

SHOW:	Drippings Springs-SHTX
CLASS:	#60 - SHTX IPLS - Intermediate Pleasure
DATE:	06/30/2018

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

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

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															
Maneuver Description															
		Ext Walk	Trot	Ext Trot	Lope	Stop 100	Walk	Lope	Ext Lope	Trot	Stop & Post				
1	775	5	8	1	9	2	10	7	3	6	4				71
		PENALTY													
		CONTENT													
2	793	SCRATCH													
		PENALTY													
		CONTENT													
3	741	0 + 1/2	0	0	- 1/2	0	0	0	- 1/2	0	+ 1/2				70
		PENALTY													
		CONTENT													
4	774	0	+ 1/2	+ 1/2	+ 1/2	0	0	+ 1/2	0	+ 1/2	+ 1/2				73
		PENALTY													
		CONTENT													
5	743	- 1/2	- 1/2	- 1/2	0	0	0	0	- 1/2	0	0				68
		PENALTY													
		CONTENT													
6	805	+ 1/2	+ 1/2	0	0	0	0	0	0	0	- 1/2				70 1/2
		PENALTY													
		CONTENT													
7	739	0	+ 1/2	- 1/2	0	- 1/2	- 1/2	- 1/2	0	0	0	68 1/2	3	65 1/2	
		PENALTY													
		CONTENT													
8	779	+ 1/2	+ 1/2	+ 1/2	0	0	+ 1/2	0	- 1/2	0	0				71 1/2
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____ *KL*

SHOW:	Drippings Springs-SHTX
CLASS:	#60 - SHTX IPLS - Intermediate Pleasure
DATE:	06/30/2018

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

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

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
Tie-Breaker		5	8	1	9	2	10	7	3	6	4				
Maneuver Description		Exit Walk	Trot	Exit Trot	Lope	Stop 100	Walk	Lope	Exit Lope	Trot	Stop & Back				
9	701						1							1	63 1/2
		PENALTY													
		CONTENT	-1	-1/2	-1/2	-1	-1/2	-1	-1/2	0	-1/2	0			
10	760														72 1/2
		PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0	0	0			
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Lori Walton

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - TRAIL

SHOW: Drippings Springs-SHTX

CLASS: #62 - SHTX ITRL - Intermediate Trail

DATE: 06/30/2018

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 step on mount/dismount or ground tie (except shifting to balance) - Split pole in lope over <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 gale - Four or more steps on mount/dismount or ground tie <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - Repeated blatant disobedience - Failure to dally and remain dalled during the drag <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire
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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					
Tie-Breaker		6	5	2	1	3	1	4	3							
Obstacle Description		Black Chute	RH Push	Drag	Trot Logs	Lope Logs	Walk, Bridge	SP R, SP L	Ext Trot							
1	760	PENALTY			1									1	69 1/2	
		CONTENT	0 + 1/2	0	-1 + 1/2	+ 1/2	0	0			70.5					
2	743	PENALTY				1	5							6	66	
		CONTENT	+ 1/2	+ 1	+ 1 1/2	+ 1	- 1/2	+ 1/2	- 1 1/2	0						
3	793	PENALTY			1	1			3					5	63	
		CONTENT	+ 1/2	0	0	- 1/2	- 1	+ 1/2	0	- 1/2		68				
4	775	PENALTY				3								3	66 1/2	
		CONTENT	- 1/2	+ 1/2	0	+ 1/2	- 1/2	+ 1/2	0	0		69 1/2				
5	774	PENALTY						1						1	70	
		CONTENT	0	+ 1/2	- 1/2	+ 1/2	0	+ 1/2	0	0		71				
6	741	PENALTY						1	OP					1	67.5 OP	
		CONTENT	- 1/2	- 1/2	- 1/2	0	0	0	0	0		68.5				
7	701	PENALTY			1		3	1, 1						6	57	
		CONTENT	0	- 1/2	- 1 1/2	- 1	- 1	- 1/2	- 1	- 1/2		62				
8	779	PENALTY					5	1						6	66 1/2	
		CONTENT	+ 1	+ 1	+ 1/2	+ 1	+ 1/2	- 1	0	- 1/2		72 1/2				

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - TRAIL

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 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 frontal 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						
Tie-Breaker		6	5	2	1	3	4	4	8								
Obstacle Description		Back Chute	RH Push	Drag	Trot Logs	Lope Logs	Walk, Bridge	SP R, SP L	Ext Trot								
9	805	PENALTY															71
		CONTENT	0	0	0	0	+1/2	+1/2	0	0							
10	739	PENALTY							1								74
		CONTENT	+1	+1	+1	+1	+1/2	+1/2	0	0			75				
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - REINING

PATTERN 5

SHOW: Drippings Springs-SHTX
CLASS: #64 - SHTX IRNN - Intermediate 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 lops 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
- Larceny
- 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		Stop & Back	4R	4 1/4 L	2 Circles L	2 Circles R	S & RB R	S & RB L	S				
1	760	PENALTY	2								2	66 1/2	
		CONTENT	-1/2	0	-1/2	-1/2	0	0	0	0			
2	774	PENALTY		5	5	5	2	12/5		5	5 OP	36	29 1/2 OP
		CONTENT	0	-1/2	0	-1/2	-1/2	0	-1/2	-1/2			
3	743	PENALTY	2								2 OP	66	66 OP
		CONTENT	0	-1/2	-1/2	0	0	0	-1/2	-1/2			
4	775	PENALTY		OP 1/2						1/2		1	68 OP
		CONTENT	-1/2	0	0	-1/2	0	0	0	0			
5	701	PENALTY			1/2					2 1/2		3	64
		CONTENT	-1	0	0	-1/2	0	-1/2	-1/2	-1/2			
6	779	PENALTY	2		1/2					1/2		3	63
		CONTENT	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0		
7	805	PENALTY											68
		CONTENT	0	0	-1/2	-1/2	-1/2	0	-1/2	0			
8	739	PENALTY	2			1					2	5	64
		CONTENT	0	0	0	-1/2	-1/2	0	0	0			

JUDGE'S NAME (PRINTED):

Frederick G. Hooper

JUDGE'S SIGNATURE:

[Handwritten Signature]
Printed from HSW
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SHOW: Drippings Springs-SHTX

CLASS: #64 - SHTX IRNN - Intermediate 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 inflame/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

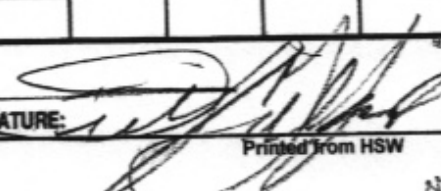
Each horse/rider team is scored between 0-100 points, and automatically begins the run with a score of 70 points
-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	Tie-Breaker	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			1	2	3	4	5	6	7	8				
		Maneuver Description	Stop & Back	4 R	4 1/4 L	2 Circles L	2 Circles R	S & RB R	S & RB L	S				
9	741	PENALTY			OP				1/2		1/2	68 1/2	OP	
		CONTENT	-1/2	0	-1/2	0	0	0	0	0				
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

Frederick G. Nespi

JUDGE'S SIGNATURE:



VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

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

10 Point Penalty:

- U - 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

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- 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

Disqualification (DQ):

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

W/O	#	PENALTY	RUN CONTENT										PENALTIES				SCORE	OP				
			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.										3 POINTS	5 POINTS	10 POINTS	TOTAL						
			BOXING			DRIVE			BOXING			DRIVE										
POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.								
Tie-Breaker																						
1	743	P																	1	79 1/2		
		CONTENT	+1	+1	+1/2	+1	+1	+1	+1/2	+1	+1/2	+1	+1	+1	+1							
2	779																			83 1/2		
		CONTENT	+1	+1	+1	+1	+1	+1	+1	+1	+1/2	+1/2	+1	+1/2								
3	760																			75		
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2								
4	775	A																		1	74 1/2	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2								
5	701	AP																		7	45	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							
6	805	P																		1	68 1/2	OP
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	-1/2	-1/2					
7	774																				72	OP
		CONTENT	+1/2	+1/2	+1/2	+1	+1	+1	+1/2	+1	+1/2	-1/2	-1/2	-1/2								
8	739																				75 1/2	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2								

Mike Crumpler

Mike Crumpler

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