**VERSATILITY RANCH HORSE - RANCH RIDING**

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #60 - SHTX IMLS - Intermediate Pleasure  
**DATE:** 06/30/2018

### 1 Point Penalties:
- Over-briddled (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  
- Dropped 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  
- Relent disobedience  
- Use of either hand to instill feed/raise  
- 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  
- 1st or 2nd cumulative refusal

### MANEUVER SCORES

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Penalty</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
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<tbody>
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<td>1</td>
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<tr>
<td>4</td>
<td>774</td>
<td>0 + ½</td>
<td>0</td>
<td>+ ½</td>
<td>+ ½ 0</td>
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Each horse/rider team is scored between 0-160 points and automatically begins the run with a score of 70 points. 
-1 ½ Extremely Poor, -1 Very Poor, -1 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 ½ Excellent

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

**JUDGE'S SIGNATURE:**

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

1 Point Penalties:
- Overbridled (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
- Dropped reins
- Break of gait at loping
- Break of gait at walk or trot for more than two (2) strides

5 Point Penalties:
- Spurring in front of slack
- Rotten disobedience
- Use of either hand to instill fear
- 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
- 1st or 2nd cumulative refusal

**MANEUVER SCORES**

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<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Ext Walk</th>
<th>Trot</th>
<th>Exit Trot</th>
<th>Lope</th>
<th>Step Trot</th>
<th>Walk</th>
<th>Exit Lope</th>
<th>Trot</th>
<th>Step &amp; Check</th>
<th>10 POINT PENALTY</th>
<th>PENALTY</th>
<th>TOTAL</th>
<th>SCORE</th>
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<td>-1</td>
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<td>+1/8</td>
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<td>72/4</td>
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**JUDGE'S NAME (PRINTED):** Lori Walton  
**JUDGE'S SIGNATURE:**

Printed from HSW
### Obstacle Scores

Each horse/rider team is scored between 0-150 points and automatically begins the run with a score of 70 points.

#### Penalty:
- Spinning in front of cirque
- Bizarre disobedience
- Use of either hand to instill fear/prise
- Use of two hands (except in sidebit or hackamore) per
- More than one finger between split reins or any fingers
- 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
- Four or more steps on mount/dismount or ground tie

#### Off Pattern (OP):
- Cannot place anyone other than the horse.
- Pattern corrected
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain skilled during the drag

#### Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Full of horse/rider
- Improper western attire

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<tr>
<th>W/O</th>
<th>#</th>
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<td>RH Push</td>
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<td>793</td>
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<td>Drag</td>
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<td>Trot Logs</td>
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<td>774</td>
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#### Scoring Sheet:

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### Obstacle Scores

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points. The scores are as follows:

- 1.5 Extremely Poor, 1.0 Very Poor, 0.5 Poor, 0 Concolent, +0.5 Good, +1.0 Very Good, +1.5 Excellent

#### Tie-Breaker

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<th>Content</th>
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#### Scoring Table

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

**JUDGE'S SIGNATURE:**

Printed from HSW
**SHOW:** Drippings Springs-SHTX  
**CLASS:** #64 - SHTX IRNN - Intermediate Reining  
**DATE:** 06/30/2018

### Pattern

- 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

### Penalties

- 8 Point Penalties:
  - Spur in front of cinch
  - Blasted disobedience
  - Use of either hand to instil fear/terror
  - Use of two hands (except in snaffles or hackamores) per maneuver
  - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver
  - Attempt to alter position or straighten from the bridge to the rein hand

- 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 ahead of 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 blasted disobedience

### Disqualification (DQ)

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

### Maneuver Scores

<table>
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<tr>
<th>W/O</th>
<th>#</th>
<th>Penality</th>
<th>Content</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
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<th>Penalty Total</th>
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<th>Off Pattern</th>
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**Judge's Name (Printed):** [Signature]

**Judge's Signature:** [Signature]

*Printed from HSW*
**PATTERN 5**

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #64 - SHTX IRNN - Intermediate Reining  
**DATE:** 06/30/2018

### 1 Point Penalties:
- Starting a circle or setting a rollback at a trot or 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

### 2 Point Penalties:
- Over-bidded (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

### 3 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

### 4 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to assist feed/poise
- 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 (except two rein) per maneuver
- Attempt to alter, tension or length of reins from the bridle to the rein hand

### 5 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
- Breathing pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

### Disqualification (DQ):
- Abuse
- Lamingness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

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### MANEUVER SCORES

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<td></td>
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<td>2 Circles L</td>
<td>2 Circles R</td>
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*Each horse/letter team is scored between 0-100 points, and automatically begins the run with a score of 70 points.  1 1/2 Extremes Poor, -1 Very Poor, -1 Poor, 0 Normal, +1/2 Good, +1 Very Good, +1 1/2 Excellent.*

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**JUDGE'S NAME (PRINTED):** Frederick G. Meade  
**JUDGE'S SIGNATURE:**

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Printed from HSW
# AQHA
## Stock Horse of Texas
### VRH - LIMITED COW WORK (Amateur/Youth)

#### POINT PENALTIES:
- A: Loss of working advantage
- B: Failure to drive cow passed middle marker on second drive before time expires
- C: Working out of position
- D: Slipping rein
- E: Over-bridled (per maneuver)
- F: Out of frame (per maneuver)
- G: Knocking down the cow without a working advantage
- H: Losing a cow while boxing

#### POINT PENALTIES:
- I: Spurring in front of cinch
- J: Excessive disobedience
- K: Use of either hand to initalize heath
- L: Use of both hands (except in snaffle bit or hackamore) per maneuver
- M: More than one finger between split reins or any fingers between normal reins (except two rain) per maneuver

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

#### OFF-PATTERN (OP):
- C: Cannot place above others who complete pattern correctly
- A: Turning tail
- E: Repeated blatant disobedience
- N: Leaving arena before run is complete
- 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

#### DISQUALIFICATION (DQ):
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse/rodeo
- H: Improper western saddle

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

### PENALTIES

#### PENALTY CONTENT

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<td>9</td>
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**JUDGE'S NAME (PRINTED):** Mike Crumpler  
**JUDGE'S SIGNATURE:** [Signature]

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**Printed from HSW**