

VERSATILITY RANCH HORSE - RANCH RIDING

- 1 Point Penalties:**
- Over-bridled 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 Lope
 - Break of gait at Walk or trot for more than two (2) strides
- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant 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 romal 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
- DD:**
- Lameness
 - Abuse
 - Illegal equipment
 - Disrespect or misconduct
 - Improper western attire
 - Fall of horse/rider

W/O	#	MANEUVER SCORES											PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 points and automatically begins 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													
Tie-Breaker			6	5	4	7	1	8	9	2	10	3			
Maneuver Description			Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back			
1	434	PENALTY													
		CONTENT	0	0	-1/2	-1/2	-1/2	0	-1/2	-1/2	0	0		0	67 1/2
			70		69 1/2	69	68 1/2	68 1/2	68	67 1/2	67 1/2	67 1/2			
2	398	PENALTY													
		CONTENT	0	-1/2	0	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2		0	65 1/2
			70	69 1/2	69 1/2	68 1/2	68		67		66	65 1/2			
3	429	PENALTY			1									1	64
		CONTENT	0	0	-1	0	-1/2	-1/2	0	+1/2	0	-1/2			
			70		69	68	67 1/2	67	67	66 1/2	66	65			
4	497	PENALTY												0	68 1/2
		CONTENT	0	0	0	0	-1/2	0	0	-1/2	0	-1/2			
			70		70		69 1/2	69 1/2		69	69	68 1/2			
5	412	PENALTY												0	70 1/2
		CONTENT	+1/2	0	+1/2	0	0	0	0	-1/2	0	0			
			70 1/2	70 1/2	71	71	71			70 1/2	70 1/2				
6	483	PENALTY												0	73
		CONTENT	+1/2	+1/2	0	0	0	+1/2	0	+1	+1/2	0			
			71	71				71 1/2	71 1/2	72 1/2	73				
7	442	PENALTY												0	68 1/2
		CONTENT	0	0	-1/2	0	0	0	-1/2	-1/2	0	0			
			70		69 1/2				69	68 1/2					
8	482	PENALTY												0	68 1/2
		CONTENT	-1/2	0	-1	0	0	-1/2	-1/2	0	0	0			
			69 1/2	69 1/2	68 1/2	68 1/2		68	67 1/2	69 1/2					

JUDGE'S NAME (PRINTED): A Walton

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bridled 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 Lope
- Break of gait at Walk or trot for more than two (2) strides

5 Point Penalties:

- Spurring in front of cinch
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DO:

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W/O		#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
Each horse/rider team is scored between 1-100 points and automatically begins 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															
Tie-Breaker			Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back			
Maneuver Description			Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back			
9	✓	435			3								3	62	
PENALTY															
CONTENT			0	0	-1	-1	-1/2	-1/2	-1	-1/2	0	-1/2			
			70		66	65	64 1/2	64	63	62 1/2					
10	✓	392											0	69	
PENALTY															
CONTENT			0	+1/2	-1/2	0	0	0	0	-1/2	0	-1/2			
			70	70 1/2	70				70	69 1/2	69 1/2	69			
11	✓	379						1					1	71 1/2	
PENALTY															
CONTENT			+1/2	+1/2	+1/2	+1/2	0	-1/2	0	+1/2	0	+1/2			
			70 1/2	71	71 1/2	72	72	70 1/2	70 1/2	71	71				
12	✓	430				3							3	63	
PENALTY															
CONTENT			-1/2	-1/2	-1/2	-1/2	-1/2	0	-1	0	0	-1/2			
			69 1/2	69	68 1/2	65	64 1/2	64 1/2	63 1/2	63 1/2		63			
13	✓	487											0	72	
PENALTY															
CONTENT			0	+1/2	+1	0	0	0	0	0	0	+1/2			
			70	70 1/2	71 1/2	71 1/2			71 1/2			72			
14	✓	406											0	71	
PENALTY															
CONTENT			0	0	0	0	0	0	-1/2	+1/2	+1/2	+1/2			
			70			70			69 1/2	70	70 1/2	71			
15	✓	452											0	69 1/2	
PENALTY															
CONTENT			0	0	0	0	0	-1/2	0	0	0				
			70				70	69 1/2	69 1/2						
16	✓	492			3								3	64	
PENALTY															
CONTENT			0	0	-1/2	-1/2	0	0	-1/2	-1/2	-1/2	-1/2			
			70		69 1/2	69	69		68 1/2	65	64 1/2	64			

JUDGE'S NAME (PRINTED):

A Walton

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- Fall of horse/rider

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 points and automatically begins 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												
Tie-Breaker		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back			
Maneuver Description														
17	✓ 569						3					3	60	
		0	0	0	0	-1/2	0	-1/2	-1/2	0	-1/2			
		30		30		60 1/2	100 1/2	100	100 1/2		105			
18	✓ 519											0	67	
		0	0	-1/2	-1/2	-1/2	0	-1/2	-1/2	0	-1/2			
		30		100 1/2	100	60 1/2	100 1/2	100	100 1/2		67			

JUDGE'S NAME (PRINTED): A Walton

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan -- Versatility
CLASS: #41 - SHTX JTRL - Junior Trail
DATE: 09/22/2017

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 fee 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 lope <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 - 2-3 steps on dismount or ground tie 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant 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 romal 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 - 4 or more steps on dismount or ground tie 	<p>Off-Pattern (OP): <i>See explanation below others who complete pattern correctly</i></p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP			
		Each horse/rider team is scored between 1-100 points and automatically begins 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															
Tie-Breaker		1	2	3	4	5	6	7	8	9	10						
Obstacle Description		H Push Gate	SP Right	Trot Logs	Trot Ditch	Lope LL Logs	Drag Fig 8 Walk	Ex Trot L Back I	Walk Bridge, Ditch								
1	487	PENALTY													75		
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1	+1	+1							
			70 1/2	71	71 1/2	72	72	73	74	75							
2	452	PENALTY			1		1		1				3	64			
		CONTENT	0	0	-1/2	0	-1	-1	-1/2	0							
			70	70	68 1/2	68 1/2	66 1/2	65 1/2	64	64							
3	434	PENALTY												69			
		CONTENT	0	0	0	0	-1/2	-1	0	+1/2							
						70	69 1/2	68 1/2		69							
4	406	PENALTY												74 1/2			
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2							
			76 1/2	71	71 1/2	72	72 1/2	73 1/2	74								
5	435	PENALTY												73 1/2			
		CONTENT	0	+1/2	+1/2	+1/2	0	+1	+1/2	+1/2							
			70 1/2	71	71 1/2			72 1/2	73	73 1/2							
6	379	PENALTY												73 1/2			
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1	0	+1/2							
			70 1/2	71	71 1/2	72		73		73 1/2							
7	430	PENALTY							1				1	66 1/2			
		CONTENT	0	0	+1/2	0	-1/2	-1/2	-1	0							
					70 1/2		70	68 1/2	66 1/2								
8	412	PENALTY												70 1/2			
		CONTENT	+1/2	0	0	+1/2	-1/2	+1/2	-1	+1/2							
			70 1/2			71	70 1/2	71	70	70 1/2							

JUDGE'S NAME (PRINTED): _____

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VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan -- Versatility

CLASS: #41 - SHTX JTRL - Junior Trail

DATE: 09/22/2017

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 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 lope

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
- 2-3 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant 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 romal 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
- 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

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/riders

OBSTACLE SCORES

Each horse/riders team is scored between 1-100 points and automatically begins 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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker						TB3	TB1	TB2								
Obstacle Description		LH Push Gate	SP Right	Trot Logs	Trot Ditch	Lope LL Logs	Drag Fig 8 Walk	Ex Trot L, Rack L	Walk Bridge, Ditch							
9	569	PENALTY													7 1/2	
		CONTENT	0	0	+1/2	0	0	+1/2	0	+1/2						
			70	70 1/2	71	71	71	71 1/2	71 1/2							
10	398	PENALTY					3	OP						3	68 1/2	Wrong line of travel
		CONTENT	+1/2	0	+1/2	0	-1	+1/2	+1/2	+1/2						
			70 1/2	71	71	71	67	68	68	68 1/2						
11	492	PENALTY							1					1	69 1/2	
		CONTENT	+1/2	+1/2	0	0	-1	+1/2	+1/2	+1/2						
			70 1/2	71	71	71	71	70 1/2	69	69 1/2						
12	429	PENALTY					3							3	69 1/2	
		CONTENT	+1/2	+1/2	+1/2	0	-1/2	+1/2	+1/2	+1/2						
			70 1/2	71	71 1/2	71	68	68 1/2	69	69						
13	482	PENALTY						OP							71	Wrong line of travel
		CONTENT	+1/2	0	0	0	-1/2	0	+1/2	+1/2						
			70 1/2	71	71	71	70	70 1/2	71	71						
14	553	PENALTY						1						1	69 1/2	
		CONTENT	+1/2	+1/2	+1/2	0	-1	+1	-1/2	+1/2						
			70 1/2	71	71 1/2	71	69 1/2	70 1/2	69	69 1/2						
15	442	PENALTY							1					1	68	
		CONTENT	+1/2	0	0	0	-1	+1/2	-1	0						
			70 1/2	71	71	71	69 1/2	70	68	68						
16	392	PENALTY						3						3	71	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0	+1/2						
			70 1/2	71	71 1/2	72	69 1/2	70 1/2	71	71						

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan -- Versatility

CLASS: #41 - SHTX JTRL - Junior Trail

DATE: 09/22/2017

1 Point Penalties:

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- 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

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
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- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
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DQ:

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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 points and automatically begins 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												
		1	2	3	4	5	6	7	8	9	10			
Tie-Breaker						TB3	TB1	TB2						
Obstacle Description		H Push Gate	SP Right	Trot Logs	Trot Ditch	Lope LL Logs	Drag Fig 8 Walk	Ex Trot L, Back L	Walk Bridge, Ditch					
17	483							1				1	73 1/2	
18	497							OP	1			1	68 1/2	wrong 1st ref
19	519											6	62 1/2	


JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - REINING

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 (except in Level 1/Youth Reining Pattern #1) - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant 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 romal reins (except two rein) per maneuver <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Fall of horse/rider; run ends - Illegal equipment - Disrespect or misconduct - Improper western attire
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		Each horse/rider team is scored between 1-100 points and automatically begins 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												
Tie-Breaker		1	2	3	4	5	6	7	8	9	10			
Maneuver Description		2 Circles Right	2 Circles Left	Stop	3 1/2 Left	Stop	3 1/2 Right	Stop & Back						
1	497	PENALTY	1											
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	0	-1/2				1	66 1/2
			66	67 1/2		67								
2?	414	PENALTY												
		CONTENT												SCR
3	379	PENALTY												
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	0	0					68
			69	68 1/2		68								
4	435	PENALTY	1/2											
		CONTENT	-1/2	-1/2	-1	-1/2	-1	-1/2	0				3	63
			66	65	64 1/2	63 1/2	63							
5	398	PENALTY												
		CONTENT	-1	-1	-1	-1/2	-1	-1/2	-1 1/2					63 1/2
			69	68	67	66 1/2	65 1/2	65	63 1/2					
6	442	PENALTY												
		CONTENT	0	-1/2	-1	-1/2	-1	0	-1					66
			69 1/2	68 1/2	68	67								
7	395	PENALTY	2		2		1/2		1/2	2				
		CONTENT	0	-1/2	0	0	0	+1/2	-1/2				7	62 1/2
			68	67 1/2	65 1/2		65	65 1/2	62 1/2					
8	483	PENALTY	2			OP			2					
		CONTENT	0	0	0	0	0	0	0				4	66
			68											

JUDGE'S NAME (PRINTED): 

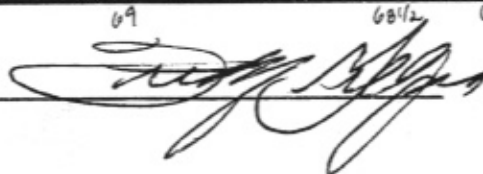
JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - REINING

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 (except in Level 1/Youth Reining Pattern #1) - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant 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 romal reins (except two rein) per maneuver <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Fall of horse/rider; run ends - Illegal equipment - Disrespect or misconduct - Improper western attire
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W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Each horse/rider team is scored between 1-100 points and automatically begins 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																
		Tie-Breaker														
		Maneuver Description														
		2 Circles Right 2 Circles Left Stop 3 1/2 Left Stop 3 1/2 Right Stop & Back														
9	519	PENALTY	1, 2, 1, 2	1, 2, 1, 2	1					1/2						
		CONTENT	-1	-1/2	-1/2	0	-1/2	-1/2	-1/2					13 1/2	53	
			63													
10	487	PENALTY		2, 4		1										
		CONTENT	+1/2	-1/2	-1/2	0	-1/2	0	-1/2					7	61 1/2	
			64 63 1/2 62 1/2 62													
11	443	PENALTY	2				1/2, OP		1/2, 2							
		CONTENT	-1	-1/2	-1/2	0	-1/2	-1/2	-1/2					5	61 1/2	X
			67 66 1/2 66 65 64 1/2 61 1/2													
12	434	PENALTY		2, 5												
		CONTENT	-1	-1	-1/2	-1/2	-1/2	-1/2	-1/2					7	58 1/2	
			60 59													
13	569	PENALTY														
		CONTENT	+1/2	0	-1/2	0	-1/2	-1/2	-1/2						68 1/2	
			70 69 1/2 69													
14	429	PENALTY	2													
		CONTENT	-1/2	0	-1/2	-1/2	0	-1/2	-1/2					2	65 1/2	
			69 1/2 67 66 1/2 66													
15	412	PENALTY	1, 2, 2													
		CONTENT	0	-1/2	-1	-1	-1	-1/2	-1					5	60	
			65 64 1/2 62 1/2 61 1/2 61													
16	392	PENALTY														
		CONTENT	-1/2	-1/2	0	0	-1/2	-1/2	0						68	
			69 68 1/2 68													

JUDGE'S NAME (PRINTED):



JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - REINING

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 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

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 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

5 Point Penalties:

- Spurring in front of cinch
- Blatant 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 romal reins (except two rein) per maneuver

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

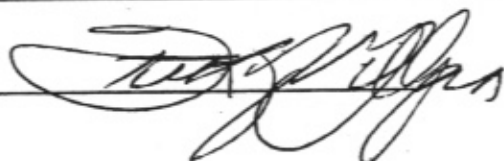
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker																
Maneuver Description		2 Circles Right	2 Circles Left	Stop	3 1/2 Left	Stop	3 1/2 Right	Stop & Back								
17	406	PENALTY			1/2									1/2	69 1/2	
		CONTENT	0	0	0	0	0	0	0	0	0	0	0			
18	430	PENALTY	2 1/2	2						1/2				6 1/2	58 1/2	
		CONTENT	-1/2	-1/2	-1	-1	-1/2	-1	-1/2		-1/2					
			63	62	61	60 1/2	59 1/2	58 1/2								
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):



JUDGE'S SIGNATURE:



VRH - LIMITED RANCH COW WORK (Amateur)

SHOW: Bryan -- Versatility
CLASS: #43 - SHTX JWCH - Junior Working Cow
DATE: 09/22/2017

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 boxing

5 Point Penalties:
B - Spurring in front of cinch
C - Blatant disobedience
E - Use of either hand to instill fear/praise
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 romal reins (except two rein) per maneuver

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

DQ:
A - Abuse
B - Lameness
D - Disrespect or misconduct
G - Illegal equipment
F - Fall of horse/rider; run ends
N - Improper western attire

W/O	#		RUN CONTENT									PENALTIES			SCORE	OP
			BOXING			DRIVE			BOXING			3 POINTS	5 POINTS	TOTAL		
			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY					
Tie-Breaker			1	7	4	2	8	5	3	9	6					
1	379	PENALTY														
		CONTENT	+1/2	0	+1/2	0	0	+1/2	-1/2	-1	0	L		3		67
2	412	PENALTY	P													
		CONTENT	-1/2	0	0	-1	-1/2	0	-1/2	0	0			1		66 1/2
3	398	PENALTY	P						A							
		CONTENT	-1	-1/2	0	-1	-1/2	0	-1	-1/2	0	L		5		60 1/2
4	395	PENALTY														
		CONTENT	0	0	0	-1	0	-1/2	+1/2	0	0					69
5	429	PENALTY														
		CONTENT	+1/2	0	0	-1/2	0	0	+1/2	0	0					70 1/2
6	492	PENALTY	P						P							
		CONTENT	-1	-1	+1	-1/2	-1/2	-1/2	-1/2	-1/2	+1	L		5		62 1/2
7	442	PENALTY														
		CONTENT	+1/2	0	0	0	0	0	+1/2	0	+1/2					71 1/2
8	392	PENALTY							A							
		CONTENT	+1/2	-1/2	0	-1/2	0	0	-1	-1/2	0			1		67

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Bryan Rogers
Printed from HSW

SHOW: Bryan -- Versatility

CLASS: #43 - SHTX JWCH - Junior Working Cow

DATE: 09/22/2017

VRH - LIMITED RANCH COW WORK (Amateur)

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 boxing

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- 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 romal reins (except two rein) per maneuver

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

- A - Turning tail
- E - 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

DQ:

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider; run ends
- N - Improper western attire

W/O	#	RUN CONTENT									PENALTIES			SCORE	OP
		Each horse/rider team is scored between 1-100 points and automatically begins 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									3 POINTS	5 POINTS	TOTAL		
		BOXING			DRIVE			BOXING							
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY							
Tie-Breaker		1	7	4	2	8	5	3	9	6					
9	497	PENALTY													
		CONTENT	+1/2	0	0	+1/2	0	+1/2	0	0	+1	L		3	69 1/2
10	380	PENALTY				A		P							
		CONTENT	0	0	0	-1	-1/2	0	-1	-1/2	0	L		5	62
11	406	PENALTY						A						1	72
		CONTENT	+1	+1/2	+1/2	+1/2	0	0	0	0	+1/2				
12	483	PENALTY						A							
		CONTENT	0	-1/2	+1/2	+1/2	0	+1/2	-1/2	-1/2	+1/2	L		4	66 1/2
13	414	PENALTY													
		CONTENT													
14	487	PENALTY													
		CONTENT	+1/2	+1/2	0	0	0	0	+1/2	+1/2	+1	L		3	70
15	434	PENALTY						A						1	68 1/2
		CONTENT	-1/2	-1/2	+1/2	+1/2	0	0	-1/2	-1/2	+1/2				
16	443	PENALTY													
		CONTENT	+1/2	0	+1/2	0	0	0	+1/2	0	+1/2	L		3	69

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Bozo Rogien

SHOW: Bryan -- Versatility

CLASS: #43 - SHTX JWCH - Junior Working Cow

DATE: 09/22/2017

VRH - LIMITED RANCH COW WORK (Amateur)

<p><u>1 Point Penalties:</u> A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p><u>3 Point Penalties:</u> K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p><u>5 Point Penalties:</u> B - Spurring in front of cinch C - Blatant disobedience E - Use of either hand to instill fear/praise 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 romal reins (except two rein) per maneuver</p>	<p><u>Off-Pattern (OP):</u> Cannot place above others who complete pattern correctly A - Turning tail E - 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</p> <p><u>DQ:</u> A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/rider; run ends N - Improper western attire</p>
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W/O	#	RUN CONTENT									PENALTIES			SCORE	OP
		Each horse/rider team is scored between 1-100 points and automatically begins 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									3 POINTS	5 POINTS	TOTAL		
		BOXING			DRIVE			BOXING							
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY							
		Tie-Breaker													
		1	7	4	2	8	5	3	9	6					
17	569	PENALTY													
		CONTENT	-1/2	-1/2	0	-1	-1/2	+1/2	-1/2	-1/2	0	4		4	63
18	430	PENALTY							A						
		CONTENT	+1/2	0	0	0	0	0	-1/2	0	0			1	69
19	435	PENALTY		A						A					
		CONTENT	-1/2	-1/2	0	0	0	0	-1/2	-1/2	0			2	66
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Boyd Rogien
Printed from HSW