### AQHA VERSATILITY RANCH HORSE - REINING

#### SHOW: Dripping Springs-SHTX
#### CLASS: #54 SHTX LNPR - Ltd Non Pro Reining
#### DATE: 07/01/2017

**Pattern 1**

1 Point Penalties:
- Starting a circle or rolling 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 1/2 turn

2 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

3 Point Penalties:
- Broke at gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure or trim-in patterns
- Failure to be in a lope prior to the first marker on trim-in patterns
- Failure to completely pace the specified marker before initiating a stop position
- Trailing beyond 2 strides, but less than 1/2 circle

#### MANEUVER SCORES

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Right</th>
<th>Left</th>
<th>Stop &amp; Back</th>
<th>Penalty Total</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>840</td>
<td></td>
<td>1, 2, 3, 4, 5, 6</td>
<td>-1/2</td>
<td>+1/2</td>
<td></td>
<td>-7</td>
<td>72 1/2</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>856</td>
<td></td>
<td>1</td>
<td>+1/2</td>
<td>+1/2</td>
<td></td>
<td>1</td>
<td>72 1/2</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>825</td>
<td></td>
<td>1</td>
<td>0</td>
<td>-1/2</td>
<td></td>
<td>0</td>
<td>50 1/2</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>864</td>
<td></td>
<td>1</td>
<td>-1/2</td>
<td>-1/2</td>
<td></td>
<td>-1/2</td>
<td>71 1/2</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>865</td>
<td></td>
<td>1, 2, 3</td>
<td>-1/2</td>
<td>+1/2</td>
<td></td>
<td>-1/2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>824</td>
<td></td>
<td>1</td>
<td>-1/2</td>
<td>-1/2</td>
<td></td>
<td>-1/2</td>
<td>10 5/2</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>857</td>
<td></td>
<td>1</td>
<td>-1/2</td>
<td>1</td>
<td></td>
<td>-1/2</td>
<td>42</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>862</td>
<td></td>
<td>1</td>
<td>+1/2</td>
<td>+1/2</td>
<td></td>
<td>+1/2</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

---

*Printed from HSW*
**VERSATILITY RANCH HORSE - REINING**

12 Point Penalties:
- Starting a circle or exiting a rollback an error for up to two stitches
- 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

5 Point Penalties:
- Spurring in front of cinch
- blatant disobedience
- Use of either hand to assist or guide
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between central reins (except two reins 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

**MANEUVER SCORES**

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Penalty</th>
<th>CONTENT</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>TOTAL</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>814</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
<td>0</td>
<td></td>
<td>+2</td>
<td>+2</td>
<td>5</td>
<td>66</td>
</tr>
<tr>
<td>10</td>
<td>815</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
<td>0</td>
<td>-2</td>
<td>-2</td>
<td>+2</td>
<td>4</td>
<td>67½</td>
</tr>
<tr>
<td>11</td>
<td>826</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
<td>0</td>
<td>-2</td>
<td>-2</td>
<td>+2</td>
<td>1</td>
<td>70½</td>
</tr>
</tbody>
</table>

**Penalty**

- Penalty:
- Content:

**Judge's Name (Printed):**

**Judge's Signature:**

*Printed from HSW*
### MANEUVER SCORES

Each maneuver team is scored between 1-100 points and automatically begins the run with a score of 70 points.

- 1 Excellent
- 1 1/2 - Very Good
- 2 Good
- 2 1/2 - Fair
- 3 Poor
- 3 1/2 - Very Poor

#### Tie-Breaker

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Penalties</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>789</td>
<td>PENALTY: 11</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT: -1/2 -1 1/2 0 -1 0 1/2 0 +1/2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>857</td>
<td>PENALTY: 12</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT: -1/2 -1 1/2 1 0 -1 0 -1/2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>864</td>
<td>PENALTY: 14</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT: +1 +1 +1/2 +1 +1/2 +1 +1/2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>767</td>
<td>PENALTY: 10</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT: 0 +1/2 +1/2 +1 0 +1 +1/2 +1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>840</td>
<td>PENALTY: 11</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT: 0 0 +1/2 0 -1/2 -1 -1/2 +1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>882</td>
<td>PENALTY: 13</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT: +1/2 +1 +1 +1/2 +1 -1/2 +1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>825</td>
<td>PENALTY: 11</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT: +1 0 +1/2 -1 0 -1/2 0 -1/2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>815</td>
<td>PENALTY: 12</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT: +1 +1/2 +1 0 +1 +1/2 0 -1/2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Total Score:** 66

**Judge's Name:** 

**Signature:** 

Printed from HSW
## VERSATILITY RANCH HORSE - RANCH RIDING

### 1 Point Penalties:
- Over-guided per maneuver
- Out of frame per maneuver
- Toe slow per maneuver
- Gaping mouth
- Break of gait at Walk or trot for two (2) strides or less

### 3 Point Penalties:
- Wrong lead or out of lead
- Dropped rein
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

### 5 Point Penalties:
- Springing in front of cinch
- Blasphemy disobedience
- Use of either hand to instil fear/pain
- Use of both hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- 1st or 2nd cumulative refusal

### Off Pattern (CP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blasphemous disobedience

### DO:
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fail of horse/driver

## MANEUVER SCORES
Each horse/driver team is scored between 1-100 points and automatically begins the run with a score of 70 points.
- 1/2 = Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Good, 1/2 Good, 1 Very Good, 1 1/2 Excellent

<table>
<thead>
<tr>
<th>W#</th>
<th>Manuever Description</th>
<th>PENALTY</th>
<th>CONTENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>865</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>814</td>
<td>+1/2</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>856</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>824</td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>826</td>
<td>+1/2</td>
<td></td>
</tr>
<tr>
<td>857</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>865</td>
<td></td>
<td>+1/2</td>
<td></td>
</tr>
</tbody>
</table>

### PENALTY TOTAL | SCORE  | OP
|-----------------|--------|-----
|                 |        |     |
|                 |        |     |
|                 |        |     |
|                 |        |     |
|                 |        |     |
|                 |        |     |
**VERSATILITY RANCH HORSE - TRAIL**

**1. POINT PENALTIES:**
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break off gait at walk or trot for two strides or less
- Bath 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 pole

**2. POINT PENALTIES:**
- Wrong lead or out of lead
- Dragged reins
- Break off gait at Lope
- Break off gait at Walk or trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

---

### OBSTACLE SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points.

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Tie Breaker</th>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Contest</th>
<th>Penalty</th>
<th>Contest</th>
<th>Penalty</th>
<th>Contest</th>
<th>Penalty</th>
<th>Contest</th>
<th>Penalty</th>
<th>Contest</th>
<th>Penalty</th>
<th>Contest</th>
<th>Penalty</th>
<th>Contest</th>
<th>Penalty</th>
<th>Contest</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
<td>2 6 3 5 7 8 4 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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

**DO:**
- Lameness
- Abuse
- Illegal equipment
- Bizarre or misconduct
- Improper western attire
- Fall of horse/rider

---

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

**DATE:** 07/01/2017

**SHOW:** Dripping Springs-SHTX

**CLASS:** #52 - SHTX LNFT - Ltd Non Pro Trail
### VERSATILITY RANCH HORSE - TRAIL

#### 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 the 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

#### 5 Point Penalties:
- Spurring in front of clinch
- Blatant disobedience
- Use of either hand to instill fear/pad
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between running 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
- Laming go of gage
- 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

#### DO:
- Lameness
- At ease
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/tie

### OBSTACLE SCORES

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Score</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>5</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>6</td>
<td>7</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>7</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>8</td>
<td>9</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>9</td>
<td>10</td>
<td></td>
</tr>
</tbody>
</table>

- R1 Guide Back
- R2 Seiz
- Walk & Trot Log
- Trot Log
- L Log to Chute
- Back Chute
- SPL Walk
- Drag 8 Walk

#### Penalty TOTAL: 5 69

#### Score: 77/2

#### Score: 69/3

#### Score: 74/2

#### Score: 75/3
### VRH - LIMITED RANCH COW WORK (Amateur)

**Show:** Dripping Springs-SHTX  
**Class:** #56-SHTX LPNW - Ltd Non-Pro Working Cow  
**Date:** 07/01/2017

#### 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 looking

#### 5 Point Penalties:
- B - Sorting in front of the herd
- C - Blatant disobedience
- E - Use of either hand to instill fear/pain
- 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 nasal reins (except two rein) per maneuver

#### Off-Pattern (OP):
- A - Turning tail
- E - Repeated blatant disobedience
- J - Schooling after entering the area prior to calling for cow
- K - Schooling between cows, if new cow is awarded
- N - Failure to attempt any part of the class

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

#### Scoring:
- Each horse/riders team is scored between 1-100 points and automatically begins the run with a score of 70 points.
- 1-10 Extremely Poor, 11-20 Very Poor, 21-30 Poor, 31-40 Fair, 41-50 Good, 51-60 Very Good, 61-70 Excellent

### RUN CONTENT

<table>
<thead>
<tr>
<th>WIO</th>
<th>BOXING 1</th>
<th>DRIVE 2</th>
<th>BOXING 3</th>
<th>PENALTIES</th>
<th>TOTAL</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>POSITION &amp; CONTROL</td>
<td>EYE APPEAL</td>
<td>DEGREE OF DIFFICULTY</td>
<td>POSITION &amp; CONTROL</td>
<td>EYE APPEAL</td>
<td>DEGREE OF DIFFICULTY</td>
<td>3 POINTS</td>
</tr>
<tr>
<td>1</td>
<td>769</td>
<td>-1 1/2</td>
<td>0</td>
<td>0</td>
<td>1 1/2</td>
<td>-1</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>858</td>
<td>A</td>
<td>0 1/2</td>
<td>0</td>
<td>1 1/2</td>
<td>0</td>
<td>1 1/2</td>
</tr>
<tr>
<td>3</td>
<td>820</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
</tr>
<tr>
<td>4</td>
<td>840</td>
<td>1/2</td>
<td>0</td>
<td>0</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
</tr>
<tr>
<td>5</td>
<td>815</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>864</td>
<td>1 1/2</td>
<td>1 1/2</td>
<td>1 1/2</td>
<td>1 1/2</td>
<td>1 1/2</td>
<td>1 1/2</td>
</tr>
<tr>
<td>7</td>
<td>825</td>
<td>0 1/2</td>
<td>0 1/2</td>
<td>0 1/2</td>
<td>0 1/2</td>
<td>0 1/2</td>
<td>0 1/2</td>
</tr>
<tr>
<td>8</td>
<td>814</td>
<td>A</td>
<td>1 1/2</td>
<td>0 1/2</td>
<td>0 1/2</td>
<td>0 1/2</td>
<td>1 1/2</td>
</tr>
</tbody>
</table>

### Tie-Breaker:

1. 769
2. 858
3. 820
4. 840
5. 815
6. 864
7. 825
8. 814

---

**Judge's Name (Printed):**  
**Judge's Signature:**

Printed from HSW
<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>PENALTY</th>
<th>CONTENT</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>857</td>
<td>1/2</td>
<td>-1/2</td>
</tr>
<tr>
<td>10</td>
<td>865</td>
<td>1/2</td>
<td>1/2</td>
</tr>
<tr>
<td>11</td>
<td>852</td>
<td>1/2</td>
<td>1/2</td>
</tr>
<tr>
<td>12</td>
<td>767</td>
<td>1/2</td>
<td>-1/2</td>
</tr>
<tr>
<td>13</td>
<td>824</td>
<td>1/2</td>
<td>1/2</td>
</tr>
</tbody>
</table>

### RUN CONTENT
Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points:
- 10 Extremely Poor, 9 Very Poor, 8 Poor, 7 Correct, 6 Good, 5 Very Good, 4 Excellent

### PENALTIES
- A - Loss of working advantage
- P - Working out of position
- S - Slipping rein

### Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- A - Turning tail
- F - 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

### Notes:
- A - Abuse
- B - Lassiness
- D - Disregard or misconduct
- G - Illegal equipment
- F - Fall of horse/rider; run ends
- N - Improper western attire

---

**JUDGE'S NAME (PRINTED): Mike Crumpke**

**JUDGE'S SIGNATURE:**

**Printed from HSW**