

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting 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 #1)
- Over-spin or under-spin up to 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 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

MANUEVER SCORES

Each horse/rider team is scored between 1-100 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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
		Tie-Breaker													
		Maneuver Description													
		<small>1 Trot to Center & Stop 2 Spins both Dir. 3 Fast Circle Pt. Lead 4 Fast Circle Lt. Lead 5 Left Rollback 6 Right Rollback 7 Stop & Back</small>													
1	847	moved to end class													
2	756			4									5	63 1/2	
3	822							1/2					1/2	72	
4	854												7	57	OP OP
5	768		OP										71 1/2	OP	
6	795													69	
7	763													69	
8	772													74	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Roy C...*

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting 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
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1 Point Penalties:

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- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
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5 Point Penalties:

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- Blatant disobedience
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- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 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		1	2	3	4	5	6	7	8	9	10			
Maneuver Description		1 Trot to Center & Stop	3 Spins both Dir	2 Fast Circle Pt. Lead	2 Fast Circle Lt. Lead	Left Rollback	Right Rollback	Stop & Back						
9	833	PENALTY												
		CONTENT	+1/2	0	0	0	0	-1/2	-1/2				69 1/2	*
10	762	PENALTY												
		CONTENT	+1/2	0	0	+1/2	0	+1/2	+1/2				72	
	847	PENALTY			1/2									
		CONTENT	0	0	0	0	0	0	-1/2			1/2	69	
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Ray A...*

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-brilled per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped 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/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 1st or 2nd cumulative refusal

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DO:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/riders

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/riders team is scored between 1-100 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		5	9	1	6	4	8	2	3	7				
Maneuver Description		FW	J	ES	L	SR	W	L	EL	J	SB			
1	822	PENALTY												
		CONTENT	+1	+1/2	+1	+1	+1	0	+1/2	+1	+1/2	+1	0	78 1/2
2	756	PENALTY			1									
		CONTENT	0	0	-1/2	+1/2	0	0	-1/2	+1/2	0	+1/2	1	69 1/2
3	768	PENALTY												
		CONTENT	0	+1/2	+1	0	0	+1	+1/2	+1	+1/2	+1/2	0	75
4	795	PENALTY												
		CONTENT	+1	+1/2	+1/2	+1/2	+1/2	0	+1/2	-1/2	+1	+1/2	0	74 1/2
5	763	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	-1/2	-1/2	0	0	0	0	71
6	832	PENALTY												
		CONTENT	0	0	+1/2	0	+1/2	+1	+1	+1/2	+1/2	-1/2	0	73 1/2
7	772	PENALTY												
		CONTENT	+1	+1	+1/2	0	+1	+1/2	+1/2	+1	+1/2	+1	0	78
8	833	PENALTY												
		CONTENT	0	-1/2	0	0	-1/2	0	0	-1/4	0	0	0	68 1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Kelly Hayden

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bridled per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped 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/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 1st or 2nd cumulative refusal

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DO:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

MANEUVER SCORES

Each horse/rider team is scored between 1-100 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

W/O	#	MANEUVER SCORES											PENALTY TOTAL	SCORE	OP
Tie-Breaker		5	9	1	6	4	8	2	3	7					
Maneuver Description		EW	T	ET	L	SR	W	L	EL	J	SB				
9	854														
10	847														
11	861			1											
PENALTY															
CONTENT		0	0	-1/2	-1/2	0	0	-1/2	0	+1	0		1	68 1/2	
12	762														
PENALTY															
CONTENT		+1	+1/2	+1	+1	+1/2	+1	+1/2	+1	+1/2	+1/2		0	77 1/2	
	847														
PENALTY															
CONTENT		+1	+1/2	+1	+1/2	0	+1/2	0	+1	+1/2	0		0	75	
PENALTY															
CONTENT															
PENALTY															
CONTENT															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Kelly Hayden*

VERSATILITY RANCH HORSE - TRAIL

SHOW: Dripping Springs-SHTX

CLASS: #62 - SHTX ITRL - Intermediate Trail

DATE: 07/01/2017

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, 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 fee in a single-stride 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
- Split pole at lope

3 Point Penalties:

- Wrong lead or out of lead
- Draped 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

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal 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
- 4 or more steps on dismount or ground tie

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
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team is scored between 1-100 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		2	6	3	5	7	8	4	1							
Obstacle Description		RH Gate-Back	T Serp	Ditch & Log	Ext Trot Logs	L Log to Chute	Back chute	SP L, Walk	Drag 8 walk							
1	861	PENALTY	5 OP 3		1	3	1	11	55 OP					25	41	OP
		CONTENT	-1/2	-1	-1/2	0	-1/2	0	-1/2							
2	795	PENALTY				1								1	72	
		CONTENT	+1	+1/2	+1	-1	0	+1/2	0	+1						
3	854	PENALTY	55 OP						1					11	63	OP
		CONTENT	-1/2	0	+1	+1/2	+1/2	+1	+1/2	+1						
4	768	PENALTY				1	1							2	73 1/2	
		CONTENT	+1/2	+1/2	+1	+1	0	0	+1/2	+1						
5	756	PENALTY					3							3	68 1/2	
		CONTENT	+1	+1/2	+1/2	+1/2	-1	0	+1/2	-1/2						
6	833	PENALTY												0	73	
		CONTENT	+1	0	0	+1	+1	+1/2	0	-1/2						
7	847	PENALTY				1								1	77 1/2	
		CONTENT	+1/2	+1	+1	+1	+1	+1	+1	+1						
8	822	PENALTY		1		1			1					3	69 1/2	
		CONTENT	0	0	+1	-1	-1/2	+1	+1/2	+1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Kelley Hayden

HEO

VERSATILITY RANCH HORSE - TRAIL

SHOW: Dripping Springs-SHTX

CLASS:#62 - SHTX ITRL - Intermediate Trail

DATE: 07/01/2017

1 Point Penalties:

- Each hit, bite, or stepping on a log, cone, 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 fee in a single stride 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
- Split pole at lope

3 Point Penalties:

- Wrong lead or out of lead
- Draped 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

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal 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
- 4 or more steps on dismount or ground tie

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
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 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		1	2	3	4	5	6	7	8	9	10			
Obstacle Description		RH Gate-Back	T Serp	Ditch & Log	Ext Trot Logs	L Log to Chute	Back chute	SP L, Walk	Drag 8 walk					
9	832	PENALTY 55				3								
		CONTENT -1	+1/2	+1	+1 1/2	-1	-1/2	+1/2	+1			13	59	
10	772	PENALTY			1									
		CONTENT +1/2	-1/2	+1	0	+1	+1	0	+1			1	73	
11	762	PENALTY			11									
		CONTENT +1	+1/2	+1	0	-1/2	0	+1/2	0			2	70 1/2	
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Kelley Hayden

HL

VRH - LIMITED RANCH COW WORK (Amateur)

SHOW: Dripping Springs-SHTX
CLASS: #66-SHTXIWCH-IntermediateWorkingCow
DATE: 07/01/2017

1 Point Penalties:

- A - Loss of working advantage
- P - Working out of position
- S - Slipping rein

3 Point Penalties:

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- A - Turning tail
- E - Repeated blatant disobedience
- 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

DQ:

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider; run ends
- N - Improper western attire

W/O	#	RUN CONTENT									PENALTIES			SCORE	OP	
		Each horse/rider team is scored between 1-100 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									3 POINTS	5 POINTS	TOTAL			
		1 BOXING			2 DRIVE			4 BOXING 3								
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	3 POINTS	5 POINTS	TOTAL	SCORE	OP			
Tie-Breaker																
	861	PENALTY														
		CONTENT	Scratched													
✓	1	854	PENALTY							PA						
		CONTENT	0	0	0	0	-1/2	0	0	+1/2	0		2	68		
✓	2	756	PENALTY				A									
		CONTENT	+1/2	0	0	-1	0	0	0	0	0		1	68 1/2		
✓	3	768	PENALTY													
		CONTENT	+1	+1	+1	+1	0	+1	+1	+1	+1/2			77 1/2		
✓	4	772	PENALTY													
		CONTENT	+1	+1	+1/2	+1	+1	+1	+1	+1	+1/2			78		
✓	5	832	PENALTY													
		CONTENT	0	0	0	+1/2	+1/2	0	0	0	-1/2			70 1/2		
✓	6	795	PENALTY	A						A						
		CONTENT	-1	0	0	0	+1/2	0	-1	0	0		2	66 1/2		
✓	7	762	PENALTY				A									
		CONTENT	+1/2	0	0	-1	0	0	0	0	0		1	68 1/2		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Heu*

VRH - LIMITED RANCH COW WORK (Amateur)

SHOW: Dripping Springs-SHTX
CLASS: #66-SHTXIWCH-IntermediateWorkingCow
DATE: 07/01/2017

<p><u>1 Point Penalties:</u> A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p><u>3 Point Penalties:</u> K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p><u>5 Point Penalties:</u> B - Spurring in front of cinch C - Blatant disobedience E - Use of either hand to instill fear/praise H - Use of two hands (except in snaffle bit or hackamore) per maneuver M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver</p>	<p><u>Off-Pattern (OP):</u> Cannot place above others who complete pattern correctly</p> <p>A - Turning tail E - Repeated blatant disobedience 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</p> <p><u>DQ:</u> A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/rider; run ends N - Improper western attire</p>
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W/O	#	RUN CONTENT										PENALTIES			SCORE	OP			
		<small>Each horse/rider team is scored between 1-100 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</small>										3 POINTS	5 POINTS	TOTAL					
		1 BOXING			2 DRIVE			4 BOXING			3								
		POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY									
Tie-Breaker																			
✓ 8	836	PENALTY																	
		CONTENT	-1 1/2	-1 1/2	-1 1/2	-1 1/2	0	-1	-1 1/2	-1 1/2	-1 1/2				5				53 1/2
			67			64			63			60			58 1/2				
✓ 9	847	PENALTY																	
		CONTENT	0	-1/2	0	0	0	0	0	0	0								69
✓ 10	833	PENALTY																	
		CONTENT	0	-1/2	0	0	0	0	0	0	0								69 1/2
✓ 11	763	PENALTY																	
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	0								73
✓ 12	822	PENALTY																	
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0								73 1/2
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): Mike Crumpler

JUDGE'S SIGNATURE: Mike Crumpler