

**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

**DQ:**

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

**MANEUVER SCORES**

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

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
Tie-Breaker														
Maneuver Description		EW	J	ET	L	SR	W	L	EL	J	SB			
1	846			1					2					
		PENALTY												
		CONTENT	+1/2	0	0	0	+1/2	+1/2	0	+1/2	+1/2	-1/2		
													1	71
2	866													
		PENALTY												
		CONTENT	+1/2	+1/2	0	0	+1/2	0	+1/2	-1/2	0	+1/2		
													0	72
3	830													
		PENALTY	1											
		CONTENT	0	+1	+1/2	+1/2	-1/2	+1	+1	+1	+1	+1		
													1	75 1/2
4	803													
		PENALTY	1					1		1				
		CONTENT	-1/2	-1/2	-1	0	0	0	0	-1/2	-1/2	+1/2		
													3	64 1/2
5	844													
		PENALTY												
		CONTENT	+1	0	+1	+1/2	+1	+1	+1	+1/2	+1	+1		
													0	78
6	736													
		PENALTY	1					3						
		CONTENT	0	-1/2	0	+1/2	0	0	0	-1/2	0	+1		
													4	66 1/2
7	845													
		PENALTY												
		CONTENT	+1/2	+1	+1	+1	+1	+1/2	+1/2	+1/2	+1/2	+1		
													0	78 1/2
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: Kelley Hayden

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

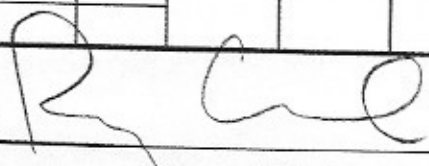
**MANUEVER SCORES**

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		7	3	5	6	2	1	4								
Manuever Description		Trot to Center & Stop	3 Spins both Dir	2 Fast Circle Rt. Lead	2 Fast Circle Lt. Lead	Left Rollback	Right Rollback	Stop & Back								
1	845	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	+1/2							72 1/2
2	803	PENALTY							1/2							
		CONTENT	0	0	0	-1/2	0	0	-1/2							1/2 68 1/2
3	830	PENALTY														
		CONTENT	+1/2	0	0	+1/2	0	0	0							71
4	846	PENALTY														
		CONTENT	0	0	+1/2	+1/2	+1/2	+1	+1/2							1/2 72 1/2
5	866	PENALTY														
		CONTENT	0	0	0	0	-1/2	-1/2	0							69
6	844	PENALTY	2													
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2							2 71
7	736	PENALTY					1	2	1/2							
		CONTENT	+1/2	-1/2	-1/2	0	0	-1/2	0							3 1/2 65 1/2
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Dripping Springs-SHTX

CLASS:#13 - SHTX OTRL - Open 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 feet 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

**OBSTACLE 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	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker																
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	830	PENALTY				1									1	69 1/2
		CONTENT	+1	0	0	-1/2	0	-1/2	0	+1/2						
2	844	PENALTY													0	77 1/2
		CONTENT	+1/2	+1/2	+1	0	+1/2	+1	+1/2	+1/2						
			70 1/2	72	73		73 1/2	74 1/2	76	77 1/2						
3	866	PENALTY			1	1									2	68 1/2
		CONTENT	+1/2	-1/2	0	-1	0	0	+1/2	+1						
			70			69			69 1/2	70 1/2						
4	845	PENALTY				1									1	72
		CONTENT	0	+1/2	+1/2	0	0	+1/2	+1	+1/2						
5	803	PENALTY				1									1	70 1/2
		CONTENT	0	+1	+1/2	+1	0	-1	0	0						
6	846	PENALTY					1		1						3	71 1/2
		CONTENT	-1/2	+1/2	0	+1/2	+1/2	+1	0	+1/2						
7	734	PENALTY	55			1		1	1						15	52 1/2
		CONTENT	-1	0	+1/2	0	+1/2	-1	-1	-1/2						
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Kelley Hooper*

*deD*

SHOW: Dripping Springs-SHTX  
CLASS: #19 - SHTX OWCH - Open Working Cow  
DATE: 07/01/2017

**VERSATILITY RANCH HORSE - RANCH COW WORK**

- 1 Point Penalties:**  
A - Loss of working advantage  
C - Using the corner or the end of the arena to turn the cow when going down the fence  
E - Changing sides of arena to turn cow  
L - For each length horse runs past cow  
P - Working out of position  
S - Slipping rein  
T - Failure to drive cow past middle marker on first turn
- 2 Point Penalties:**  
A - Going around the corner of the arena before turning cow  
B - In an open field turn animal gets within 3 feet of the end fence before being turned  
C - Failure to catch

- 3 Point Penalties:**  
E - Exhausting or overworking the cow before circling or roping  
H - Hanging up on the fence (refusing to turn)  
K - Knocking down the cow without having a working advantage
- 5 Point Penalties:**  
A - Failure to turn the cow both directions on the fence  
B - Spurring or hitting in front of cinch at any time  
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  
H - Leaving arena before run is complete  
I - Illegal catch at end of run  
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  
G - Illegal equipment  
N - Improper western attire  
D - Disrespect or misconduct  
F - Fall of horse/rider

W/O #	PENALTY	RUN CONTENT										PENALTIES				SCORE	OP			
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS			TOTAL		
				L	R	L	R	TRACK & RATE	STOP & HOLD											
Tie-Breaker																				
1	866			-1	+1/2	+1/2	+1/2	+1/2	0			-1/2	0	-1/2					69	
2	845			+1	-1/2	-1/2	0	+1/2	+1/2			+1	0	0					72	
3	830			-1	-1/2	-1	-1	-1/2	-1/2			-1	-1	-1					62 1/2	
4	844			+1 1/2	+1/2	+1	+1	+1	+1			+1/2	+1	+1/2					81	
5	803	A	P L	+1/2	+1/2	-1/2	-1	+1/2	+1/2			-1	0	-1/2			3	66		
6	846			+1	-1	+1/2	+1/2	+1/2	+1/2			+1	+1/2	+1					74 1/2	
7	730		L	+1/2	0	-1/2	0					+1/2	-1/2	0			1	68 1/2		

JUDGE'S NAME (PRINTED): Mike Crumpler

JUDGE'S SIGNATURE: Mike Crumpler