

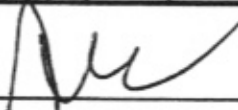
SHOW: Bryan - Versatility
CLASS: #10 - SHTX OPLS - Open Pleasure
DATE: 09/22/2017

VERSATILITY RANCH HORSE - RANCH RIDING

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <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 <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 - 1st or 2nd cumulative refusal 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience <p>DO:</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	#	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	✓ 466	PENALTY													
		CONTENT	0	0	0	0	0	0	-1/2	-1/2	-1/2	0		0	68 1/2
			70				70		68 1/2	69	68 1/2				
2	✓ 403	PENALTY													
		CONTENT	0	0	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2		0	72 1/2
			70				70 1/2	70 1/2	71	71 1/2	72	72 1/2			
3	✓ 572	PENALTY													
		CONTENT	+1/2	0	0	0	0	0	-1/2	0	0	-1/2		0	69 1/2
			70 1/2	70 1/2					70	70		69 1/2			
4	✓ 530	PENALTY													
		CONTENT	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0		0	73
			70 1/2	70 1/2		71	71 1/2	72	72 1/2	72 1/2	73				
5	✓ 521	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	0	-1/2	0	0	0	0	+1/2		0	71 1/2
			70 1/2	71	71 1/2	71 1/2	71	71				71 1/2			
6	570	PENALTY	Disqualified												
		CONTENT													
7	✓ 571	PENALTY													
		CONTENT	+1/2	0	+1/2	0	0	+1/2	-1/2	+1/2	+1/2	0		0	72
			70 1/2		71	71		71 1/2	71	71 1/2	72	72			
8	✓ 532	PENALTY				3									
		CONTENT	+1/2	0	+1/2	-1/2	0	0	-1/2	0	0	0		3	67
			70 1/2	70 1/2	71	68 1/2			67						

JUDGE'S NAME (PRINTED): A Walton

JUDGE'S SIGNATURE: 

SHOW: Bryan -- Versatility
CLASS: #10 - SHTX OPLS - Open Pleasure
DATE: 09/22/2017

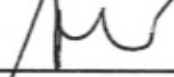
VERSATILITY RANCH HORSE - RANCH RIDING

- 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
- DQ:**
- 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			
9	489	DNR												
10	552	0	0	-1/2	0	0	0	0	0	-1/2	-1/2	1	67 1/2	
		70		69 1/2		70				68	67 1/2			
11	382	0	0	-1/2	+1/2	0	0	0	0	0	-1	0	69	
		70		69 1/2	70	70					69			
12	483	+1/2	+1/2	0	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	73 1/2	
		70 1/2	71	71		71 1/2	72	72	71 1/2	73	73 1/2			
13	533	DNR												
14	376	0	0	0	-1/2	-1/2	0	0	0	0	+1/2	0	69 1/2	
		70		70	69 1/2	69	69		69		69 1/2			
15	418	0	0	3	-1/2	0	-1/2	0	0	0	-1/2	-1/2	3	65
		70		69 1/2	69 1/2	69	69				65 1/2	65		
16	402	0	0	-1/2	+1/2	0	0	0	0	0	0	0	70	
		70		69 1/2	70									

JUDGE'S NAME (PRINTED): A Walton

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan -- Versatility
CLASS: #13 - SHTX OTRL - Open 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

DO:

- 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													
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, Rack L	Walk Bridge, Ditch						
1	403	PENALTY					11					2	72 1/2		
		CONTENT	+1/2	+1/2	0	+1/2	0	+1	+1	+1					
		71		69 1/2			71 1/2								
2	376	PENALTY			1				11	5		8	62 1/2		
		CONTENT	+1/2	+1/2	0	+1/2	-1/2	+1/2	0	-1					
		71		70		70		68 1/2		62 1/2					
3	402	PENALTY					3		11			5	67 1/2		
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1	+1	-1/2	+1					
		71		72			68		69		66 1/2				
4	572	PENALTY					111					3	71		
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	+1	+1/2	+1					
		71		72			68 1/2		69 1/2		70				
5	586	PENALTY													
		CONTENT													
7	483	PENALTY					3		1			4	69 1/2		
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1	+1	+1/2	+1					
		71		72			68		69		68 1/2				
8	382	PENALTY							1				73		
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	-1/2	+1					

73 1/2 72

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan -- Versatility

CLASS: #13 - SHTX OTRL - Open 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/rider

OBSTACLE SCORES

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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker																
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							
Scratch 9	570	PENALTY														
		CONTENT														
10	571	PENALTY							1 1 1	1						
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1	-1	+1/2						4
			71		72		73		69		68 1/2					
11	466	PENALTY					1		1 1 1 1							
		CONTENT	+1/2	+1/2	0	+1/2	-1/2	-1	-1	0						5
			71		70		69		64							
12	532	PENALTY		1					1							
		CONTENT	+1/2	0	+1/2	+1/2	0	+1	+1/2	+1						2
			70		70 1/2		71 1/2		71							
13	521	PENALTY														
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1	+1	+1						76
			71		72		73		74		75		76			
14	418	PENALTY														
		CONTENT														
15	552	PENALTY			1		1		1							
		CONTENT	+1/2	0	-1/2	0	-1/2	+1	0	+1						3
			69		67 1/2		68 1/2		67 1/2							
16	530	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2						75
			71		72		73 1/2		74 1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *J. R. [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		1	2	3	4	5	6	7									
Maneuver Description		2 Circles Right	2 Circles Left	Stop	3 1/2 Left	Stop	3 1/2 Right	Stop & Back									
1	376	PENALTY					1/2							1/2	69 1/2		
		CONTENT	0	0	0	0	0	0	0	0	0	0	0				
2	521	PENALTY													71		
		CONTENT	-1/2	0	+1/2	0	+1/2	+1/2	0								
					70			71									
3	413	PENALTY						OP	2					2	64	XX	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0								
					69		68	67 1/2	66								
4	402	PENALTY													70		
		CONTENT	0	0	+1/2	-1/2	0	-1/2	+1/2								
							70		69 1/2								
5	552	PENALTY	2											2	67 1/2		
		CONTENT	0	0	-1/2	0	0	0	0								
					68		69 1/2										
6	533	PENALTY													69		
		CONTENT	0	0	-1/2	0	0	0	-1/2								
7	418	PENALTY				1/2				2							
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	0	-1					2 1/2	64 1/2		
					68 1/2	68		69 1/2									
8	447	PENALTY															
		CONTENT				S	C	R	A	T	C				S	C	R

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

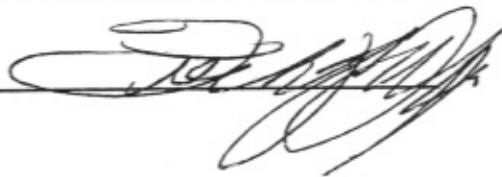
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
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DO:

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

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		1	2	3	4	5	6	7								
Maneuver Description		2 Circles Right	2 Circles Left	Stop	3 1/2 Left	Stop	3 1/2 Right	Stop & Back								
9	572 ✓	PENALTY													71	
		CONTENT	0	0	0	+1/2	0	+1/2	0							
10	554 ✓	PENALTY		2	2	OP		OP	2					6	62 1/2	XX
		CONTENT	-1/2	-1/2	-1/2	0	0	0	0							
11?	519	PENALTY													SCR	
		CONTENT														
12	403 ✓	PENALTY	2	2										4	67	
		CONTENT	0	-1/2	+1/2	0	+1/2	0	+1/2							
13	532 ✓	PENALTY													69	
		CONTENT	0	0	-1/2	0	0	0	-1/2							
14	431 ✓	PENALTY		2, 2										4	65	
		CONTENT	0	-1/2	0	-1/2	0	0	0							
15	466 ✓	PENALTY													68 1/2	
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2							
16	401 ✓	PENALTY													69 1/2	
		CONTENT	0	0	-1/2	0	0	0	0							

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
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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	#	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		1	2	3	4	5	6	7								
Maneuver Description		2 Circles Right	2 Circles Left	Stop	3 1/2 Left	Stop	3 1/2 Right	Stop & Back								
17	571 ✓	PENALTY 1,2												3	67	
		CONTENT -1/2	0	0	0	+1/2	0	0								
			66 1/2			67										
18	489	PENALTY														
		CONTENT	SCRATCH											SCR		
19	530 ✓	PENALTY														
		CONTENT	0	0	+1/2	0	+1/2	+1/2	0						71 1/2	
							71	71 1/2								
20	570 ✓	PENALTY														
		CONTENT	0	0	-1/2	0	0	-1/2	-1/2						68 1/2	
21	483 ✓	PENALTY		1				1/2								
		CONTENT	+1/2	0	0	0	-1/2	0	0					11 1/2	68 1/2	
			70 1/2	69 1/2			69	68 1/2								
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):



JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Bryan -- Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 09/22/2017

- 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 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 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
C - Failure to catch

- 3 Point Penalties:**
E - Exhausting 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 the cow both directions on the fence
B - Spurring or hitting in front of cinch at any time
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
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 - Fall of horse/rider
- ✓ = ∅

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										2 POINTS	3 POINTS	5 POINTS	TOTAL				
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY							EYE APPEAL	
L	R	L	R	TRACK & RATE	STOP & HOLD														
		Tie-Breaker	8	7	1	11	5	6	4	3	2	9	10						
1	403	PENALTY												A					66 1/2
		CONTENT	0	-1/2	+1/2	-1/2			0	0	-1/2	0	-1/2						
2	533	PENALTY																	69
		CONTENT	0	0	-1/2	-1/2	0	0			0	0	0						
3	418	PENALTY																	
		CONTENT																	
4	532	PENALTY																	73
		CONTENT	0	+1/2	+1/2	0			+1	0	+1/2	0	+1/2						
5	401	PENALTY																	70 1/2
		CONTENT	0	0	+1/2	0	-1/2	0			0	+1/2	0						
6	376	PENALTY																	72 1/2
		CONTENT	-1/2	+1/2	+1	+1	0	0			0	+1/2	0						
7	571	PENALTY																	72
		CONTENT	0	0	+1	+1/2	0	0			0	+1/2	0						
8	530	PENALTY																	71
		CONTENT	0	+1/2	0	0			0	0	+1/2	0	0						

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Bryon Kogen*
Printed from HSW

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Bryan -- Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 09/22/2017

- 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 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 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
C - Failure to catch

- 3 Point Penalties:**
E - Exhausting 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 the cow both directions on the fence
B - Spurring or hitting in front of cinch at any time
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
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 - Fall of horse/rider

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										2 POINTS	3 POINTS	5 POINTS	TOTAL				
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY							EYE APPEAL	
L	R	L	R	TRACK & RATE	STOP & HOLD														
		Tie-Breaker	8	7	1	11	5	6	4	3	2	9	10						
9	447	PENALTY																	
		CONTENT																	
10	519	PENALTY																	
		CONTENT																	
11	413	PENALTY	1A		1A									A		C	13	51	OP
		CONTENT	-1	-1	-1					-1/2	0	-1/2		A					
12	572	PENALTY																	72 1/2
		CONTENT	0	+1/2	+1	+1/2	0	+1/2		0	0	0							
13	570	PENALTY			1A														1 69
		CONTENT	0	0	0	0	0	0		0	0	0							
14	554	PENALTY			1A									AA					9 52 1/2 A
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2		-1/2	0	-1/2		A					17.5
15	521	PENALTY																	71 1/2
		CONTENT	0	0	+1	0			-1/2	+1/2	+1/2	0	0						
16	466	PENALTY	1A		1A														63 1/2
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	-1/2		-1/2	0	-1/2							

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Bozo Rogan*
Printed from HSW

SHOW: Bryan -- Versatility
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 09/22/2017

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 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 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
C - Failure to catch

3 Point Penalties:
E - Exhausting 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 the cow both directions on the fence
B - Spurring or hitting in front of cinch at any time
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
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

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

W/O	#	RUN CONTENT											PENALTIES				SCORE	OP
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	TOTAL		
				L	R	L	R	TRACK & RATE	STOP & HOLD									
Tie-Breaker		8	7	1	11	5	6	4	3	2	9	10						
17	489																	
		PENALTY																
		CONTENT																
18	552																	73
		PENALTY																
		CONTENT	0	+1/2	+1	+1/2	0	0		+1/2	+1/2	0						
19	406																	66
		PENALTY																
		CONTENT	0	0	-1/2	+1/2			0	-1/2	-1/2	0	0					
20	483																	61
		PENALTY	1A															
		CONTENT	-1	-1/2	-1	-1	0	-1/2		-1	0	-1						
21	402																	75
		PENALTY																
		CONTENT	0	+1/2	+1/2	+1			+1	+1	+1/2	0	+1/2					
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____