### AQHA SHOT Pattern

**SHOW:** SHOT Versatility Ranch - Dripping Springs

**CLASS:** #50 - SHOT NPP - Ltd Non Pro Pleasure

**DATE:** 06/21/2016

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

**1 Point Penalties:**
- Over-brevity
- Out of time
- Too slow
- Gagging 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:**
- Squaring in front of coach
- Blatant disobedience
- Use of either hand to resist tearpait
- 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 rain) 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 blatant disobedience
- Fall horse/lower run ends; credit will be given for work done

**DO:**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

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**Run Content**

Each horse/rider team is scored between 0-90 points and automatically begins the run with a score of 70 points.

- 1 1/2: Extremely Poor
- 1 1/2: Poor
- 1: Fair
- 0: Correct
- +1 1/2: Good
- +2: Very Good
- +3: Excellent

<table>
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<tr>
<th>WO</th>
<th>OP</th>
<th>Penalty</th>
<th>CONTENT</th>
<th>MANEUVER</th>
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### SHOT & VERSATILITY RANCH HORSE - TRAIL

1. **Point Penalties:**
   - Each hit, bite, or stepping on a log, cane, plog or any component of the obstacle.
   - Incorrect or break of gait at walk or trot for two strides or less.
   - Both front or hind feet in a single stride spaced at a walk or trot.
   - Stepping over or failing to step into requested space.
   - Incorrect number of strides, if specified.
   - One step on obstacle or ground but less than half.

2. **Point Penalties:**
   - Spurning in front of a cone.
   - Blunting disobedience.
   - Use of either hand to instill leaspses.
   - Use of two hands (except using lead or heave) per maneuver.
   - More than one finger between split reins or any fingers between normal reins (except bar 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.

### 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 flexed.
- Repeated blatant disobedience.
- Fall horse/ride; run ends; credit will be given for work done.

### PENalties:
- Lameness.
- 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 75 points.

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<tr>
<th>Tie-Breaker</th>
<th>Obstacle</th>
<th>Walk Bridge</th>
<th>Trot Chute</th>
<th>SP between logs RL</th>
<th>Walk logs</th>
<th>Trot logs</th>
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**EARNEST WILSON**  
**JUDGE'S SIGNATURE:**  
**Printed from HSW**
**SHOW:** SHOT Versatility Ranch - Dipping Spa  
**CLASS:** #54 - SHOT LNPR - Ltd Non Pro Reining  
**DATE:** 05/21/2016

**SHOT & VERSATILITY RANCH HORSE - REINING**

### Pattern 5

- **5 Point Penalties:**
  - Starting a circle or cutting 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 41)  
  - Over-spin or under-spin up to 1/8 turn

- **3 Point Penalties:**
  - Spinning in front of cinch  
  - Bland disobeience  
  - Use of either hand to stall feed/pause  
  - Use of two hands (except in snaffle bit or hackamore) per maneuver  
  - More than one finger between split reins or any fingers between rein reins (except two rein) per maneuver

- **Off-Pattern (OP), Carried place above others who complete pattern correctly:**
  - Breaking pattern  
  - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)  
  - Leaking arena before pattern is complete  
  - Repeated blatant disobedience  
  - Fall horse/handler; run ends; credit will be given for work done

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

### Run Content

Each horse/rider team is scored between 0-120 points and automatically begins the run with a score of 0 points.  
- 1 = Very Poor, 2 = Poor, 3 = Fair, 4 = Good, 5 = Very Good, 6 = Excellent

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**Earl Wilson**  
**Judge's Signature:**

Printed from HSW
**SHOT & VRH - LIMITED RANCH COW WORK (Amateur)**

**RUN CONTENT**

Each test/take is scored between 0-100 points and cumulatively begins the run with a score of 100 points.

- 1/2 Very Poor
- 1/2 Poor
- 0 Correct
- 1/2 Good
- 1 Very Good
- 1 1/2 Excellent

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**Judge's Signature:**

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