# Versatility Ranch Horse - Ranch Riding

### 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 lope
- Break of gait at walk or trot for more than two (2) strides

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

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### MANEUVER SCORES

Each horse/rider team is scored between 0-190 points and automatically begins the run with a score of 70 points:
- 1.0 = Extremely Poor, 1.0 - 1.9 = Poor, 2.0 - 2.9 = Fair, 3.0 - 3.9 = Good, 4.0 - 4.9 = Very Good, 5.0 = Excellent

<table>
<thead>
<tr>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Score</th>
<th>Total</th>
<th>Off Pattern</th>
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<tr>
<td>1 741</td>
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<td>1.69 OP</td>
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<td>69.5 OP</td>
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<td>-1/2 +1/2 +1/2</td>
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<td>70</td>
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</table>

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

**JUDGE'S SIGNATURE:**

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

**PATTERN**

**SHOW:** Drippings Springs-SHTX  
**CLASS:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 06/30/2016

**1 Point Penalties:**
- Over-brided (per maneuver)
- Out of frame (per maneuver)
- Toe 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 girth
- Bland 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 roman 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/riders
- Improper western attire

### MANEUVER SCORES

Each horse/riders team is scored between 0-100 points and automatically begins tie run with a score of 70 points.  
- 1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Cut-Walk</th>
<th>Trot</th>
<th>Cut-Trot</th>
<th>Lope</th>
<th>Step 100</th>
<th>Walk</th>
<th>Lope</th>
<th>Cut-Lope</th>
<th>Tie</th>
<th>Step &amp; Dash</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
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<tbody>
<tr>
<td>9</td>
<td>709</td>
<td>1/2</td>
<td>+1</td>
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<td>+1/2</td>
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<td>0</td>
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<td>+1/2</td>
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**JUDGE'S NAME (PRINTED):**  
**JUDGE'S SIGNATURE:** [Signature]

Printed from HSW
# Versatility Ranch Horse - Reining

## 1/2 Point Penalties:
- Starting a circle or entering 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

## 1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Off of lead in the circles, figure eights, or around 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 rollback
- 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

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

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

## MANEUVER SCORES

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<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Score</th>
<th>Penalty</th>
<th>Total</th>
<th>Off Pattern</th>
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<tr>
<td>1</td>
<td>647</td>
<td>65½</td>
<td>2½</td>
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</tr>
<tr>
<td>2</td>
<td>643</td>
<td>66½</td>
<td>1½</td>
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<td>3</td>
<td>69</td>
<td>71</td>
<td>7½</td>
<td>71</td>
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<tr>
<td>4</td>
<td>741</td>
<td>72½</td>
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<tr>
<td>5</td>
<td>708</td>
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<td>6</td>
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<td>1½</td>
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<td>7</td>
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<tr>
<td>8</td>
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**Judge's Name (Printed):** Frederick Gilliepie **Judge's Signature:** [Signature]

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

<table>
<thead>
<tr>
<th>1 Point Penalties:</th>
<th>5 Point Penalties:</th>
<th>Off-Pattern (OP): Cannot place above others who complete pattern correctly</th>
<th>Disqualification (DQ):</th>
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<tbody>
<tr>
<td>- Over-bridled (per maneuver)</td>
<td>- Spurring in front of cinch</td>
<td>- Breaking pattern</td>
<td>- Abuse</td>
</tr>
<tr>
<td>- Out of frame (per maneuver)</td>
<td>- Blistard disobedience</td>
<td>- Leaving arena before pattern is complete</td>
<td>- Lameness</td>
</tr>
<tr>
<td>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</td>
<td>- Use of either hand to instill fear/praise</td>
<td>- 3rd refusal</td>
<td>- Disrespect or misconduct</td>
</tr>
<tr>
<td>- Incorrect or break of gait at walk or trot for two strides or less</td>
<td>- Use of two hands (except in snaffle bit or hackamore) per maneuver</td>
<td>- Repeated blatant disobedience</td>
<td>- Illegal equipment</td>
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<tr>
<td>- Both front or hind feet in a single-stride space at a walk or trot</td>
<td>- More than one finger between split reins or any fingers between normal reins per maneuver</td>
<td>- Failure to daily and remain dallied during the drag</td>
<td>- Fall of horse/rider</td>
</tr>
<tr>
<td>- Skipping over or failing to step into required space</td>
<td>- Knocking over, stepping out of, or falling off of an obstacle</td>
<td>- Improper western attire</td>
<td>- Improper western attire</td>
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<tr>
<td>- Incorrect number of strides, if specified</td>
<td>- Dropping an object required to be carried</td>
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<tr>
<td>- One step on mount/dismount or ground tie (except shifting to balance)</td>
<td>- 1st or 2nd cumulative refusal</td>
<td></td>
<td></td>
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<tr>
<td>- Split pole in lop over</td>
<td>- Letting go of gate</td>
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<td></td>
</tr>
<tr>
<td><strong>3 Point Penalties:</strong></td>
<td>- Four or more steps on mount/dismount or ground tie</td>
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<td></td>
</tr>
<tr>
<td>- Wrong lead or out of lead</td>
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<td></td>
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<td>- Dropped reins</td>
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<tr>
<td>- Break of gait at lop</td>
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<td>- Break of gait at walk or trot for two or more strides</td>
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<td>- Two-three steps on mount/dismount or ground tie</td>
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**OBSTACLE SCORES**
Each horse/rider team is scored between 0-100 points and automatically earns 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

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<th>Tie-Breaker</th>
<th>WO</th>
<th>Obstacle Description</th>
<th>Penalty</th>
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</tbody>
</table>

**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

Printed from HSW
# VERSATILITY RANCH HORSE - TRAIL

## 1 Point Penalties:
- Over-handled (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 failing 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 loop over

## 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
- 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 Penalties:
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently caried in an unnatural manner in every maneuver)

## OBSTACLE SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 75-100: Excellent, 65-74: Very Good, 55-64: Good, 45-54: Average, 35-44: Below Average

| Tie-Breaker | Obstacle Description | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content | Penalty | Content |
|-------------|----------------------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| W/O #       |                      | 1       | 1       | 2       | 1       | 3       | 4       | 5       | 6       | 7       | 8       | 9       | 10      |         |         |         |
|             |                      | 6       | 5       | 2       | 1       | 3       | 7       | 4       | 8       |         |         |         |         |         |         |         |

## Off-Pattern (OP):
- Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain detailed during the drag

## Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rode
- Improper western attire
## VERSATILITY RANCH HORSE - RANCH COW WORK

### 1 Point Penalties:
- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse turns past cow
- P - Working out of position
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on 1st turn
- V - Over-shocked (per maneuver)
- W - Out of frame (per maneuver)

### 2 Point Penalties:
- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- R - Failure to catch 1st roping in amateur and youth classes

### 3 Point Penalties:
- E - Exhausting or overworking the cow before circling or roping
- F - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage
- R - Two-loop catch when roping in open/cowboy classes

### 6 Point Penalties:
- A - Failure to turn the cow both directions on the fence
- B - Spinning or hitting in front of cinch at any time
- 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 reins (except two reins) per maneuver
- R - Failure to catch when roping in open/cowboy classes

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

### RUN CONTENT

<table>
<thead>
<tr>
<th>WO #</th>
<th>PENALTY</th>
<th>CONTENT</th>
<th>FENCE TIMES (Form &amp; Quality)</th>
<th>ROPING</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
<th>2 POINTS</th>
<th>3 POINTS</th>
<th>5 POINTS</th>
<th>10 POINTS</th>
<th>TOTAL</th>
</tr>
</thead>
</table>
| 1 647| PENALTY | CONTENT | Ø ½-7½-1½-½-½-1½-½ | -½ ½ | -1-1-1 | 1 | 0 | 160 | 0 | 0 | 0 | 1
| 2 811| PENALTY | CONTENT | Ø ½-7½-1½-½-½-1½-½ | -½ ½ | -1-1-1 | 1 | 0 | 459 | 0 | 0 | 0 | 0
| 3 741| PENALTY | CONTENT | +½ +½ Ø ½-½-½-½-1½ | +½ ½ | +½ +½ | 1 | 0 | 76 | 0 | 0 | 0 | 0
| 4 643| PENALTY | CONTENT | Ø ½-7½-1½-½-½-1½-½ | +½ ½ | 0 0 0 0 | 1 | 0 | 139 | 0 | 0 | 0 | 0
| 5 752| PENALTY | CONTENT | +½ +½ Ø ½-½-½-½-1½ | +½ ½ | +½ +½ +½ | 1 | 0 | 75 | 0 | 0 | 0 | 0
| 6 624| PENALTY | CONTENT | +½ +½ Ø ½-½-½-½-1½ | +½ ½ | +½ +½ +½ | 1 | 0 | 73½ | 0 | 0 | 0 | 0
| 7 708| PENALTY | CONTENT | +½ +½ +½ +½ | -½ ½ | 0 | 0 | 564 | 0 | 0 | 0 | 0

### PENALTIES

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<thead>
<tr>
<th>PENALTIES</th>
<th>SCORE</th>
<th>OP</th>
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<tbody>
<tr>
<td>A - Loss of working advantage</td>
<td>160</td>
<td>0</td>
</tr>
<tr>
<td>C - Using the corner or the end of the arena to turn the cow when going down the fence</td>
<td>459</td>
<td>0</td>
</tr>
<tr>
<td>E - Exhausting or overworking the cow before circling or roping</td>
<td>76</td>
<td>0</td>
</tr>
<tr>
<td>F - Hanging up on the fence (refusing to turn)</td>
<td>139</td>
<td>0</td>
</tr>
<tr>
<td>K - Knocking down the cow without having a working advantage</td>
<td>75</td>
<td>0</td>
</tr>
<tr>
<td>R - Two-loop catch when roping in open/cowboy classes</td>
<td>73½</td>
<td>0</td>
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<tr>
<td>A - Turning tail</td>
<td>564</td>
<td>0</td>
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<tr>
<td>E - Repeated blatant disobedience</td>
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<td>0</td>
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<td>H - Leaving arena before run is complete</td>
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<td>0</td>
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<tr>
<td>I - Illegal catch at end of run</td>
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<td>0</td>
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<tr>
<td>J - Schooling after entering the arena prior to calling for cow</td>
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<tr>
<td>K - Schooling horse between cows, if new cow is awarded</td>
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<td>0</td>
</tr>
<tr>
<td>L - For each length horse turns past cow</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>P - Working out of position</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>R - Two-loop catch in amateur and youth classes</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>S - Slipping rein</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>T - Failure to drive cow past middle marker on 1st turn</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>V - Over-shocked (per maneuver)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>W - Out of frame (per maneuver)</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

### Show Information
- SHOW: Drippings Springs-SHTX
- CLASS: #19 - SHTX O WH - Open Working Cow
- DATE: 06/30/2018

### Judge's Signature
- JUDGE'S NAME (PRINTED): Mike Crumpler
- JUDGE'S SIGNATURE: Mike Crumpler

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