

## VERSATILITY RANCH HORSE - RANCH RIDING

### 1 Point Penalties:

- Over-briddled (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/pain

### 10 Point Penalties:

- 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 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	#		MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
			Tie-Breaker	Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back					
1	218		PENALTY															
1	218	CONTENT	0	-1/2	0	0	0	0	0	-1/2	-1/2	0			1	67 1/2		
2	280	PENALTY																
2	280	CONTENT	+1/2	-1	-1	0	+1/2	-1/2	-1/2	+1/2	+1/2	+1/2	+1/2			6	63 1/2	
3	444	PENALTY																
3	444	CONTENT	-1/2	-1/2	+1/2	0	-1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2			3	68 OP	
4	279	PENALTY																
4	279	CONTENT	0	+1/2	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	+1/2				74 1/2	
5	274	PENALTY																
5	274	CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2	+1/2				73 1/2	
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): Morgan Moreno

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 or two steps on mount/dismount or ground tie (except shifting to balance)
- Split log in lop 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 or ground tie

### 5 Point Penalties:

- Spurting in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/punish
- 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 Penalties:

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

**SHOW:** Dripping Springs-Introductory Show

**CLASS:** #52 - SHTX LNPT - Ltd Non Pro Trail

**DATE:** 06/29/2019

**Off-Pattern (OP): Cannot place above others who complete patterns 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/ider
- Improper western attire
- Leaving arena before pattern is complete

### OBSTACLE SCORES

Each horse/ider 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	8	7	6	1	2	3	4	5	9					
		Obstacle Description	Rot to Bridge	Walk Bridge	RH Gate	Jog by Water	Back	Lope	Walk & 360	Drag Figure 8	Ext jog					
1	312 -200-	PENALTY		1		1			3	1						
		CONTENT	+1/2	0	0	-1/2	-1/2	-1	-1/2	-1/2	0				6	6 1/2
			40 9/2	40 8	47 1/2	40 1/2	40 3	40 1/2								
2	279	PENALTY					1	11								
		CONTENT	+1/2	+1/2	0	+1/2	0	-1/2	0	-1/2	+1/2				3	68
			71	71 1/2	70 1/2	48			67 1/2	68						
3	218	PENALTY			5	5	15	OP 3	5							
		CONTENT	0	0	-1	0	-1/2	-1 1/2	0	-1 1/2	-1 1/2				24 4	OP
			64	59	52 1/2	48	43	41 1/2	41							
4	444	PENALTY														
		CONTENT	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	0	+1/2					73
			71	71 1/2	72	72 1/2	73									
5	274	PENALTY														
		CONTENT	+1/2	0	0	+1/2	+1/2	0	+1/2	+1/2	+1					73 1/2
			70 1/2	71	71 1/2	72	72 1/2	73 1/2								
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Morgan Moran

JUDGE'S SIGNATURE: M

Printed from RSW



## VERSATILITY RANCH HORSE - REINING

PATTERN 4

SHOW: Dripping Springs-Introductory Show

CLASS: #54 SHTX LNPR - Ltd Non Pro  
Reining

DATE: 06/29/2019

### 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:

- Spinning 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#	#		MANEUVER 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 Fair, +1/2 Good, +1 Very Good, +1 1/2 Excellent.																
		Tie-Breaker														
		Maneuver Description	Run, Stop	3 1/2 Spins Left	Run, Stop Right	3 1/2 Spins Right	Run, Stop, Rock	2 Circles Right, Lead	Circles Left, Stop & Back							
1	274	PENALTY					-2									
1	274	CONTENT	0	0	0	0	0	1/2	0	+1/2					2	68
2	279	PENALTY														
2	279	CONTENT	0	0	-1/2	0	0	0	=1/2	-1/2						68 1/2
3	218	PENALTY		-1/2	0 P	0 P	0 P	0 P	0 P	-2						
3	218	CONTENT	-1/2	-1/2	-1 1/2	-1/2	-1/2	-1/2	-1	-1	-1/2				2 1/2	(61 1/2)
4	372 260	PENALTY						-2	-2	-2						
4	372 260	CONTENT	-1	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1	-1				6	55
5	444	PENALTY	-2													
5	444	CONTENT	-1	-1/2	0	0	-1/2	0	0	0					2	66
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

Fredrick J. Gilstrap

JUDGE'S SIGNATURE:

Printed from HSW

## 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)
- E - Driving cow down the opposite fence (changing sides)

### 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

### 10 Point Penalties:

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

**SHOW:** Dripping Springs-Introductory Show

**CLASS:** #56-SHTXLNPW-Ltd Non Pro Working Cow

**DATE:** 06/29/2019

**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 before 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)

**Disqualification (DQ):**

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/ider
- N - Improper western attire
- H - Leaving arena before run is complete

### RUN CONTENT

Each horse/ider team is scored between 0-100 points and automatically begins the run with a score of 20 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Good, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#		RUN CONTENT												PENALTIES				SCORE	OP
			BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL		
<b>Tie-Breaker</b>																				
		PENALTY																		
1	274	CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	0	-1/2	-1/2	-1/2	DP			71 1/2	OP	
2	218	PENALTY																		
		CONTENT	<i>Schulich</i>																	
3	280	PENALTY																69		
		CONTENT	0	0	-1/2	0	0	0	0	-1/2	-1/2	+1/2	0	0						
4	444	PENALTY																73		
		CONTENT	0	0	0	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	0						
5	279	PENALTY													DP			71	OP	
		CONTENT	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	0	-1/2	-1/2	-1/2						
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED):

*B. Sch*

JUDGE'S SIGNATURE:

*B. Sch. Sch*