

SHOW:	Drippings Springs-SHTX
CLASS:	#70 - SHTX-VPLS - Novice Pleasure
DATE:	06/30/2018

**VERSATILITY RANCH HORSE - RANCH RIDING**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Gapping mouth</li> <li>- Break of gait at walk or trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- 1st or 2nd cumulative refusal</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> </ul>
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MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
W/O	#	Each horse/rider team is scored between 0-100 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		Ext Walk	Trot	Ext Trot	Lope	Stop/80	Walk	Lope	Ext Lope	Trot	Stop & Back					
		Maneuver Description														
1	312	PENALTY	1		3			1	2							
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2	0	0	-1/2			4 62 1/2	
2	703	PENALTY														
		CONTENT	SCRATCH													
3	704	PENALTY			3		1									
		CONTENT	+1/2	0	+1	-1/2	0	-1/2	0	0	0	0			4 66 1/2	
4	705	PENALTY														
		CONTENT	0	0	+1/2	0	-1/2	0	-1/2	0	-1/2	-1/2			68 1/2	
5	706	PENALTY	1						5							
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1			6 57	
6	712	PENALTY														
		CONTENT	0	0	0	-1/2	-1/2	0	-1	0	-1/2	0			67 1/2	
7	713	PENALTY														
		CONTENT	0	0	+1/2	0	0	-1/2	-1	-1/2	0	0			68 1/2	
8	714	PENALTY														
		CONTENT	SCRATCH													

JUDGE'S NAME (PRINTED): Fallon Burger

JUDGE'S SIGNATURE: Fallon Burger

**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 06/30/2018

**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

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

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

**Disqualification (DQ):**

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

MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Each horse/rider team is scored between 0-100 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		Ext Walk	Trot	Ext Trot	Lope	Stop 100	Walk	Lope	Ext Lope	Trot	Stop & Back				
Maneuver Description															
9	715	PENALTY													70
		CONTENT	0	0	0	0	0	0	0	0	0				
10	716	PENALTY													72
		CONTENT	+1/2	+1/2	0	+1/2	0	0	0	0	+1/2	0			
11	718	PENALTY			1										1 66 1/2
		CONTENT	0	0	-1/2	0	-1/2	0	0	-1	-1/2	0			
12	719	PENALTY													72
		CONTENT	0	0	+1/2	+1/2	0	0	+1/2	+1/2	0	0			
13	721	PENALTY													68 1/2
		CONTENT	0	0	-1/2	-1/2	-1/2	0	0	0	0	0			
14	723	PENALTY						11							2 65
		CONTENT	-1/2	0	0	0	-1/2	-1	-1/2	-1/2	0	0			
15	724	PENALTY		1											1 67 1/2
		CONTENT	+1/2	-1/2	0	0	-1	0	0	0	-1/2	0			
16	726	PENALTY			1										1 68 1/2
		CONTENT	0	0	0	0	-1/2	0	0	0	0	0			

JUDGE'S NAME (PRINTED):

Fallon Burger

JUDGE'S SIGNATURE:

*Fallon Burger*

**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #70 - SHTX VPLS - Novice Pleasure  
**DATE:** 06/30/2018

**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

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

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

**Disqualification (DQ):**

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

MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Each horse/rider team is scored between 0-100 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		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back				
Maneuver Description				4	3	5			1	2					
17	727	PENALTY													
		CONTENT	0	0	-1/2	0	0	0	0	+1/2	+1/2	0			70 1/2
18	732	PENALTY													
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	0	-1/2	0	0	-1/2			67
19	735	PENALTY						1	3		5	5	5		19 43
		CONTENT	0	0	0	-1/2	-1/2	-1	-1	-1/2	-1/2	-1/2	-1/2		
20	738	PENALTY													
		CONTENT	0	-1/2	-1	0	0	0	0	-1/2	-1/2	-1/2			67
21	739	PENALTY			1			1							2 64
		CONTENT	0	0	-1	-1	-1/2	-1/2	-1/2	0	0	-1/2			
22	740	PENALTY			1										1 64
		CONTENT	0	-1/2	-1	-1/2	-1/2	-1	-1/2	-1	0	0			
23	742	PENALTY						1							1 65
		CONTENT	-1	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0	0			
24	745	PENALTY													
		CONTENT	0	0	-1	-1/2	0	0	0	-1	-1/2	0			67

JUDGE'S NAME (PRINTED):

Fallon Burger

JUDGE'S SIGNATURE:

*Fallon Burger*

**VERSATILITY RANCH HORSE - RANCH RIDING**

<b>SHOW:</b>	Drippings Springs-SHTX
<b>CLASS:</b>	#70 - SHTX VPLS - Novice Pleasure
<b>DATE:</b>	06/30/2018

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Gapping mouth</li> <li>- Break of gait at walk or trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- 1st or 2nd cumulative refusal</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> </ul>
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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 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		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back				
Maneuver Description				4	3	5			1	2					
25	747	PENALTY													7 1/2
		CONTENT	+1/2	+1/2	0	0	0	0	+1/2	0	0				
26	753	PENALTY													SCR
		CONTENT													
27	755	PENALTY	5	5	5	5	5	5	5	5	5			51	16
		CONTENT	-1/2	0	-1/2	-1/2	0	0	0	-1	-1/2	0			
28	757	PENALTY													68
		CONTENT	+1/2	0	-1/2	0	0	0	-1/2	-1	-1/2	0			
29	759	PENALTY													67 1/2
		CONTENT	-1/2	-1/2	0	0	-1/2	-1/2	0	0	0	-1/2			
30	763	PENALTY				3								3	67
		CONTENT	0	+1/2	+1	-1	-1/2	-1/2	0	+1/2	0	0			
31	767	PENALTY				3								3	66
		CONTENT	0	0	0	-1/2	0	0	-1/2	0	0	0			
32	769	PENALTY													67 1/2
		CONTENT	0	0	-1/2	-1/2	0	-1/2	0	-1/2	0	-1/2			

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CLASS:	#70 - SHTX VPLS - Novice Pleasure
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**VERSATILITY RANCH HORSE - RANCH RIDING**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Gapping mouth</li> <li>- Break of gait at walk or trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between normal reins per maneuver</li> <li>- 1st or 2nd cumulative refusal</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> </ul>
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MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN				
W/O	#	Maneuver Description	Ext Walk	Trot	Ext Trot	Lope	Drop 180	Walk	Lope	Ext Lope	Trot					Drop & Back			
					4	3	5			1	2								
33	770	PENALTY				3												3	63
		CONTENT	0	0	+1/2	-1	-1	0	-1/2	-1/2	-1	-1/2							
34	771	PENALTY																	72
		CONTENT	+1/2	0	+1/2	0	0	0	0	0	+1/2	+1/2							
35	778	PENALTY																	73 1/2
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2							
36	786	PENALTY						1										1	68 1/2
		CONTENT	+1/2	0	-1/2	0	0	-1/2	0	0	0	0							
37	789	PENALTY																	71
		CONTENT	0	0	+1/2	+1/2	-1/2	0	0	0	+1/2	0							
38	792	PENALTY																	
		CONTENT	SCRATCH																
39	808	PENALTY								5	5							10	53
		CONTENT	0	-1	-1	-1/2	-1/2	0	-1	-1	-1	-1							
40	825	PENALTY																	66 1/2
		CONTENT	0	0	-1/2	-1/2	-1	0	-1/2	0	-1/2	-1/2							

JUDGE'S NAME (PRINTED): Fallon Burger

JUDGE'S SIGNATURE: *Fallon Burger*

**VERSATILITY RANCH HORSE - RANCH RIDING**

SHOW:  
CLASS:  
DATE:

- 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

- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- Off-Pattern (OP): Cannot place above others who complete pattern correctly:**
- Breaking pattern
  - Leaving arena before pattern is complete
  - Repeated blatant disobedience
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire

MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
W/O	#	Each horse/rider team is scored between 0-100 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				4	3	5			1	2					
Maneuver Description															
41	734	PENALTY													
		CONTENT	0	0	+1/2	0	+1/2	0	0	+1/2	+1/2	0			72
	827	PENALTY	1						3						
		CONTENT	-1/2	-1/2	-1/2	0	-1	0	-1	-1	-1	-1 1/2			4 59
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Fallon Burger

JUDGE'S SIGNATURE: [Signature] KE

**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** Drippings Springs-SHTX

**CLASS:** #71 - SHTX VTRL - Novice Trail

**DATE:** 06/30/2018

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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 falling to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in lope over

**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
- Two-three steps on mount/dismount or ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to insill 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 normal 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 gale
- Four or more steps on mount/dismount or ground tie

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag

**Disqualification (DQ):**

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

**OBSTACLE SCORES**

Each horse/rider team is scored between 0-100 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										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>		5	0	3	2		1	4									
<b>Obstacle Description</b>		back Chute	RH Push	Logs	Lope Logs	Walk, Bridge	SP	Ext Trot									
1	789	PENALTY			1	11											
		CONTENT	+1/2	0	0	-1/2	+1/2	+1/2	+1/2							3	68 1/2
2	767	PENALTY			11 OP	3		1111	1								
		CONTENT	0	+1/2	-1	-1	0	-1	-1/2							10	57 OP
3	712	PENALTY			1			1									
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2							2	65
4	718	PENALTY				1	OP	5									
		CONTENT	0	0	-1/2	-1/2	0	-1 1/2	-1/2							6	61 OP
5	808	PENALTY			111	3	OP	5									
		CONTENT	-1/2	0	-1/2	-1	-1	-1 1/2	0							16	49 1/2 OP
6	723	PENALTY						5									
		CONTENT	0	-1/2	-1/2	-1/2	0	-1 1/2	0							5	62
7	747	PENALTY			1	13											
		CONTENT	+1/2	+1/2	-1/2	-1	0	0	0							5	64 1/2
8	705	PENALTY			1			115 OP									
		CONTENT	0	0	0	0	-1/2	-1	0							8	60 1/2 OP

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**VERSATILITY RANCH HORSE - TRAIL**

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**CLASS:**#71 - SHTX VTRL - Novice Trail  
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- |  |  |   |
|--|--|---|
| <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or failing to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One step on mount/dismount or ground tie (except shifting to balance)</li> <li>- Split pole in lope over</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Two-three steps on mount/dismount or ground tie</li> </ul> | <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- Four or more steps on mount/dismount or ground tie</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> | <p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dalled during the drag</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> </ul> |
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W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 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													
		1	2	3	4	5	6	7	8	9	10				
		<b>Tie-Breaker</b>													
		<b>Obstacle Description</b>													
		Back Chute	RH Push	Logs	Lope Logs	Walk, Bridge	SP	Ext Trot							
9	757	PENALTY					15						6	66 1/2	
		CONTENT	-1/2	-1/2	-1/2	0	0	-1	0						
10	825	PENALTY			1 OP	3 1	5	55					20	47	OP
		CONTENT	0	0	0	-1/2	-1	-1/2	0						
11	778	PENALTY				1		55	OP				11	58 1/2	OP
		CONTENT	+1/2	+1/2	+1/2	-1/2	-1/2	-1/2	+1/2						
12	724	PENALTY			OP 1	13		1	1				7	59	
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	0						
13	715	PENALTY				3		1					4	65 1/2	
		CONTENT	0	0	+1/2	-1/2	0	-1/2	0						
14	721	PENALTY			1								1	69 1/2	
		CONTENT	0	0	0	-1/2	+1/2	0	+1/2						
15	713	PENALTY							11				2	69	
		CONTENT	+1/2	0	+1/2	-1/2	0	+1	-1/2						
16	739	PENALTY												71	
		CONTENT	+1/2	0	0	-1/2	0	+1	0						

JUDGE'S NAME (PRINTED): Fallon Burger

JUDGE'S SIGNATURE: *Fallon Burger*  
Printed from HSW



**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** Drippings Springs-SHTX

**CLASS:**#71 - SHTX VTRL - Novice Trail

**DATE:** 06/30/2018

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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 falling to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in lope over

**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
- Two-three steps on mount/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
- Four or more steps on mount/dismount or ground tie

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag

**Disqualification (DQ):**

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

**OBSTACLE SCORES**

Each horse/rider team is scored between 0-100 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										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		<b>Tie-Breaker</b>														
		<b>Obstacle Description</b>														
		Back Chute	RH Push	Logs	Lope Logs	Walk, Bridge	SP	Ext Trot								
17	704	PENALTY													72	
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1/2							
18	742	PENALTY			11	11		1						5	60 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1	-1 1/2	-1/2	0							
19	771	PENALTY				1	OP							1	68 1/2 OP	
		CONTENT	0	0	+1/2	0	0	-1	0							
20	714	PENALTY	SCRATCH													
		CONTENT	SCRATCH													
21	740	PENALTY				1	5		1					7	61 1/2	
		CONTENT	+1/2	0	-1/2	-1/2	-1	0	0							
22	726	PENALTY			1			15						7	61 1/4	
		CONTENT	0	0	0	-1/2	0	-1	0							
23	716	PENALTY			1			1	1					3	68	
		CONTENT	0	0	0	+1/2	0	+1/2	0							
24	719	PENALTY			1	1		55	OP					55 1/2	OP	
		CONTENT	0	0	0	-1/2	-1/2	-1 1/2	0							

JUDGE'S NAME (PRINTED):

Fallon Burger

JUDGE'S SIGNATURE:

*Fallon Burger*

**SHOW:** Drippings Springs-SHTX  
**CLASS:**#71 - SHTX VTRL - Novice Trail  
**DATE:** 06/30/2018

**VERSATILITY RANCH HORSE - TRAIL**

- |  |  |   |
|--|--|---|
| <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or falling to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One step on mount/dismount or ground tie (except shifting to balance)</li> <li>- Split pole in lope over</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Two-three steps on mount/dismount or ground tie</li> </ul> | <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- Four or more steps on mount/dismount or ground tie</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> | <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dalled during the drag</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> </ul> |
|--|--|---|

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 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														
		1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker														
		Obstacle Description														
		Back Chute	RH Push	Logs	Lope Logs	Walk, Bridge	SP	Ext Trot								
25	727	PENALTY													70 1/2	
		CONTENT	0	0	0	0	0	+1/2	0							
26	735	PENALTY			1	1		1						3	64 1/2	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	0							
27	786	PENALTY			1	3	OP	1						5	63 1/2 OP	
		CONTENT	0	0	0	-1/2	-1	0	0							
28	770	PENALTY			1		1							2	67 1/2	
		CONTENT	0	+1/2	0	-1/2	0	0	-1/2							
29	759	PENALTY				3	1							4	64	
		CONTENT	0	-1/2	0	-1/2	-1/2	-1/2	0							
30	763	PENALTY			1	13	5							10	58	
		CONTENT	0	0	0	-1/2	0	-1 1/2	0							
31	745	PENALTY				155	50P							16	48 1/2 OP	
		CONTENT	0	0	-1/2	-1 1/2	-1 1/2	-1 1/2	-1/2	-1/2						
32	738	PENALTY				3	11							5	62 1/2	
		CONTENT	-1/2	0	0	-1	0	-1	0							

JUDGE'S NAME (PRINTED): Fallon Burger

JUDGE'S SIGNATURE: *Fallon Burger*  
Printed from HSW KW

**VERSATILITY RANCH HORSE - TRAIL**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or failing to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One step on mount/dismount or ground tie (except shifting to balance)</li> <li>- Split pole in lope over</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Two-three steps on mount/dismount or ground tie</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- Four or more steps on mount/dismount or ground tie</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dalled during the drag</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> </ul>
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W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored from 0-100 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													
		1	2	3	4	5	6	7	8	9	10				
		Tie-Breaker													
		Obstacle Description													
		Back Chute	RH Push	Logs	Lope Logs	Walk, Bridge	SP	Ext Trot							
33	769	PENALTY			3		55 <sup>OP</sup>						13	54 <sup>OP</sup>	
		CONTENT	-1/2	-1/2	0	-1/2	0	-1 1/2	0						
34	792	PENALTY												69	
		CONTENT	-1/2	-1/2	-1/2	0	0	+1/2	0						
35	732	PENALTY	1	1	1	31		15 <sup>OP</sup>					13	52 <sup>OP</sup>	
		CONTENT	-1/2	-1/2	-1	-1 1/2	0	-1/2	0						
36	703	PENALTY			1		5	15 <sup>OP</sup>					12	55 <sup>OP</sup>	
		CONTENT	0	0	-1/2	0	-1	-1	-1/2						
37	755	PENALTY	1			1		15 <sup>OP</sup>					8	59 1/2 <sup>OP</sup>	
		CONTENT	-1	0	+1/2	-1/2	0	-1/2	0						
38	312	PENALTY				1		55 <sup>OP</sup>	1				12	55 <sup>OP</sup>	
		CONTENT	0	0	0	-1/2	-1/2	-1 1/2	-1/2						
39	753	PENALTY													
		CONTENT				NO		SHOW							Scratch
40	706	PENALTY				1		51 <sup>OP</sup>					1	64 1/2 <sup>OP</sup>	
		CONTENT	-1	-1/2	0	-1/2	-1/2	-1 1/2	-1/2						

JUDGE'S NAME (PRINTED): Fallon Burger

JUDGE'S SIGNATURE: Fallon Burger

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: \_\_\_\_\_  
CLASS: \_\_\_\_\_  
DATE: \_\_\_\_\_

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or falling to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One step on mount/dismount or ground tie (except shifting to balance)</li> <li>- Split pole in lope over</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Two-three steps on mount/dismount or ground tie</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- Four or more steps on mount/dismount or ground tie</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dalled during the drag</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> </ul>
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W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 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		5	3	3	2	1		4								
41	734	PENALTY														71 1/2
		CONTENT	0	0	+1/2	+1/2	0	+1/2	0							
42	827	PENALTY			1	1								2		66 1/2
		CONTENT	0	0	-1/2	-1/2	0	0	-1/2							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Fallon Burgeo

JUDGE'S SIGNATURE: *[Signature]*

**VERSATILITY RANCH HORSE - REINING**

SHOW: Drippings Springs-SHTX

CLASS: #72 - SHTX VBNN - Novice Reining

DATE: 06/30/2018

**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
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**

- Over-bridged (per maneuver)
- Out of frame (per maneuver)
- 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 or 1/2 length of arena.

**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 normal reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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

**Disqualification (DQ):**

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

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 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					
Maneuver Description		S & B to Center	Right Circles Change	Left Circles Change	S & B	3 1/2 R	S & B	3 1/2 L						
1	719	PENALTY						0/P				66 1/2	OP	
		CONTENT	-1	0	0	-1	-1/2	-1/2	-1/2					
2	786	PENALTY										64 1/2		
		CONTENT	-1	-1/2	-1	-1	-1/2	-1	-1/2					
3	771	PENALTY		1/2								1/2	68 1/2	
		CONTENT	0	-1/2	-1/2	0	0	0	0					
4	767	PENALTY	2	2	2			1/2				14 1/2	48 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1	-1					
5	739	PENALTY					1					1	68	
		CONTENT	0	-1/2	0	0	0	-1/2	0					
6	312	PENALTY		1/2	3							3 1/2	65	
		CONTENT	-1/2	0	-1/2	0	0	-1/2	0					
7	712	PENALTY		OP 2	2							4	60 1/2	OP
		CONTENT	-1/2	-1	-1/2	-1/2	-1	-1/2	-1/2					
8	738	PENALTY	2		7	2		2				17	46 1/2	
		CONTENT	-1/2	0	-1/2	-1	-1/2	-1	-1					

JUDGE'S NAME (PRINTED):

Frederick Gillespie

JUDGE'S SIGNATURE:

*[Signature]*

May 11 2018

**VERSATILITY RANCH HORSE - REINING**

<b>SHOW:</b>	Drippings Springs-SHTX
<b>CLASS:</b>	#72 - SHTX VRNN - Novice Reining
<b>DATE:</b>	06/30/2018

- 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
  - Over-spin or under-spin up to 1/8 turn
- 1 Point Penalties:**
- Over-bridled (per maneuver)
  - Out of frame (per maneuver)
  - 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 or 1/2 length of arena.

- 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
  - Attempt to alter tension or length of reins from the bridle to the rein hand
- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/riders
  - Improper western attire

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/riders team is scored between 0-100 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				
Maneuver Description		S & B to Center	Right Circles Change	Left Circles Change	S & B	3 1/2 R	S & B	3 1/2 L					
9	789	PENALTY	2	1/2							5	63	
		CONTENT	0	0	-1/2	0	-1/2	0	-1				
10	715	PENALTY						2			2	67	
		CONTENT	0	0	0	-1	0	+1/2	-1/2				
11	763	PENALTY	2	1							3	67	
		CONTENT	0	-1/2	-1/2	+1/2	0	+1/2	0				
12	759	PENALTY	2	2							4	62 1/2	
		CONTENT	-1	-1/2	-1/2	-1/2	0	-1/2	-1/2				
13	742	PENALTY	2 (OP)	8	-					0 (OP)	10	54	OP
		CONTENT	-1	-1 1/2	-1	-1/2	-1/2	-1/2	-1				
14	704	PENALTY		1/2							1/2	69	
		CONTENT	0	0	0	-1/2	0	0	0				
15	705	PENALTY		2 2	2					0 (OP)	6	62 1/2	OP
		CONTENT	0	-1/2	-1	-1/2	0	0	+1/2				
16	770	PENALTY	2								2	65	
		CONTENT	0	0	-1/2	-1/2	-1/2	-1	-1/2				

JUDGE'S NAME (PRINTED):

Frederick Gillespie

JUDGE'S SIGNATURE:



**SHOW:** Drippings Springs-SHTX  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 06/30/2018

**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
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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 or 1/2 length of arena

**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
- Attempt to alter tension or length of reins from the bridle to the rein hand

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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

**Disqualification (DQ):**

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

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 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					
Maneuver Description		S & B to Center	Right Circles	Left Circles	S & B	3 1/2 R	S & B	3 1/2 L						
17	721	PENALTY	2	2	1							5	64	
		CONTENT	-1/2	0	-1/2	0	0	0	0					
18	732	PENALTY	SCRATCH											
		CONTENT	SCRATCH											
19	769	PENALTY		1/2	2			-1/2				5 1/2	59	
		CONTENT	-1/2	-1	-1/2	-1/2	-1	-1	-1					
20	755	PENALTY	2 (OP)	2	2	5	1/2	5	5			23 1/2	39 1/2 (OP)	
		CONTENT	-1	-1/2	-1	-1 1/2	-1/2	-1	-1 1/2					
21	723	PENALTY	2	2	3			1/2				7 1/2	59 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2					
22	778	PENALTY			1/2							1/2	70 1/2	
		CONTENT	+1/2	0	0	0	0	+1/2	0					
23	825	PENALTY	SCRATCH											
		CONTENT	SCRATCH											
24	727	PENALTY		1			1/2					1 1/2	67	
		CONTENT	-1/2	0	0	-1	0	0	0					

JUDGE'S NAME (PRINTED): Frederick G. Hooper

JUDGE'S SIGNATURE: [Signature]  
Printed from HSW

**VERSATILITY RANCH HORSE - REINING**

SHOW: Drippings Springs-SHTX

CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 06/30/2018

**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
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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 or 1/2 length of arena

**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 roma reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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

**Disqualification (DQ):**

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

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. -1 1/2 Extremely Poor, -1 Vary Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Vary Good, +1 1/2 Excellent											
		1	2	3	4	5	6	7	8				
<b>Tie-Breaker</b>													
<b>Maneuver Description</b>		S & B to Center	Right Circles	Left Circles	S & B	3 1/2 R	S & B	3 1/2 L					
		PENALTY				1/2	1/2						
25	757	CONTENT	+1/2	0	-1/2	+1/2	+1/2	0	+1/2		1	70 1/2	
		PENALTY	2	8	15			1/2	5				
26	706	CONTENT	-1/2	-1	-1 1/2	-1	-1 1/2	-1 1/2	-1 1/2		2 1/2	40	
		PENALTY											
27	724	CONTENT	+1/2	0	0	0	0	0	0			70 1/2	
		PENALTY			1/2	5	25		1/2				
28	753	CONTENT	0	0	0	-1/2	-1/2	0	-1/2		13	54 1/2	
		PENALTY		1	1	(OP)			2 1/2				
29	703	CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1/2	0		4 1/2	62	(OP)
		PENALTY	2					1/2	(OP)				
30	713	CONTENT	0	0	0	0	-1/2	-1/2	-1/2		2 1/2	60	(OP)
		PENALTY	2		2	3			2				
31	747	CONTENT	-1/2	0	-1/2	-1	0	-1	0		9	58	
		PENALTY	2	8	3		1/2	1/2	1/2				
32	808	CONTENT	-1/2	-1 1/2	-1	-1/2	-1/2	-1/2	-1/2		14 1/2	50 1/2	

JUDGE'S NAME (PRINTED):

Frederick Giltspeil

JUDGE'S SIGNATURE:

*[Signature]*



**SHOW:** Drippings Springs-SHTX

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 06/30/2018

**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
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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 or 1/2 length of arena

**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
- Attempt to alter tension or length of reins from the bridle to the rein hand

**10 Point Penalty:**

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every 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

**Disqualification (DQ):**

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

**MANUEVER SCORES**

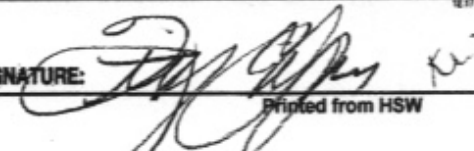
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points  
-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	Tie-Breaker	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			1	2	3	4	5	6	7	8				
		Maneuver Description	S & B to Center	Right Circles	Left Circles	S & B	3 1/2 R	S & B	3 1/2 L					
			Change	Change										
33	745	PENALTY						1/2	1/2			1	69 1/2	
		CONTENT	0	0	0	0	0	0	+1/2					
34	734	PENALTY		2	2							4	66 1/2	
		CONTENT	0	-1/2	0	+1/2	0	+1/2	0					
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

Frederick Gillespie

JUDGE'S SIGNATURE:



SHOW: Drippings Springs-SHTX

CLASS: #73-SHTX VVWGH - Novice Working Cow

DATE: 06/30/2018

**NOVICE/YOUTH COW WORK**

**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- Bistant disobedience
- D- Use of either hand to instill fear/praise
- H- Use of two hands (except in snaffle bit or hackamore) per maneuver
- F- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

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

- A- Turning tail
- B- Repeated bistant disobedience
- C- Schooling after entering the arena prior to calling for cow
- M- Schooling horse between cows, if pen cow is awarded
- NE- Failure to attempt any part of the class

**DC:**

- A- Abuse
- B- Lamerisms
- D- Disrespect or misconduct
- G- Illegal equipment
- N- Improper western attire
- H- Fall horse/ rider, run ends; credit will be given for work done

W/O	#	RUN CONTENT					PENALTY TOTAL	SCORE	OP	
		Each horse/ rider team is scored between 0-100 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								
		BOXING MANEUVERS								PENALTIES
POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	2 POINTS	3 POINTS	NOTES		
Tie-Breakers >										
		1	3	4	2	5				
1	719	+1/2	+1/2	∅	+1/2	+1/2				72
2	726	+1/2	+1/2	∅	+1/2	+1/2				1 71
3	753	∅	+1/2	∅	∅	+1/2				71
4	769	-1/2	-1/2	∅	∅	∅				1 68
5	723	+1/2	∅	∅	+1/2	+1/2				1 70 1/2
6	789	+1/2	∅	+1/2	+1/2	+1/2				2 70
7	727	-1	-1	∅	-1	-1		L		3 63
8	742	∅	+1/2	∅	+1/2	+1/2		A		1 70 1/2
9	704	+1	+1	+1	+1/2	+1		L		3 71 1/2
10	786	∅	∅	+1/2	∅	+1/2				2 69

JUDGE'S SIGNATURE:

*Mike Ruyter*

**NOVICE/YOUTH COW WORK**

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #73-SHTX VWCH - Novice Working Cow  
**DATE:** 06/30/2018

- 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
  - D- Use of either hand to instill fear/praise
  - H- Use of two hands (except in snaffle bit or hackamore) per maneuver
  - F- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- OP-Pattern (OP):** Cannot place above others who complete pattern correctly
- A- Turning tail
  - B- Repeated blatant disobedience
  - C- Schooling after entering the arena prior to calling for cow
  - M- Schooling horse between cows, if new cow is awarded
  - NE- Failure to attempt any part of the class
- DC:**
- A- Abuse
  - B- Lateness
  - D- Disrespect or misconduct
  - G- Illegal equipment
  - N- Improper western attire
  - L- Fall horse/riders, run ends; credit will be given for work done

W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES						NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
<p>Each horse/riders team is scored between 0-100 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</p>													
<b>Tie-Breakers &gt;</b>													
11	771	+1/2	+1	+1	+1/2	+1/2						73 1/2	
12	713	-1/2	-1/2	-1	-1/2	-1/2		L				3	64
13	755	-1	-1	∅	-1/2	∅						3	64 1/2
14	739	+1	+1	+1	+1	+1							75
15	759	-1/2	-1/2	∅	-1/2	-1/2						1	67
16	712	∅	∅	∅	∅	+1/2						2	68 1/2
17	734	+1/2	+1/2	+1/2	+1/2	+1/2							72 1/2
18	792	-1/2	∅	∅	+1/2	∅						3	67
19	825	-1	-1	-1	-1	∅							66
20	715	-1	-1	-1	-1	-1		L				4	61

JUDGE'S SIGNATURE: Mike Campbell

**NOVICE/YOUTH COW WORK**

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #73-SHTX VWCH - Novice Working Cow  
**DATE:** 06/30/2018

- 1 Point Penalties:**
- A- Loss of working advantage
  - F- 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
  - D- Use of either hand to instill fear/praise
  - H- Use of two hands (except in snaffle bit or hackamores) per maneuver
  - F- 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
  - B- Repeated blatant disobedience
  - C- Schooling after entering the arena prior to calling for cow
  - K- Schooling horse between cows, if new cow is awarded
  - NE- Failure to attempt any part of the class
- DO:**
- A- Abuse
  - B- Lamerias
  - D- Disrespect or misconduct
  - G- Illegal equipment
  - M- Improper western attire
  - H- Fall horse/ rider; run ends; credit will be given for work done

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
Each horse/ rider team is scored between 0-100 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															
<b>Tie-Breakers &gt;</b>															
		1	3	4	2	5									
21	763	-1	-1	-1	-1	-1						Horse Fresh	6	59	
22	745	+1/2	∅	+1/2	∅	+1/2							1	70 1/2	
23	767	-1/2	-1/2	-1	-1/2	∅							10	57 1/2	
24	312	∅	∅	+1/2	∅	+1/2							2	69	
25	770	+1	+1/2	+1	+1/2	+1								74	
26	705	+1/2	∅	+1/2	∅	∅								71	
27	721	∅	∅	+1/2	+1	+1								72 1/2	
28	706	-1	-1	-1	-1	-1							15	50	
29	738	+1/2	+1/2	+1/2	+1/2	+1/2								72 1/2	
30	740	+1	+1/2	+1/2	+1/2	+1								73 1/2	

JUDGE'S SIGNATURE: Mike [Signature]

**SHOW:** Drippings Springs-SHTX

**CLASS:** #73 - SHTX VWCH - Novice Working Cow

**DATE:** 06/30/2018

**NOVICE/YOUTH COW WORK**

**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
- D- Use of either hand to instill fear/praise
- H- Use of two hands (except in snaffle bit or hackamore) per maneuver
- F- 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
- B- Repeated blatant disobedience
- C- Schooling after entering the arena prior to calling for cow
- X- Schooling horse between cows, if new cow is awarded
- NE- Failure to attempt any part of the class

**DC:**

- A- Abuse
- B- Lamerless
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- - Fall horse/rider, run ends; 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 70 points)  
-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Corral, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	BOXING MANEUVERS					PENALTIES			PENALTY TOTAL	SCORE	OP	
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				NOTES
Tie-Breakers >		1	3	4	2	5							
31	747	+1	+1/2	+1	+1	+1/2						74	
32	724	-1	-1	-1	-1	-1		L			3	62	
33	778	+1/2	+1	+1/2	+1/2	+1/2						77	
34	735	-1/2	-1/2	-1	∅	∅					11	57	
35	808	-1/2	-1/2	-1/2	∅	∅						68 1/2	

JUDGE'S SIGNATURE: Mike Campbell