# Versatility Ranch Horse - Ranch Riding

**Pattern 1**

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #50 - SHTX LNPP - Ltd Non Pro Pleasure  
**DATE:** 06/30/2018

### 1 Point Penalties:
- Over-bred (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 biped  
- Break of gait at walk or trot for more than two (2) strides

### 5 Point Penalties:
- Spurring in front of cinch  
- Bilateral disobedience  
- Use of either hand to instill fear/pain  
- 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

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

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

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### Manuever Scores

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Content</th>
<th>10 Point Penalty</th>
<th>TOTAL</th>
<th>SCORE</th>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

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

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #50 - SHTX LNPP - Ltd Non Pro Pleasure  
**DATE:** 06/30/2018

### 1 Point Penalties:
- Over-bred (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 loi  
- Break of gait at walk or trot for more than two (2) strides

### 5 Point Penalties:
- Spurting in front of cinch  
- Ristant disobedience  
- Use of either hand to instill fear/pain or harm  
- 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

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

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

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### MANEUVER SCORES

Each horse/rider team is scored between 0-106 points and automatically begins the run with a score of 70 points:

- +1/2 Extremely Poor, -1/2 Poor, -1/2 Fair, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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

**JUDGE'S SIGNATURE:**

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

**1 Point Penalties:**
- Over-brided (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 falling to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in lope over

**3 Point Penalties:**
- Wrong lead or out of lead
- Dragged reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Two-three steps on mount/dismount or ground tie

**5 Point Penalties:**
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/punish
- 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
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four or more steps on mount/dismount or ground tie

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

**OBSTACLE SCORES**

Each horse/rodeo team is scored between 0-100 points and automatically begins the run with a score of 70 points.

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

**JUDGE'S SIGNATURE:**

Printed from HSW
### 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 falling to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in lope over

**2 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
- Two-three steps on mount/dismount or ground tie

**5 Point Penalties:**
- Spurring in front of clinch
- Blasting 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 normal 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
- Four or more steps on mount/dismount or ground tie

**10 Point Penalty:**
- Unusual Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

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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.

- 1-2 Extremely Poor, -1 Very Poor, -2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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**JUDGE'S SIGNATURE:**

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

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #54 - SHTX LNPR - Ltd Non Pro Reining  
**DATE:** 06/30/2018

**10 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  
- Freezes 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:**
- Spurring in front of cinch  
- Distinct disobedience  
- Use of either hand to instill fear or praise  
- Use of two hands (except in stallion bit or Hackamore) per maneuver  
- More than one finger between split reins or any finger between roman reins (except two rein) per maneuver  
- Attempt to alter tension or length of reins 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 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
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse rider
- Improper western attire

### MANEUVER SCORES

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**Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 75 points**

- 1-1/2 Estimated Poor, 1 Very Poor, 1/2 Poor, 0 Correct, 1/2 Good, 1 Good, 1 1/2 Excellent

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**MANEUVER SCORES**

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

**JUDGE'S SIGNATURE:**

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

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #54 - SHTX LNPR - Ltd Non Pro Reining  
**DATE:** 06/30/2018

**PENALTY**
- Spinning in front of cinch  
- Bizarre disobedience  
- Use of either hand to insist (tend) or (pace)  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between, but not between, reins (except two) per maneuver  
- Attempt to alter tension or length of reins from the bridle to the rein hand

**1 Point Penalties:**
- Over-bred (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 11/4 turn  
- Slipping rein

**5 Point Penalties:**
- Break of gait  
- Freeze up in spins or rollbacks  
- Failure to stop or walk before executing a loping departure on trot-in patterns  
- Failure to be in a loping 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 1/12 circle or 1/12 length of arena

**MANEUVER SCORES**

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

Printed from HSW
SHOW: Drippings Springs-SHTX
CLASS: #56-SHTX LNPW-Ltd Non-Pro Working Cow
DATE: 06/30/2018

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-brielded (per maneuver)
W - Out of frame (per maneuver)

2 Point Penalties:
K - Knocking down the cow without having a working advantage
L - Losing a cow while boxing

3 Point Penalties:
B - Spurring in front of chin
C - Blistat 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 normal reins (except two rein) per maneuver

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

O/H Pattern (O/H): Cannot place above others who complete pattern correctly
A - Turning tail
B - Repeated blatant disobedience
C - Leaving arena before run is complete
K - Schooling horse after entering the arena prior to calling for cow
N - Failure to attempt any part of the class

Disqualification (DQ):
A - Abuse
B - Laminence
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire

RUN CONTENT
Each horse/team is scored between 5-100 points and automatically begins the run with a score of 79 points.
-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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JUDGE'S NAME (PRINTED): Mike Crumple
JUDGE'S SIGNATURE: Mike Crumple

Printed from HSW
VRH - LIMITED COW WORK (Amateur/Youth)

SHOW: Drippings Springs-SHTX  
CLASS: #56-SHTX LNPW - Ltd Non Pro Working Cow  
DATE: 06/30/2018

1 Point Penalties:  
A - Loss of working advantage  
D - Failure to drive cow passed middle marker or second drive before time expires  
P - Working out of position  
Q - Slipping rein  
V - Over-binded (per maneuver)  
W - Out of frame (per maneuver)

3 Point Penalties:  
K - Knocking down the cow without having a working advantage  
L - Losing a cow while boxing

5 Point Penalties:  
B - Spinning in front of chin  
C - Baled disobedience  
E - Use of either hand to instill fear/rage  
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 normal reins (except two rein) per maneuver

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

Diff-Pattern (DP): Cannot place above others who complete pattern correctly
A - Turning tail  
E - Repeated blatant disobedience  
H - 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 (DO):  
A - Abuse  
D - Lameness  
O - Disrespect or misconduct  
G - Illegal equipment  
F - Fall of horse/rider  
N - Improper western attire

### RUN CONTENT
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 76 points.  
- 1-1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 1 Correct, 1/2 Good, 1 Very Good, 1 1/2 Excellent

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CONTENT: 2 57 1/2 |
| 10 748 | PENALTY:  
CONTENT: +1 +1 +1 +1 +1 +1 +1 +1 +1 | PENALTY:  
CONTENT: 83 1/2 |