

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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

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

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

DQ:

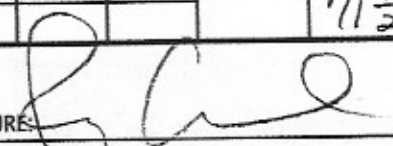
- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

MANEUVER SCORES

Each horse/rider team is scored between 1-100 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										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker: 7 3 4 5 1 2 6 Maneuver Description: Trot to Cont. 8 Stop, 3 Spins both Dir., 1 Fast Circle Rt. Lead, 2 Fast Circle Lt. Lead, Left Rollback, Right Rollback, Slop & Back														
1	830	PENALTY			1										69 1/2	
		CONTENT	+1/2	0	+1/2	+1/2	-1/2	0	-1/2							
2	829	PENALTY													73 1/2	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2						
3	738	PENALTY			1/2			1/2	2					3	68	
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	0	-1/2							
4	800	PENALTY				6		2					8	59 1/2		
		CONTENT	+1/2	0	0	-1	-1	0	-1							
5	828	PENALTY													72	
		CONTENT	+1/2	+1/2	+1/2	0	0	0	+1/2							
6	827	PENALTY													71 1/2	
		CONTENT	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0						
7	835	PENALTY			1									1	71	
		CONTENT	+1/2	+1/2	-1/2	0	+1/2	+1/2	+1/2							
8	816	PENALTY													71 1/2	
		CONTENT	+1/2	+1/2	0	+1/2	0	0	0							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

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 roman reins (except two rein) per 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

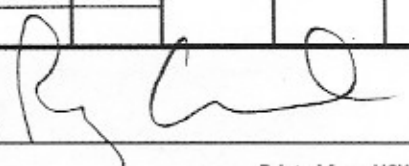
DQ:

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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 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		Trot to Center R Stop	3 Spins both Dir	2 Fast Circle Rt Lead	2 Fast Circle Lt Lead	Left Rollback	Right Rollback	Stop & Back						
9	843	PENALTY		2	OP	2						4		
		CONTENT	+1/2	+1/2	+1/2	-1/2	+1/2	-1	-1 1/2			69	64	OP
10	739	PENALTY		2								2		
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1	+1/2			73 1/2	71 1/2	
11	867	PENALTY												
		CONTENT	+1/2	-1/2	0	0	-1/2	+1/2	-1/2				69 1/2	
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - RANCH RIDING

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <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 <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 - 1st or 2nd cumulative refusal 	<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 - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
---	---

W/O	#	MANEUVER SCORES											PENALTY TOTAL	SCORE	OP	
		Each horse/rider team is scored between 1-100 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		EW	J	ES	L	SR	W	L	EL	J	SB					
1	834	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	0	0	0	0	+1/2	+1/2	0			0	72 1/2
2	800	PENALTY														
		CONTENT	0	0	+1/2	0	-1/2	+1/2	+1/2	0	-1/2	-1/2			0	70
3	829	PENALTY														
		CONTENT	-1/2	0	0	0	+1/2	0	+1/2	+1/2	0	+1/2			0	71 1/2
4	836	PENALTY														
		CONTENT														
5	816	PENALTY														
		CONTENT	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	+1/2			0	74 1/2
6	739	PENALTY			3			3								
		CONTENT	0	-1/2	-1/2	0	+1/2	-1	0	+1/2	-1/2	+1/2			6	63
7	828	PENALTY														
		CONTENT	+1	+1	+1	+1	+1 1/2	+1	+1	+1/2	0	+1/2			0	79 1/2
8	867	PENALTY														
		CONTENT	+1/2	0	0	0	+1/2	+1	0	-1/2	0	-1/2			0	71

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Kelly Magellan #2

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

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

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

DQ:

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

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP		
		Each horse/rider team is scored between 1-100 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		EW	J	EJ	L	SR	W	L	EL	J	SB					
9	728	PENALTY												0	71 1/2	
		CONTENT	-1/2	0	0	0	+1/2	+1/2	+1/2	+1/2	0	0				
10	849	PENALTY														
		CONTENT														
11	827	PENALTY												0	71 1/2	
		CONTENT	+1/2	-1/2	0	+1/2	+1/2	-1/2	0	0	+1/2	+1/2				
12	830	PENALTY												0	78 1/2	
		CONTENT	+1	+1/2	+1	+1	+1	+1	+1	+1	+1/2	+1/2				
13	738	PENALTY												2	67 1/2	OP
		CONTENT	0	-1/2	0	0	0	0	0	+1/2	-1/2	0				
	755	PENALTY												0	70 1/2	
		CONTENT	0	0	+1/2	+1/2	0	0	0	-1/2	0	0				
	743	PENALTY												0	70	
		CONTENT	+1/2	0	0	0	0	+1	-1/2	+1/2	-1	-1/2				
		PENALTY														
		CONTENT														

VERSATILITY RANCH HORSE - TRAIL

SHOW: Dripping Springs-SHTX

CLASS: 41 - SHTX JTRL - Junior Trail

DATE: 07/01/2017

1 Point Penalties:

- 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 dismount or ground tie except shifting to balance
- Split pole at lope

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
- 2-3 steps on 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
- 4 or more steps on dismount or ground tie

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

DQ:

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

OBSTACLE SCORES

Each horse/rider team is scored between 1-100 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										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker																
Obstacle Description		RH Gate-Back	T Serp	Ditch & Log ext	Trot Logs	L Log to Chute	Back chute	SP L, Walk	Drag B walk							
1	829	PENALTY				1								1	69	
		CONTENT	+1/2	+1/2	+1/2	-1	-1	0	0	1/2						
2	728	PENALTY												0	71	
		CONTENT	0	-1/2	+1/2	+1/2	-1/2	+1/2	+1	-1/2						
3	830	PENALTY								1				1	75	
		CONTENT	+1/2	0	+1	0	+1	+1	+1/2	+1						
4	739	PENALTY			1		3	111						7	60	
		CONTENT	-1/2	+1/2	0	-1/2	-1	-1	0	-1/2						
5	843	PENALTY														
		CONTENT														
6	867	PENALTY	5			1				1				7	60	
		CONTENT	-1/2	-1	0	0	0	0	0	-1/2	0					
7	827	PENALTY				1								1	75 1/2	
		CONTENT	+1	+1	+1/2	+1/2	+1	+1	+1	+1/2						
8	800	PENALTY	55			3								13	57	
		CONTENT	-1	0	+1/2	-1	0	+1/2	+1	0						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Kelley Houston

VERSATILITY RANCH HORSE - TRAIL

SHOW: Dripping Springs-SHTX

CLASS:#41 - SHTX JTRL - Junior Trail

DATE: 07/01/2017

- 1 Point Penalties:**
- 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 dismount or ground tie except shifting to balance
 - Split pole at lope
- 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
 - 2-3 steps on 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
 - 4 or more steps on dismount or ground tie

- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- Breaking pattern
 - Leaving arena before pattern is complete
 - 3rd refusal
 - No attempt to perform obstacle
 - Repeated blatant disobedience
- DQ:**
- Lameness
 - Abuse
 - Illegal equipment
 - Disrespect or misconduct
 - Improper western attire
 - Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
Each horse/rider team is scored between 1-100 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															
Obstacle Description		RH Gate-Back	T Serp	Ditch & Log	Ext Trot Logs	L Log to Chute	Back chute	SP L, Walk	Drag 8 walk						
9	738	PENALTY				11	1		11				5	66	
		CONTENT	+1	+1/2	+1/2	-1	-1	+1	-1/2	+1/2					
10	835	PENALTY						1					1	73.5	
		CONTENT	+1/2	0	0	-1/2	+1	+1/2	+1	+1					
11	816	PENALTY				3							3	73	
		CONTENT	+1	+1	+1	0	0	+1	+1	+1					
12	828	PENALTY											0	76.5	
		CONTENT	0	+1/2	+1/2	+1	-1/2	+1	+1	+1					
13	834	PENALTY		1				1		1			3	70.5	
		CONTENT	+1	-1	0	+1	0	+1	+1/2	+1					
	843	PENALTY	5 OP								3	3	11	62.5	OP
		CONTENT	-1	+1	+1	+1/2	+1	0	+1	-1					
	842	PENALTY									11		2	72	
		CONTENT	+1/2	0	0	+1	+1	+1	+1/2	0					
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Kelly Hagan

SHOW: Dripping Springs SHTX
CLASS: #43 - SHTX JWCH - Junior Working Cow
DATE: 07/01/2017

VRH - LIMITED RANCH COW WORK (Amateur)

<p>1 Point Penalties: A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p>3 Point Penalties: K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p>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</p>	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <p>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</p> <p>DQ: A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/rider; run ends N - Improper western attire</p>
---	---

W/O	#	RUN CONTENT									PENALTIES			SCORE	OP
		Each horse/rider team is scored between 1-100 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	TOTAL		
		1 BOXING			2 DRIVE			4 BOXING 3							
		POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY					
Tie-Breaker															
✓	-1	738	A											75	↓
			2 1/2	+1	+1	2 1/2	+1/2	+1/2	2 1/2	+1	+1/2				
			92			95			95 1/2 96 1/2						
✓	1	843	P											75	↑
			+1	+1	+1	2 1/2	+1	+1/2	0	+1/2	+1/2				
			95												
✓	2	828												72	
			2 1/2	+1	+1/2	2 1/2	+1	+1	-1	-1	-1				
✓	3	827	A P											68 1/2	
			-1 1/2	-1/2	-1/2	2 1/2	+1/2	+1/2	2 1/2	+1/2	+1/2				
			68 69 69 1/2			69 69 1/2 70			71						
✓	4	830	A			A P A P A P								57 1/2	
			2 1/2	+1	+1/2	-1	-1	-1	-1 1/2	-1	-1 1/2				
			91 1/2			69 1/2			64 1/2						
2018 Need	5	867												71 1/2	
			2 1/2	-1	+1/2	2 1/2	+1/2	+1/2	2 1/2	-1	+1/2				
✓	6	829	A P											70	
			2 1/2	D	+1/2	2 1/2	+1/2	+1/2	-1/2	0	0				
✓	8	800												74 1/2	
			2 1/2	+1	-1/2	2 1/2	+1/2	+1/2	2 1/2	+1	+1/2				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

SHOW: Dripping Springs-SHTX

CLASS: #43 - SHTX JWCH - Junior Working Cow

DATE: 07/01/2017

VRH - LIMITED RANCH COW WORK (Amateur)

<p>1 Point Penalties: A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p>3 Point Penalties: K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p>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</p>	<p>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</p> <p>DQ: A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/rider; run ends N - Improper western attire</p>
---	--

W/O	#	RUN CONTENT									PENALTIES			SCORE	OP	
		Each horse/rider team is scored between 1-100 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	TOTAL			
		BOXING			DRIVE			BOXING								
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY								
Tie-Breaker																
✓	9	793	PENALTY													
			CONTENT	+1/2	-1	0	0	-1/2	0	+1/2	+1/2	+1/2				70 1/2
✓	10	835	PENALTY													
			CONTENT	+1	+1	+1/2	+1	+1	+1	+1	-1/2	+1/2				76 1/2
										76	76					
✓	11	816	PENALTY													
			CONTENT	+1/2	+1	+1	+1	+1	+1	+1/2	+1	+1				80
✓	12	728	PENALTY	PA						P						
			CONTENT	-1	+1/2	+1/2	+1	+1	+1	-1/2	+1	+1			3	71 1/2
✓	13	739	PENALTY							A						
			CONTENT	+1	+1/2	+1	+1	+1	+1	+1/2	+1/2	+1/2			1	76
			PENALTY													
			CONTENT													
			PENALTY													
			CONTENT													

JUDGE'S NAME (PRINTED): Mike Crumpler

JUDGE'S SIGNATURE: Mike Crumpler