# Show #04032 (JNPW; JNPP; JNPT; JNPN): 2025 PAINTBRUSH CLASSIC (7/11/2025-7/13/2025)

308. SHTX JNPAA: Junior Horse Non-Pro All Around Go: 1 - Shown: 3

 Place B	ack#	Horse's Name	Exhibitor's Name	Owner's Name
1	535	WWR SHEZA COWHAMMER	DONNA HAZEŁ	DONNA HAZEL
2	531	THEE GAMBLER	JASON KIRKLAND	JASON KIRKLAND
3	7	SPARKLING MISSY V	SHANTEL TUBBS	SHANTEL TUBBS

# 113. SHTX JNPN: JUNIOR HORSE NON-PRO REINING Go: 1 - Shown: 4

 Place E	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
1	535	WWR SHEZA COWHAMMER	DONNA HAZEL	124.00	DONNA HAZEL
2	531	THEE GAMBLER	JASON KIRKLAND	116.00	JASON KIRKLAND
3	502	CALL ME WANDA	SAMANTHA FIELDS	94.50	SAMANTHA FIELDS
OP1 4	7	SPARKLING MISSY V	SHANTEL TUBBS	114.00	SHANTEL TUBBS

129. SHTX JNPW: JUNIOR HORSE NON-PRO WORKING COW Go: 1 - Shown: 4

 Place E	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
1	7	SPARKLING MISSY V	SHANTEL TUBBS	126.00	SHANTEL TUBBS
2	535	WWR SHEZA COWHAMMER	DONNA HAZEL	119.00	DONNA HAZEL
3	502	CALL ME WANDA	SAMANTHA FIELDS	115.00	SAMANTHA FIELDS
4	531	THEE GAMBLER	JASON KIRKLAND	112.00	JASON KIRKLAND

# 151. SHTX JNPP: JUNIOR HORSE NON-PRO PLEASURE Go: 1 - Shown: 4

 Place B	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
1	535	WWR SHEZA COWHAMMER	DONNA HAZEL	144.50	DONNA HAZEL
2	531	THEE GAMBLER	JASON KIRKLAND	143.50	JASON KIRKLAND
3	7	SPARKLING MISSY V	SHANTEL TUBBS	143.00	SHANTEL TUBBS
OP2 4	21	PUNCHY AND PINK	CHERI VONFELDT	117.00	CHERI VONFELDT

# 167. SHTX JNPT: JUNIOR HORSE NON-PRO TRAIL Go: 1 - Shown: 3

 Place E	Back#	Horse's Name	Exhibitor's Name	Score	Owner's Name
1	531	THEE GAMBLER	JASON KIRKLAND	141.00	JASON KIRKLAND
2	7	SPARKLING MISSY V	SHANTEL TUBBS	135.50	SHANTEL TUBBS
3	535	WWR SHEZA COWHAMMER	DONNA HAZEL	133.50	DONNA HAZEL





Date:	. 7/12/2025
Show:	Paintbrush Classic
Class:	Reining Jr Horse NPH
Judge:	Hufringe!

# REINING

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### 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 Total Natural Ranch Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WO Entry# Score -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent Penalty ' Horse / TIE-BREAKER MANEUVER DESCRIPTION 竹 700 66 0 12 PENALTY 1/2 2 :11/3 6 MANEUVER SCORE 2 631/2 (181)2 621/2 61 58 42 57 PENALTY OP -11 -112 6 67112 (041)2 104117 40 PENALTY led 1/2 -16 -1/2 1/2 68112 671/2 641/2 66 (1311-67 103 42 PENALTY PENALTY PENALTY MANEUVER SCORE PENALTY MANEUVER SCORE

Judge's Signature:





Date:	7/12/2025
Show:	Paintbrush Classic
Class:	Ir Horse NP #129
Judge:	Hypmala

# **BDBD COW WORK**

## 1 point

- A. Loss of working advantage
- P. Working out of position
- S. Slipping rein
- C. Driving the cow down the opposite fence on second drive (changing sides)
- T. On the first drive, failure to drive past the middle marker

- 3 points
  D. Dangerous Position
- K. Knocking down the cow without having a working advantage;
- W. Performing a fence turn (whether initiated by horse or rider)
- Z. failure to drive cow past the middle marker on second drive before time expired;

### 5 points

- B. Spurring in front of cinch;
- C. Blatant disobedience;
- E. Use of either hand to instill fear
- F Failure to initiate at least one turn on the second boxing phase before crossing the timeline
- X Running cow into back fence

## Off Pattern (OP) - to be placed below horses performing all maneuvers

- 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
- Q. On the first drive down the fence, failure to drive the cow past the middle marker after two attempts

## 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
- S Obvious schooling for multiple maneuvers

wo	Entry #				tween 0-100 pc		atically begins to		core of 70 points		PENA	LTIES	Total	ø	tern
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4	535	MANEUVER SCORE	-112	-1	-1/2	-1	~ )	0	0	7)	1		5		6
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		SCORE													

Judge's Signature:







Date:	7/13/2025
Show:	Paint Brush Classic
Class:	Jr NP # 151
Judge:	Hufnagel

# STOCK HORSE PLEASURE

#### 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 waik 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)

### Disquali jed - 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 Horse Appearance Natural Ranch Each horse/nder combination is scored between 0-100 points and automatically begins the run with a score of 70 points WO Entry# -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 EW 1/2 +1/2 +1/2 11/2 0 701/2 71 7111 ١, PENALTY 535 3/14 MANEUVER 3CORE 72 PENALTY 531 0 70 70 704 3, 3 -112 -1/2 -11/2 -1 0 691/2 691 6742 644 66 PERALTY PEIALTY PENALTY PENALTY

Judge's Signature:

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Date:	7/	13/2029	5
Show:	Paint	brush	Classic.
Class:	Jr	NP	167
Judge:		Hifm	ael.

# STOCK HORSE TRAIL

- 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

MANEUVER SCORES

- 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

- 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 rains or any fingers between romal reins (except in the two rein)
- failure to open and shut gate, or failure to complete gate

## Disqualified - 9 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 - missing or evading a part of log/obstacle with more than 1 foot for more information on how classes are judged visit www.aqhuniversity.com

forse Appearance Total Ranch Pattern Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WO Entry# Score -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent Penalty T Natural TIE-BREAKER SR MANEUVER DESCRIPTION WBL RL TSerp DAN 1, 3. PERULTY +1/2 +1/2 4/12 1/12 +1/2 11/2 G 701/2 701/2 71 70 7012 3. PENALTY 535 2 -1/2 +1/2 41/2 +112 4/12 -1 +112 1012 101/2 711/2 11 711/2 701/2 PENALTY 11 531 +1/2 41/2 4/2 +1/2 -112 0 -1/2 0 +1/2 701/3 70 691/2 70 701/2 71 711/2 0 MANEUVER PENALTY PENALTY PENALTY MANEUVER SCORE

~ W. Judge's Signature:







Date:	7/12/2025
Show:	Paintbrush Classic
Class:	Reining Tr Hrs NP #113
Judge:	Longerde

# REINING

## 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 - 9 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 Natural Ranch Off Pattern Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WO Entry # Score -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent Penalty <sup>\*</sup> TIE-BREAKER MANEUVER DESCRIPTION 001 1/2 2 11 PENALTY 500 1,2 2 PENALTY 2 531 10 12 106 67/2 10 10/0/12 DP 2 11 PENALTY 00 U81/2 67 66 65 (06 3 PENALTY 20 MANEUVER SCORE 68 67 66 65 10 PENALTY MANEUVER PENALTY MANEUVER SCORE PENALTY PENALTY

Judge's Signature:

year





Date:	7/12/2025
Show:	Paintbrush Classic
Class:	Jr Horse NP # 129
Judge:	Longare

# **BDBD COW WORK**

D	DO	poi	poin

- A. Loss of working advantage
- P. Working out of position
- S. Slipping rein
- C. Driving the cow down the opposite fence on second drive (changing sides)
- T. On the first drive, failure to drive past the middle marker
- V. Over-bridled

## 3 points

- D. Dangerous Position
- K. Knocking down the cow without having a working advantage;
- W. Performing a fence turn (whether initiated by horse or rider)
- Z. failure to drive cow past the middle marker on second drive before time expired;

#### 5 points

- B. Spurring in front of cinch;
- C. Blatant disobedience;
- E. Use of either hand to instill fear
- F Failure to initiate at least one turn on the second boxing phase before crossing the timeline
- X Running cow into back fence

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
- Q. On the first drive down the fence, failure to drive the cow past the middle marker after two attempts

# 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

S - Obvious schooling for multiple maneuvers

Entry #				tween 0-100 pc		atically begins t		core of 70 points cellent		PENA	ALTIES	y Total	ore	Off Pattern
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position &	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT	nalty	Sco	# P.
TIE-BREAKER												Pe		0
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502	MANEUVER SCORE	-11/2	-1	-11/2	-11/2	~}	-1	-	-1		'	5	25/2	
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Judge's Signature:





Date:	7/13/2025
Show:	Paint Brush Classic
Class:	Jr NP 151
Judge:	Longarre

# STOCK HORSE PLEASURE

### 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)

### Disquali led - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions

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

- 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

MANEUVER SCORES Horse Appearance Penalty Tota Off Pattern Each horse/inder combination is scored between 0-100 points and automatically begins the run with a score of 70 points WO Entry# Score -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent Natural TIE-BREAKER MANEUVER DESCRIPTION EW PENULTY 70 70't PENALTY 12 +1/2 1/12 MANEUVER SCORE 2 12 711/2 29 PENALTY 531 12 70% 72/12 71 72 731 OP 08 6 PENALTY 59 0 0 la 60 68 66/2 PENALTY MANIEUVER PEWLTY PENALTY MANEUVE PERMITY

Judge's Signature: Keith Jongsone





NATIONAL RANCH AND

Date:	7/13/2025
Show:	Paintbrush Classic
Class:	JrNP \$167
Judge:	Longere

# STOCK HORSE TRAIL

- 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

- 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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomolete 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 - 9 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is
- complete
- improper western attire
- fail of horse/rider
- obvious schooling for multiple maneuvers - missing or evading a part of log/obstacle with more than 1 foot ror more information on how classes are judged visit www.aqhuniversity.com

MANEUVER SCORES Horse Appearance Total Off Pattern Each horse/rider combination is scored between 0-100 points and automatically begins the run with a score of 70 points WO Entry# -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent **Penalty** TIE-BREAKER DEE MANEUVER DESCRIPTION DENALTY 68 0 MANEUVER SCORE 7012 70/2 69' 712 71/12 70/2 3 PENALTY 535 12 3 109 109 PEMALTY 531 2 12 70 PENALTY PENALTY PENALTY PENALTY PENALTY

Keith longsone **Judge's Signature:**