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**RUN CONTENT**

Each horse/Per team is scored between 9-90 points and automatically begins the run with a score of 70 points:
- 1 Ex: -3 Ext: -1 Very Ext: -12 Poor: -19 Correct: +12 Good: +12 Very: +12 Excellent: +12

**JUDGE'S SIGNATURE:**

Janette Marie Dubin
# SHOT Versatility Ranch - San Angelo

## SHOW & VERSATILITY RANCH HORSE - TRAIL

### POINT PENALTIES:
- Spurning in front of crouch
- Blatant disobedience
- Use of either hand to instill fear/pause
- Use of two hands (except in a natural 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

### PARTICIPANT PENALTIES:
- Each hit, bite, or stepping on a leg, ear, plant, or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind leg in a single-side space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance

### 3 POINT PENALTIES:
- Wrong lead
- Displaced 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

### OFF-PATTERN (QP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacles
- Head or neck unnaturally carried too low or over flexed
- Repeated blatant disobedience
- Fall of horse/rider; run ends; credit will be given for work done

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

---

### RUN CONTENT

Each horse/riders team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 1/2 Extremely Poor
- 1 Very Poor
- 1/2 Poor
- 0 Correct
- 1/2 Good
- 1 Very Good
- 1/2 Excellent

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Janette Marie Dublin  JUDGE'S SIGNATURE:  
Printed from HSW
**SHOW:** SHOT Versatility Ranch - San Angelo  
**CLASS:** #16 - SHOT OR RN - Open Reining  
**DATE:** 04/16/2016

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**SHOT & VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**
- Staring a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride when 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 Horsemanship Pattern #1)
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**
- Out of lead in a circle, 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 spins or rollback
- Failure to stop or walk before executing a lead, departure, or trot patterns
- Failure to be in a loop prior to the first marker in run-in patterns
- Failure to completely pass the specified marker before initiating a stop position

**5 Point Penalties:**
- Spraying in front of chaps
- Blatant disobedience
- Use of either hand to instill fear/terror
- 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

**OH Patterns (OP):** Cannot exceed above others who complete pattern correctly.
- Breaching pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leasing arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

**DG:**
- Lamenters
- Abuse
- Illegitimate equipment
- Disruptive or disrespectful
- Improper western attire

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**JUDGE'S SIGNATURE:**

[Signature]

Janette Marie Dublin

Printed from HSW
# SHOT & VERSATILITY RANCH HORSE - COW WORK

**1 Point Penalties:**
- Loss of working advantage
- Using the center 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 drive cow past middle marker on first turn

**2 Point Penalties:**
- Going around the center of the arena before turning the cow
- When working an animal in the open field (at least 20' from the side of the arena) and the animal gets within 5 feet of the end fence before being turned.

**2 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 a working advantage
- Losing a cow while boxing

**5 Point Penalties:**
- Failure to turn the cow both directions on the fence
- Failure to catch
- Spurting in front of cinch
- Blatant disobedience
- Use of either hand to utilize fear
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between control reins (except two reins per maneuver)

**OB Pattern (OP):** Cannot place above others who complete pattern correctly
- Turning tail
- Failure to attempt any part of the class
- Leaving arena before run is complete
- Repeated blatant disobedience
- Full horse/handler 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

**BO:***
- Luminosity
- Azzie
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

## RUN CONTENT

Each horse/handler is scored between 0-100 points and automatically begins the run with a score of 72 points.

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

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Janette Marie Dublin  JUDGE'S SIGNATURE: Printed from HSW
**SHOT & VERSATILITY RANCH HORSE - COW WORK**

### 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
- Chasing sides of arena to turn cow
- For each length horse runs past cow
- Working out of position
- Slipping rein
- Failure to drive 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 kop
- Knocking down the cow without 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 clinch
- Blisters or disobedience
- Use of either hand to insult/tease/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reins (except two reins) per maneuver

### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- Turning tail
- Failure to attempt any part of the class
- Leaving arena before run is complete
- Repeated blatant disobedience
- Fall horse/rider; non-riders; 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

### Results:

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>OP</th>
<th>Boxing Rating</th>
<th>FENCE TURNS</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>DEG OF DIFF</th>
<th>EYE APPEAL</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
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</table>

Each horse/rider team is scored between 0-150 points and automatically begins the run with a score of 70 points.