more information on how classes are judged visit www.aqhuniversity.com

MANEUVER SCORES

Each horse/rider combination 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

WO	Entry #																	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER																					
MANEUVER DESCRIPTION			T	ExW	L	ExT	S/R	L	ExL	W	T	S/G									
1	11	PENALTY																		76½	
		MANEUVER SCORE	+1	+½	+1	+1	0	+1	0	+1	+1	0									
			71	71½	72½	73½		74½		75½	76½										
2	576	PENALTY																			
		MANEUVER SCORE		S	CR																
3	562 ~~663~~	PENALTY																			
		MANEUVER SCORE			SCR																
4	525	PENALTY																		69	
		MANEUVER SCORE	0	0	-½	+½	0	-½	-½	-½	+½	0									
			70		69½	70		69½	69	68½		69									
5	531	PENALTY									1								1	69	
		MANEUVER SCORE	+½	-½	+½	+½	0	-½	+½	-½	-½	0									
				70		71			71		70										
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

Judge's Signature: [signature]

updated 2/2024

SHTX Stock Horse of Texas

NRSHA NATIONAL RANCH AND STOCK HORSE ALLIANCE

STOCK HORSE TRAIL

Date:	7/13/2025
Show:	Paintbrush Classic
Class:	Non Pro #157
Judge:	Hufnagel

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- each hit, bite or stepping on a log, cone plant or any component of the obstacle
- break of gait at walk or trot for 2 strides or less
- both front or hind feet in a single-stride slot or space at a walk or trot
- skipping over or failing to step into required space
- split pole in lope-over
- incorrect number of strides, if specified
- 1 to 2 steps on mount/dismount or ground tie except shifting to balance
- wrong lead or out of lead for 2 strides or less

3 points
- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- 3 to 4 steps on mount/dismount or ground tie
- trotting for more than 3 strides in lope departures or exiting a rollback
- knocking over or severely disturbing an obstacle
- stepping out of or falling off an obstacle with 1 foot
- missing or evading a part of log/obstacle with 1 foot

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear
- stepping out of or falling off an obstacle with more than 1 foot
- dropping an object required to be carried
- 1st or 2nd cumulative refusal
- letting go of gate
- 5 or more steps on mount/ dismount or ground tie
- missing or evading a part of log/obstacle with more than 1 foot

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 3rd refusal
- repeated blatant disobedience
- failure to daily and remain dallied during the drag
- use of two hands (except junior and L1 horses shown in a snaffle bit/ hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)
- failure to open and shut gate, or failure to complete gate

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider
- obvious schooling for multiple maneuvers

For more information on how classes are judged visit www.aqhuniversity.com

WO Entry #

MANEUVER SCORES

Each horse/rider combination 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

	TIE-BREAKER / MANEUVER DESCRIPTION		RWG	WPBk	RL	TSerp	ExT	BChut	SP L	DMge	LL/SR	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
1	11	PENALTY												74	
		MANEUVER SCORE	+1/2	+1	+1/2	+1/2	+1/2	0	0	+1/2	+1/2				
				71 1/2	72	72 1/2		73		73 1/2					
2	576	PENALTY		SCR											
		MANEUVER SCORE													
3	567	PENALTY		SCR											
		MANEUVER SCORE													
4	525	PENALTY		1	3,3				5				12	53 1/2	
		MANEUVER SCORE	-1/2	0	-1 1/2	0	-1/2	-1/2	-1	-1/2	0				
			69 1/2		68		67 1/2		66	65 1/2					
5	531	PENALTY		1	3,3					1,1	1		10	56 1/2	
		MANEUVER SCORE	0	-1	-1 1/2	-1/2	0	0	+1/2	-1	0				
				69	67 1/2	67		67	67 1/2	66 1/2					
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: [signature]

updated 2/2024

SHTX Stock Horse of Texas

NRSHA NATIONAL RANCH AND STOCK HORSE ALLIANCE

Date:	7/12/2025
Show:	Paintbrush Classic
Class:	Reining NP #103
Judge:	Longacre

REINING

Pattern 2

1/2 point
- starting a circle or exiting a roll-back at a trot for up to 2 strides
- delayed change of lead by 1 stride where the lead change is required by the pattern description
- failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback
- over-spin or under-spin up to 1/8 turn

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof)
- over or under spinning 1/8 to 1/4 turn
- slipping rein

2 points
- jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena
- break of gait
- freeze up in spins or rollbacks
- failure to stop or walk before executing a lope departure on trot-in patterns
- on run-in patterns, failure to be in a lope prior to the first marker
- if a horse does not completely pass the specified marker before initiating a stop position

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear

Off Pattern (OP) - to be placed below horses performing all maneuvers
- breaking pattern
- inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.)
- trotting in excess of 1/2 circle or 1/2 length of the arena
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider
- obvious schooling for multiple maneuvers

For more information on how classes are judged visit www.aqhuniversity.com

MANEUVER SCORES

Each horse/rider combination 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

WO	Entry #		RC/Lo	RS	LC/Lo	LS	RC/LC	LRB	RRB	S/B	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER		MANEUVER DESCRIPTION												
1	567	PENALTY	OP 5			1	OP		OP			6	56	3
		MANEUVER SCORE	-1 1/2	-1 1/2	-1/2	-1	-1 1/2	-1/2	-1 1/2	0				
			68 1/2	67	66.5	64.5	63	62 1/2	61					
2	525	PENALTY	1									1	69 1/2	
		MANEUVER SCORE	0	0	0	0	0	0	0	+1/2				
										70 1/2				
3	531	PENALTY					1					1	64 1/2	
		MANEUVER SCORE	-1/2	0	-1/2	-1/2	-1/2	-1	-1/2	-1				
			69 1/2		69	68 1/2	68	67	66 1/2	65 1/2				
4	527	PENALTY				OP	1 1/2					4	65	1
		MANEUVER SCORE	+1/2	0	0	-1 1/2	-1	+1/2	+1/2	0				
			70 1/2			69	68	68 1/2	69					
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: Keith Lagpacer

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updated 2/2024

SHTX Stock Horse of Texas

NRSHA NATIONAL RANCH AND STOCK HORSE ALLIANCE

FENCE WORK

Date:	7/12/2025
Show:	Paintbrush Classic
Class:	#119 NP Working Cow
Judge:	Longacre

1 point
A - Loss of working advantage
C - Using the corner or the end of the arena to turn the cow when going down the fence
E - Changing sides of arena to turn cow
L - For each length horse runs past cow
P - Working out of position
R - Two-loop catch in amateur and youth classes
S - Slipping rein
T - Failure to drive cow past middle marker on first turn
V - Over-bridled (per maneuver)
W - Excessive Hollering

2 points
A - Going around the corner of the arena before turning cow
B - In an open field turn animal gets within 3 feet of the end fence before being turned
R - Failure to catch if roping in amateur and youth classes

3 points
D - Dangerous Position
E - Exhausting or overworking the cow before circling or roping
H - Hanging up on the fence (refusing to turn)
K - Knocking down the cow without having a working advantage
R - Two-loop catch when roping in open/cowboy classes

5 points
A - Failure to turn the cow both directions on the fence B - Spurring or hitting in front of cinch at any time
C - Blatant disobedience
E - Use of either hand to instill fear
R - Failure to catch when roping in open/cowboy classes

Off Pattern (OP) - to be placed below horses performing all maneuvers
A - Turning tail
B - Use of two hands (except in snaffle bit or hackamore)
C - More than one finger between split reins or any fingers between romal reins
D - Repeated blatant disobedience
E - Extremely out of control
J - Schooling after entering the arena prior to calling for cow
K - Schooling horse between cows, if new cow is awarded
N - Failure to attempt any part of the class
R - Complete loss of rope in Open/Cowboy class

Disqualified - 0 Score
A - Abuse
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire
H - Leaving arena before run is complete
J - Bringing the cow straight over backwards landing on its back or head
S - Obvious schooling for multiple maneuvers

MANEUVER SCORES

Each horse/rider combination 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

WO	Entry #		BOXING	RATING	FENCE TURNS L	FENCE TURNS R	CIRCLING L	CIRCLING R	ROPING TRACK & RATE	ROPING STOP & HOLD	POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	PENALTIES 2 POINT	PENALTIES 3 POINT	PENALTIES 5 POINT	Penalty Total	Score	Off Pattern
TIE-BREAKER																			
17½ 1	567	PENALTY	1A 1A 1A				1A 1A 1A	1A 1A 1A									9	52½	✓
		MANEUVER SCORE	-1	-1	0	-½	-1½	-1½			-1	-1	-1						
2	525	PENALTY			1L												1	70	✓
		MANEUVER SCORE	+½	+½	-½	+½	0	-½			0	0	+½						
14½ 3	531	PENALTY			1A											A	6	55½	✓
		MANEUVER SCORE	-½	0	-½	-1½	-1½	-1½			-1	-1	-1						
4	527	PENALTY				2A									E H		5	45½	✓
		MANEUVER SCORE	+½	+½	0	+½	-½	-½			0	0	0						
		PENALTY																	
		MANEUVER SCORE																	
		PENALTY																	
		MANEUVER SCORE																	
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		MANEUVER SCORE																	
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		MANEUVER SCORE																	

Judge's Signature: [signature]

+10

updated 2/2024

SHTX Stock Horse of Texas

NRSHA NATIONAL RANCH AND STOCK HORSE ALLIANCE

STOCK HORSE PLEASURE

Date:	7/13/25
Show:	Paintbrush Classic
Class:	Non Pro #141
Judge:	Longacre

1 point
- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- wrong lead or out of lead for 2 strides or less

3 points
- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver, never demonstrate correct lead
- incomplete maneuver
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score
- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider
- obvious schooling for multiple maneuvers

For more information on how classes are judged visit www.aqhuniversity.com

MANEUVER SCORES

Each horse/rider combination 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

WO	Entry #																	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER MANEUVER DESCRIPTION																					
1	11	PENALTY																	0	76	
		MANEUVER SCORE	+1/2	+1 1/2	+1/2	+1	+1/2	+1	0	+1/2	+1/2	+1									
				71	71 1/2	72 1/2	73	74		74 1/2	75	76									
2	576	PENALTY																			
		MANEUVER SCORE				SCR															
3	567	PENALTY																			
		MANEUVER SCORE				SCR															
4	525	PENALTY																	0	71	
		MANEUVER SCORE	0	0	+1/2	+1/2	0	0	0	-1/2	0	+1/2									
					70 1/2	71				70 1/2		71									
5	531	PENALTY								1									1	70 1/2	
		MANEUVER SCORE	+1/2	0	+1/2	+1/2	0	0	0	0	0	0									
					71	71 1/2															
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			
		PENALTY																			
		MANEUVER SCORE																			

Judge's Signature: Keith Lo

updated 2/2024

SHTX Stock Horse of Texas

NRSHA NATIONAL RANCH AND STOCK HORSE ALLIANCE

STOCK HORSE TRAIL

Date:	7/13/2025
Show:	Paintbrush Classic
Class:	Non Pro #157
Judge:	Longacre

1 point
- over-bridled (per maneuver)
- out of frame (per maneuver)
- each hit, bite or stepping on a log, cone plant or any component of the obstacle
- break of gait at walk or trot for 2 strides or less
- both front or hind feet in a single-stride slot or space at a walk or trot
- skipping over or failing to step into required space
- split pole in lope-over
- incorrect number of strides, if specified
- 1 to 2 steps on mount/dismount or ground tie except shifting to balance
- wrong lead or out of lead for 2 strides or less

3 points
- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- 3 to 4 steps on mount/dismount or ground tie
- trotting for more than 3 strides in lope departures or exiting a rollback
- knocking over or severely disturbing an obstacle
- stepping out of or falling off an obstacle with 1 foot
- missing or evading a part of log/obstacle with 1 foot

5 points
- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear
- stepping out of or falling off an obstacle with more than 1 foot
- dropping an object required to be carried
- 1st or 2nd cumulative refusal
- letting go of gate
- 5 or more steps on mount/ dismount or ground tie
- missing or evading a part of log/obstacle with more than 1 foot

Off Pattern (OP) - to be placed below horses performing all maneuvers
- eliminates or adds maneuver
- incomplete maneuver
- 3rd refusal
- repeated blatant disobedience
- failure to dally and remain dallied during the drag
- use of two hands (except junior and L1 horses shown in a snaffle bit/ hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)
- failure to open and shut gate, or failure to complete gate

Disqualified - 0 Score
- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider
- obvious schooling for multiple maneuvers

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MANEUVER SCORES

Each horse/rider combination 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

WO	Entry #		RNG	WBk	RL	TSerp	ExT	BChut	SP L	Drag	LL/SR	Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER / MANEUVER DESCRIPTION															
1	11	PENALTY											0	73	
		MANEUVER SCORE	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0	+1/2				
				71		71 1/2	72	72 1/2			73				
2	576	PENALTY													
		MANEUVER SCORE			SCR										
3	567	PENALTY													
		MANEUVER SCORE			SCR										
4	525	PENALTY			33				5	1			12	54	
		MANEUVER SCORE	-1	0	-1	0	0	-1/2	-1	-1/2	0				
			69		68			67 1/2	66 1/2	66					
5	531	PENALTY			3,3,					11	1		9	58	
		MANEUVER SCORE	0	-1	-1	0	0	0	+1/2	-1	-1/2				
					68				68 1/2	67 1/2	67				
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													
		PENALTY													
		MANEUVER SCORE													

Judge's Signature: Keith Longacre