**SHOW:** SHOT National - San Antonio  
**CLASS:** #30 - SHOT NPPL - Non Pro Pleasure  
**DATE:** 06/11/2016

## Shot & Versatility Ranch Horse - Ranch Riding

### Pattern
- **1 Point Penalties:**
  - Over-handled
  - Out of frame
  - Too slow
  - Gapping mouth
  - Break of gait at Walk or trot for two (2) strides or less
- **2 Point Penalties:**
  - Wrong lead
  - Drapped reins
  - Break of gait at Lope
  - Break of gait at Walk or trot for more than two (2) strides
- **5 Point Penalties:**
  - Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/puzzle
  - 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 (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/rider; run ends; credit will be given for work done

### DO:
- Lamenting
- Abuse
- Regal equipment
- Disrespect or misconduct
- Improper western attire

### Run Content

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**SHOT & VERSATILITY RANCH HORSE - REINING**

1/2 Point Penalties:
- Starting a circle or exiting a rollback as 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 #1)
- Over-spin or under-spin up to 1 1/8 turn

1 Point Penalties:
- Out of lead in the circles, 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 1/8 to 1 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 stop departure on trot-in pattern
- Failure to be in a lope prior to the last marker on rein-in patterns
- Failure to completely pass the specified marker before initiating a stop position

5 Point Penalties:
- Spinning in front of arena
- Blazant disobedience
- Use of either hand to instill fear/pain
- Use of two hands (except in Seattle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

Off-Pattern (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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/riders: Credit will be given for work done

**RUN CONTENT**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 90 points.
- 1 1/2 Extremely Poor, 2 Very Poor, 3 Poor, 4 Correct, 5 Good, 6 Very Good, 7 Excellent

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- 2: 73 1/2
- 3: 71
- 4: 69
- 5: 72 1/2
- 6: 69 1/2
- 7: 68 1/2
- 8: 73 1/2
- 9: 72 1/2

**CHRIS JETER**

**JUDGE'S SIGNATURE**
### 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
- Changing sides of arena to turn cow
- For each length horse runs past cow
- Working out of position
- Skipping 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 the arena) and the animal gets within 5 feet of the end of the 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 backing

**Off-Pattern (OP) Penalties:**
- Turning tail
- Failure to attempt turn of the class
- Leaving arena before run is complete
- Repeated blatant disobedience
- Fall horse/rider: run ends; credit will be given for work done
- Schooling after entering arena prior to calling for cow
- Schooling horse between cows; next cow is awarded

**DO:**
- Lassering
- Roping
- Legal equipment
- Disrespectful conduct
- Improper western attire

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**RUN CONTENT**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- -1 ½ Extremely Poor, -1 Very Poor, -1 Poor, 0 Correct, +½ Good, +1 Very Good, +1 ½ Excellent

**JUDGE'S SIGNATURE:**

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