**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Dripping Springs-SHTX  
**CLASS:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 07/01/2017

**1 Point Penalties:**
- Over-breded 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

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

**3 Point Penalties:**
- Spinning in front of cinch  
- Brazen disobedience  
- Use of either hand to instill fear/prise  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between rein 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

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

---

### MANEUVER SCORES

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

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>846</td>
<td>EWJETLSLWLSELJSL</td>
<td>1</td>
<td>+1/2 0 0 0 +1/2 0 +1/2 +1/2 -1/2</td>
<td>1</td>
<td>71</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>866</td>
<td>PENALTY</td>
<td></td>
<td>CONTENT</td>
<td></td>
<td></td>
<td>0 72</td>
</tr>
<tr>
<td>3</td>
<td>830</td>
<td>PENALTY</td>
<td>1</td>
<td>CONTENT</td>
<td>+1/2 -1/2 -1/2 -1/2 +1 +1 +1 +1</td>
<td>1</td>
<td>75 1/2</td>
</tr>
<tr>
<td>4</td>
<td>803</td>
<td>PENALTY</td>
<td>1</td>
<td>CONTENT</td>
<td>-1/2 -1/2 -1/2 +1 0 0 0 0 -1/2 +1/2</td>
<td>3</td>
<td>64 1/4</td>
</tr>
<tr>
<td>5</td>
<td>844</td>
<td>PENALTY</td>
<td></td>
<td>CONTENT</td>
<td>+1 0 +1/2 +1 0 0 0 +1 +1/2 +1 +1 +1</td>
<td>0</td>
<td>78</td>
</tr>
<tr>
<td>6</td>
<td>736</td>
<td>PENALTY</td>
<td>1</td>
<td>CONTENT</td>
<td>0 -1/2 0 +1/2 0 +1/2 +1/2 +1/2 -1/2 0 +1</td>
<td>4</td>
<td>64 1/4</td>
</tr>
<tr>
<td>7</td>
<td>845</td>
<td>PENALTY</td>
<td></td>
<td>CONTENT</td>
<td>+1 1/2 +1 1/2 +1 +1 +1 +1 +1/2 +1/2 +1/2 +1/2 +1 0 +1</td>
<td>0</td>
<td>78 1/2</td>
</tr>
</tbody>
</table>

---

**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:** [Signature]

Printed from HSW
### AQHA VERSATILITY RANCH HORSE - REINING

#### SHOW: Dripping Springs-SHTX
#### CLASS: #16 - SHTX ORRN - Open Reining
#### DATE: 07/01/2017

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 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 or 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.
- Troting beyond 2 strides, but less than 1/2 circle.

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>SCORE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>845</td>
<td>7 3 5 6 2 4</td>
<td>1. Start at center; 3 spins both directions. 2. Fast circle of fast circle at rollback. 3. Fast circle at rollback. 4. Right rollback. 5. Stop 6. Back.</td>
<td>3 3 3 3 3 3</td>
<td>1 2 1 2 1 2</td>
<td>725</td>
</tr>
<tr>
<td>2</td>
<td>803</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>72</td>
</tr>
<tr>
<td>3</td>
<td>830</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>71</td>
</tr>
<tr>
<td>4</td>
<td>846</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>72</td>
</tr>
<tr>
<td>5</td>
<td>866</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>69</td>
</tr>
<tr>
<td>6</td>
<td>844</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>71</td>
</tr>
<tr>
<td>7</td>
<td>736</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>65</td>
</tr>
</tbody>
</table>

**Judge's Signature:**

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


Printed from HSW
## Obstacle Scores

Each horse/team is scored between 1-110 points and automatically begins the run with a score of 70 points.

- 1/2 Extremity Fault: -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent.

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Obstacle Description</th>
<th>RH Gate-B</th>
<th>T Step</th>
<th>Ditch &amp; Log Set</th>
<th>Trot Log</th>
<th>L Log to Chute</th>
<th>Back chute</th>
<th>SPL, Walk</th>
<th>Drag &amp; Walk</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>830</td>
<td>PENALTY</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>1/2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>844</td>
<td>PENALTY</td>
<td>0</td>
<td>1/2</td>
<td>1</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>1/2</td>
<td>1/2</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>866</td>
<td>PENALTY</td>
<td>1/2</td>
<td>-1/2</td>
<td>0</td>
<td>0</td>
<td>1/2</td>
<td>1/2</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>845</td>
<td>PENALTY</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>0</td>
<td>1/2</td>
<td>1/2</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>803</td>
<td>PENALTY</td>
<td>0</td>
<td>1/2</td>
<td>1</td>
<td>0</td>
<td>1/2</td>
<td>1/2</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>846</td>
<td>PENALTY</td>
<td>-1/2</td>
<td>1/2</td>
<td>0</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>730</td>
<td>PENALTY</td>
<td>0</td>
<td>1/2</td>
<td>0</td>
<td>1/2</td>
<td>1/2</td>
<td>1/2</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Total Scores:**

- WO 1: 69 1/2
- WO 2: 77 1/2
- WO 3: 68 1/2
- WO 4: 72
- WO 5: 70 1/2
- WO 6: 71 1/2
- WO 7: 52 1/2

**Penalties:**

- Each ho, toe, or stepping off a leg, corner, post or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Bath first or hind toe in a single-stride space at a walk or trot
- Stopping, shifting, or shifting from one foot to the other without cause
- Incorrect number of strides, if specified
- One step on discount or ground tie except when shifting to balance
- Split poles at lope

**Description:**

- Spurring in front of cinch
- Bitless disobedience
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- Tot or 2nd cumulative refusal
- Letting go of gate
- 4 or more steps on unmounted or ground tie

**Rules:**

- Local: 0
- Abuse: 0
- Illegal equipment: 0
- Disrespect or misconduct: 0
- Improper western attire: 0
- Fall of horse/tailer: 0

**Judge's Signature:**

[Kelly Hagler]
# Versatility Ranch Horse - Ranch Cow Work

**Date:** 07/01/2017

**Class:** #19 - SHTX OWCH - Open Working Cow

### 1 Point Penalties:
- A - Loss of working advantage
- C - Using the center of the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- I - For each length horse runs past cow
- P - Working out of position
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

### 2 Point Penalties:
- A - Going around the center of the arena before turning cow
- B - In an open field horse gets within 3 feet of the end fence before being turned
- C - Failure to catch

### 3 Point Penalties:
- E - Excessive or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage

### 5 Point Penalties:
- A - Failure to turn cow both directions on the fence
- B - Spurring or hitting in front of cow at any time
- C - Blazing disobedience
- E - Use of either hand to instill fear/pride
- H - Use of two hands (except in satelle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between rein reins (except two reins) per maneuver

### Off Pattern (OPT): Cannot place above others who complete pattern correctly:
- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illegal catch at end of run
- 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

### DO:
- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fail of horse

### Run Content:

<table>
<thead>
<tr>
<th>RATING</th>
<th>FENCE TURNS</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>PENALTY</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>(Form &amp; Quality)</td>
<td>L</td>
<td>R</td>
<td>TRACK &amp; DATE</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Penalties:

<table>
<thead>
<tr>
<th>PENALTY</th>
<th>2 POINTS</th>
<th>3 POINTS</th>
<th>5 POINTS</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Score:

1. 69
2. 72
3. 62
4. 61
5. 36
6. 24

---

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

**Judge's Signature:** Mike Cramplin

Printed from HSW