



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Dripping Springs - Introductory Show

CLASS: #10 - SHTX OPLS - Open Pleasure

DATE: 02/01/2020

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- 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
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

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
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

MANEUVER 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	#	MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		6	5	3	4	7	9	10	1	2	8						
		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back						
1	915	PENALTY															72
		CONTENT	+1	-1/2	0	-1/2	+1/2	+1/2	+1/2	0	0	+1/2					
			71	70.5							73						
2	957	PENALTY															71 1/2
		CONTENT	0	0	+1/2	0	0	0	0	0	+1/2	+1/2					
					not												
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Bobbie Walton

JUDGE'S SIGNATURE: Bobbie Walton



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

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)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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	9	10				
Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L							
1	915	PENALTY													70 1/2
		CONTENT	0	0	0	0	0	+1/2	0						
2	954	PENALTY				1/2								1/2	69
		CONTENT	0	0	+1/2	-1/2	-1/2	0	0						
3	957	PENALTY			1, 1, 1									3	68 1/2
		CONTENT	+1/2	0	-1/2	+1/2	0	+1/2	+1/2						
4	953	PENALTY		1, 1										2	69
		CONTENT	+1/2	-1/2	-1/2	0	+1/2	+1/2	+1/2						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - TRAIL

SHOW: Dripping Springs - Introductory Show

CLASS: #13 - SHTX OTRL - Open Trail

DATE: 02/01/2020

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 failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log 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
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:

- Spurring in front of cinch
- Biant disobedience
- Use of either hand to instill fear/praise
- 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
- 5 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
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

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 Description	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker															
		Obstacle Description	T Logs	Bridge	SPR	LL Logs	Drag/ExT	RH Gate	Back								
1	915	PENALTY				1.1.10P	finger between reins								3	70.5	OP
		CONTENT	+1	+1/2	+1/2	0	+1/2	+1/2	+1/2								
						72	72.5	73	73 1/2								
2	957	PENALTY				1.1									2	69.5	
		CONTENT	0	+1/2	0	-1/2	+1/2	+1/2	+1/2								
						70.5	71	71.5									
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

Bobbi Walton

JUDGE'S SIGNATURE:

Bobbi Walton



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Dripping Springs - Introductory Show

CLASS: #19 - SHTX OWCH - Open Working Cow

DATE: 02/01/2020

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
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

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
- R - Failure to catch if roping in amateur and youth classes

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
- R - Two-loop catch when roping in open/cowboy classes

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
- R - Failure to catch when roping in open/cowboy classes

10 point Penalty:

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever 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
- R - Complete loss of rope in Open/Cowboy class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

W/O	#	RUN CONTENT											PENALTIES					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 Contact, +1/2 Good, +1 Very Good, +1 1/2 Excellent											2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL								
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL													
L	R	L	R	TRACK & RATE	STOP & HOLD																				
		Tie-Breaker	9	8	7	6	5	4	3	2	1														
1	953	PENALTY	AAAA																		4	52 1/2	E		
		CONTENT	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2				-1 1/2	-1 1/2	-1 1/2											
2	954	PENALTY																						71	
		CONTENT	+1 1/2	0	0	0	0	0	0	0		+1 1/2	0	0											
3	957	PENALTY				B	L	P																4	65
		CONTENT	0	0	+1 1/2	0	-1 1/2	0				-1 1/2	0	-1 1/2											
4	915	PENALTY																							73
		CONTENT	0	0	+1	+1 1/2			+1 1/2	0	+1 1/2	+1 1/2	0												
		PENALTY																							
		CONTENT																							
		PENALTY																							
		CONTENT																							

JUDGE'S NAME (PRINTED):

W. ALTON

JUDGE'S SIGNATURE:

[Handwritten Signature]