



<b>SHOW:</b>	Dripping Springs - Introductory Show
<b>CLASS:</b>	#70 - SHTX VPLS - Novice Pleasure
<b>DATE:</b>	02/01/2020

## 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>- Break of gait at walk</li> <li>- 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> <li>- Out of lead or cross-centering more than two strides when changing leads</li> <li>- Trotting more than three strides when making a simple lead change</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> </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> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between roman reins</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> <li>- Leaving arena before pattern is complete</li> </ul>
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W/O	#	MANEUVER 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, -2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breaker		8	6	3	9	7	4	5	2	1	10					
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
1	868			1										1	71	
2	955		3.3					3.5						17	(48) OP	
3	941									1				1	73	
4	888		3						3	1				7	64	
5	899														71	
6	869		1	1			1							3	64	
		* OVER BRIDLED														
7	942		3.0					3.3						9	55 1/2 OP	
8	943		3.0											3	62 OP	

never showed Right lead

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



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## VERSATILITY RANCH HORSE - RANCH RIDING

**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-carrier 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
Tie-Breaker		8	6	3	9	7	4	5	2	1	10				
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
9	883	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	+1/2			74
10	929	PENALTY			3	1				3					
		CONTENT	+1/2	0	-1/2	0	0	+1/2	0	-1/2	+1/2			8	62 1/2
11	934	PENALTY													
		CONTENT	0	0	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2			72 1/2
12	924	PENALTY								1					
		CONTENT	0	0	0	0	0	+1/2	0	-1/2	-1/2	-1/2		1	68
13	920	PENALTY													
		CONTENT	+1/2	0	0	+1/2	0	0	0	0	0	+1	+1/2		72 1/2
14	907	PENALTY				3				3					
		CONTENT	0	0	-1/2	-1	0	0	-1/2	0	0	0		6	62
15	890	PENALTY						3		1					
		CONTENT	0	0	+1	+1/2	+1/2	+1/2	0	-1/2	0	+1/2		4	68 1/2
16	932	PENALTY								1					
		CONTENT	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	+1/2		1	72 1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



## VERSATILITY RANCH HORSE - RANCH RIDING

<b>SHOW:</b>	Dripping Springs - Introductory Show
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<b>DATE:</b>	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

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		8	6	3	9	7	4	5	2	1	10					
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
17	893	PENALTY: 1		3						1				5	65 1/2	
		CONTENT: 0	0	0	0	0	0	+1/2	-1/2	0	+1/2					
18	963	PENALTY:								1,1				2	70	
		CONTENT: 0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	-1/2	+1/2					
19	900	PENALTY: 3 OP	3	3						1				10	57	OP
		CONTENT: 0	-1/2	-1	-1/2	0	+1/2	0	-1/2	0	0					
20	945	PENALTY:			1					3				4	66	
		CONTENT: +1/2	0	0	0	0	0	0	0	-1/2	0					
21	886	PENALTY:													73	
		CONTENT: +1/2	+1/2	+1/2	+1/2	0	0	+1/2	0	0	+1/2					
22	892	PENALTY:		1	1					1,1				4	66	
		CONTENT: +1/2	0	0	-1/2	0	0	0	0	0	0					
23	926	PENALTY:		1						1				2	69 1/2	
		CONTENT: +1/2	0	0	0	0	+1/2	0	0	0	+1/2					
24	944	PENALTY: 3,3												6	61 1/2	
		CONTENT: +1/2	-1	-1	0	-1	0	0	-1/2	0	+1/2					

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

JUDGE'S SIGNATURE: \_\_\_\_\_

*m*



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**SHOW:** Dripping Springs - Introductory Show

**CLASS:** #70 - SHTX VPLS - Novice 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-carrier 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 backamore)
- 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

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
<b>Tie-Breaker</b>		8	6	3	9	7	4	5	2	1	10					
<b>Maneuver Description</b>		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
		PENALTY:														
25	902	CONTENT:	0	+1/2	-1/2	0	0	+1/2	+1/2	0	0	+1/2		1	70 1/2	
		PENALTY:														
26	905	CONTENT:	0	+1/2	0	0	+1/2	+1/2	+1/2	0	+1/2	+1/2			73	
		PENALTY:														
27	903	CONTENT:	+1/2	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1/2			73 1/2	
		PENALTY:														
28	927	CONTENT:	+1/2	+1/2	+1/2	0	0	+1/2	0	0	+1	+1/2		1	72 1/2	
		PENALTY:														
29	928	CONTENT:	0	-1/2	0	0	OP	3	OP	3	OP	0	0	6	59 1/2	OP
		PENALTY:														
30		CONTENT:														
		PENALTY:														
31		CONTENT:														
		PENALTY:														
32		CONTENT:														

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

JUDGE'S SIGNATURE: \_\_\_\_\_

*met*



## 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 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
- Blatant 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 dalled 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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
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 Very Good, +1 1/2 Excellent																
<b>Tie-Breaker</b>		4	7	2	1	3	5	10								
<b>Obstacle Description</b>		T Logs	Bridge	SPR	LL Logs	Ex T	RH Gate	Back								
1	900	PENALTY													70.5	
		CONTENT		+1/2	+1/2	0	0	-1/2	0	0						
				71	70.5											
2	958	PENALTY														
		CONTENT														
3	955	PENALTY				1/2	1/2					69.5	4	65.5		
		CONTENT		0	0	0	-1/2	0	0	0						
				69.5			1 1/2 - good, 5 logs - finished wire / log									
4	928	PENALTY					3/3						6	0	DQ	
		CONTENT		0	-1/2	-1/2	-1	-1/2	0	0						
5	892	PENALTY				1/2							6	65		
		CONTENT		+1/2	+1/2	-1/2	0	0	0	+1/2						
				71	70.5			71								
6	920	PENALTY				1							1	71.5		
		CONTENT		+1/2	+1/2	0	+1/2	+1/2	+1/2	0						
				71	72			72.5								
7	887	PENALTY														
		CONTENT														
8	905	PENALTY				1							1	71		
		CONTENT		+1/2	0	0	0	+1/2	+1/2	+1/2						
				71	71			72								

JUDGE'S NAME (PRINTED): Bobbie Walton

JUDGE'S SIGNATURE: Bobbi Wall 200



## VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Dripping Springs - Introductory Show

**CLASS:** #71 - SHTX VTRL - Novice 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
- Blatant 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 dalled 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 SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker														
		T Logs	Bridge	SPR	LL Logs	Ex T	RH Gate	Back								
9	908	W SCRATCH														
10	927			1	3:1								5	65.5		
		0	+1/2	0	-1/2	0	+1/2	0								
		70.5		70		70.5										
11	926				1								1	67.5		
		0	0	-1/2	-1/2	-1/2	0	0								
		68.5														
12	886													71		
		0	0	0	0	0	+1/2	+1/2								
13	904	1		1	1:1					5:1			10	56.5		
		-1/2	0	-1	-1/2	0	0	-1/2								
		69.5		68		66.5										
14	888			1									1	70		
		+1/2	0	-1/2	0	+1/2	0	+1/2								
		70		70.5		71										
15	893	1		1:1									3	66.5		
		0	0	-1/2	+1/2	+1/2	-1/2	-1/2								
		69.5		70		70		69.5								
16	907			5:0P	1								6	62	OP	
		+1/2	-1/2	-1	-1/2	-1/2	0	0								
		70		67		64.5		64								

JUDGE'S NAME (PRINTED): Bobbie Walton

JUDGE'S SIGNATURE: Bobbie Walton Printed from HSW

## VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Dripping Springs - Introductory Show

**CLASS:** #71 - SHTX VTRL - Novice 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
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**5 Point Penalties:**

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

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
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**Disqualification (DQ):**

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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>		4	7	2	1	3	5	6							
<b>Obstacle Description</b>		T Logs	Bridge	SPR	LL Logs	Ex T	RH Gate	Back							
17	899	PENALTY 1			1								2	68.5	
		CONTENT 0	0	0	0	+1/2	0	0							
						70.5									
18	942	PENALTY 1			3-1			1					6	61.5	
		CONTENT -1/2	-1/2	-1/2	-1/2	0	0	-1/2							
						69	68.5	68		67.5					
19	872	PENALTY OP	OP	1 OP	OP	3 OP	OP	3.5 OP					5	17	45 1/2
		CONTENT -1	-1/2	-1/2	-1 1/2	-1/2	-1	-1 1/2							
						69	64								
20	902	PENALTY		1-1			5						7	63.5	
		CONTENT 0	0	-1/2	+1/2	+1/2	-1/2	+1/2							
						69.5	70	70.5	70	70.5					
21	924	PENALTY			1		5.5						11	58.5	
		CONTENT 0	0	+1/2	+1/2	0	-1	-1/2							
						70	69.5								
22	944	PENALTY				1	5	5.5 OP					16	50	OP
		CONTENT -1/2	0	-1/2	0	-1/2	-1	-1 1/2							
						69		66							
23	896	PENALTY													
		CONTENT													
24	883	PENALTY 1			1-1-1								4	67	
		CONTENT 0	+1/2	+1/2	-1/2	0	+1/2	0							
						71	70.5								

JUDGE'S NAME (PRINTED): Bobbi Walton

JUDGE'S SIGNATURE: Bobbi Walton



## VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Dripping Springs - Introductory Show

**CLASS:** #71 - SHTX VTRL - Novice 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
- Blatant 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 dalled during the drag
- 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

**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>														
25	929			OP	1	5.5	5	OP	5	OP				21	43	OPX
		-1/2	-1/2	-1 1/2	-1/2	0	-1 1/2	-1/2								
26	932			1.1	1.1									4	66	
		+1/2	-1/2	-1/2	-1/2	+1/2	+1/2	0								
27	903				1.1									2	67	
		0	-1/2	0	-1/2	0	+1/2	-1/2								
28	941			1	1.1	3								6	63 1/2	
		0	0	0	-1	0	+1/2	0								
29	868			1	1.3					5				11	56.5	
		-1/2	+1/2	0	-1	-1/2	0	-1								
30	963				3.1					5				9	59 1/2	
		0	0	0	-1/2	-1/2	0	-1/2								
31	943			5	3.1									9	57	
		0	-1/2	-1/2	-1	-1/2	-1	-1/2								
32	934			1	3									4	64.5	
		-1/2	0	0	-1/2	-1/2	0	0								

JUDGE'S NAME (PRINTED):

*Robbin Walther*

JUDGE'S SIGNATURE:

*Robbi Wall*





## VERSATILITY RANCH HORSE - TRAIL

SHOW:

CLASS: *Notice*

DATE:

**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
- Blatant 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 dalled 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 SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>		4	7	2	1	3	5	10									
<b>Obstacle Description</b>																	
33	945	PENALTY				1											
		CONTENT	0	0	+1/2	0	0	+1/2	0							1	70
34	890	PENALTY								1							
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	0	0							1	71
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

*Bobbi Waltz*

JUDGE'S SIGNATURE:

*Bobbi Waltz*



**SHOW:** Dripping Springs - Introductory Show

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

**DATE:** 02/01/2020

**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	927	PENALTY	1/2, 1/2	2	1/2, 2, 1									19 1/2	45
		CONTENT	-1/2	-1	0	-1	-1/2	-1/2	-1						
2	892	PENALTY													69 1/2
		CONTENT	0	0	+1/2	-1/2	0	-1/2	0						
3	895	PENALTY													
		CONTENT													
4	868	PENALTY	OP		2, 1	2								5	61 OP
		CONTENT	-1	0	-1	-1/2	-1	-1/2	0						
5	955	PENALTY		6, 2	4	2	OP							14	52 1/2 OP
		CONTENT	-1/2	-1	0	-1/2	-1/2	-1/2	-1/2						
6	941	PENALTY			1/2	5, 1								6 1/2	62 1/2
		CONTENT	0	0	0	0	-1/2	0	-1/2						
7	903	PENALTY	2	8		2, 3								15	53 1/2
		CONTENT	0	-1	0	-1/2	-1/2	+1/2	0						
8	899	PENALTY			1/2	1								14 1/2	64 1/2 OP
		CONTENT	-1/2	0	0	-1/2	-1	-1/2	-1 1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Haley Collins*



**SHOW:** Dripping Springs - Introductory Show

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

**DATE:** 02/01/2020

**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

WO	#	MANUEVER SCORES	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN										
							1	2	3	4	5	6	7	8	9	10
		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-Breaker</b>	1	6	2	7	3	4	5							
		<b>Maneuver Description</b>	S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L							
9.	920	PENALTY		1, 2, 1/1												
		CONTENT	0	-1/2	-1	-1/2	-1/2	-1/2	0					5	602	
10	929	PENALTY			1											
		CONTENT	-1/2	0	0	0	0	-1/2	+1/2						68 1/2	
12	905	PENALTY			2, 8	2		2								
		CONTENT	0	0	-1	-1/2	0	-1/2	0					14	54	
13	963	PENALTY	2	1	2					OP						
		CONTENT	0	0	0	-1/2	-1	-1/2	-1/2					5	62 1/2	OP
14	907	PENALTY	2	8			1/2	1/2								
		CONTENT	-1/2	-1	0	0	0	-1/2	-1/2					13 1/2	54	
15	890	PENALTY		2	2	2				OP						
		CONTENT	-1/2	-1/2	0	-1	0	-1/2	-1/2					6	61	OP
16	926	PENALTY														
		CONTENT	0	0	0	-1/2	-1/2	0	0						69	
17	945	PENALTY		2												
		CONTENT	-1/2	-1/2	-1/2	0	0	-1/2	-1/2					2	65 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Halcy Collins*



**SHOW:** Dripping Springs - Introductory Show

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

**DATE:** 02/01/2020

**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		
		1	2	3	4	5	6	7	8	9	10						
		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-Breaker</b>	1	6	2	7	3	4	5								
		<b>Maneuver Description</b>	S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L								
18	883	PENALTY	2												2	66 1/2	
		CONTENT	-1/2	0	-1/2	-1/2	0	-1/2	+1/2								
19	934	PENALTY	2												2	68 1/2	
		CONTENT	0	0	0	0	0	0	+1/2								
20	928	PENALTY			8			2							10	55 1/2	
		CONTENT	-1/2	0	-1	-1	-1/2	-1	-1/2								
21	886	PENALTY		2	2	2									6	62	
		CONTENT	0	0	0	-1/2	-1/2	-1/2	-1/2								
22	902	PENALTY			2,2										4	64 1/2	
		CONTENT	-1/2	0	-1/2	0	0	0	-1/2								
23	932	PENALTY				3 1/2									3 1/2	67	
		CONTENT	0	+1/2	+1/2	0	-1/2	0	0								
24	944	PENALTY		1,1	5										7	63	
		CONTENT	+1/2	-1/2	-1/2	0	+1/2	-1/2	+1/2								
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Halley Collins*



**SHOW:** Dripping Springs - Introductory Show  
**CLASS:** #73-SHTXVWCH - Novice Working Cow  
**DATE:** 02/01/2020

## NOVICE/YOUTH COW WORK

11:20

**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
- K- Schooling horse between cows, if new cow is awarded
- N- Failure to attempt any part of the 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 (except two rein)

**OO:**

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H- Leaving arena before run is complete
- I- 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 Good, +1 Very Good, +1 1/2 Excellent														
<b>Tie-Breakers &gt;</b>														
		1	2	3	4	5								
1	✓ 924	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	AP					-2	60 1/2	A
2	✓ 904	0	0	0	0	0							70	
3	✓ 932	0	+1	0	+1/2	0	A	L				-4	67 1/2	
4	✓ 944	-1 1/2	+1/2	-1/2	0	0		LL				-6	62 1/2	
5	✓ 934	0	0	-1/2	0	0			C			-5	64 1/2	
6	✓ 883	0	-1/2	-1	-1/2	0							68	
7	✓ 899	-1/2	0	-1/2	-1/2	0	A					-1	67 1/2	
8	✓ 929	-1/2	0	-1	-1/2	0	AA					2	66	
9	✓ 955	+1/2	-1/2	+1/2	+1/2	0							71	
10	✓ 902	-1	0	-1/2	-1	-1/2		L				3	64	

JUDGE'S SIGNATURE: \_\_\_\_\_



**SHOW:** Dripping Springs - Introductory Show

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

**DATE:** 02/01/2020

## 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
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the 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 (except two rein)
- DQ:**
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- M - Improper western attire
- H - Leaving arena before run is complete
- I - 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	2	3	4	5									
11	✓ 927		0	+1/2	0	+1/2	+1/2	P						-1	70 1/2	
12	✓ 890		-1	0	0	0	0	AAA						-3	66	
13	✓ 903		0	0	0	0	0								70	
14	✓ 892		+1	+1/2	+1/2	+1/2	+1/2								73	
15	✓ 905		0	-1/2	0	0	0								69 1/2	
17	✓ 963		-1	0	0	+1/2	+1/2	A L						-4	66	
18	✓ 926		-1/2	-1/2	0	-1	-1								67	
19	✓ 941		-1	0	-1/2	-1/2	-1/2	PPA L						-6	61 1/2	

JUDGE'S SIGNATURE: \_\_\_\_\_