

**SHOW:** Bryan Kick Off Classic-Versatility  
**CLASS:** #73-SHTX VWCH - Novice Working Cow  
**DATE:** 03/02/2019

**NOVICE/YOUTH COW WORK**

**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
- D- Use of either hand to irritate fear-praise
- H- Use of two hands (except in snaffle bit or hackamore) per maneuver
- F- 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
- B- Repeated blatant disobedience
- C- 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
- H- Use of two hands (except in snaffle bit or hackamore)
- M- More than one finger between split reins or any fingers between romal reins (except two rein)

**DC:**

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H- Leaving arena before run is complete
- I- Fall horse/rider, run ends; credit will be given for work done

W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES						NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
Tie-Breakers >													
		4	7	6	5	8	3	2	1				
1	893	-1	∅	-1/2	-1/2	∅	A	L			5	63	
2	775	∅	∅	-1/2	∅	∅						69 1/2	
3	935	+1/2	∅	∅	∅	∅						70 1/2	
4	925	+1/2	∅	∅	+1/2	∅						71	
5	482	-1	∅	∅	∅	∅	A	L			4	65	
6	900	-1	∅	-1/2	∅	∅	A	LL			7	61 1/2	
7	833	+1/2	∅	+1/2	+1/2	+1/2	P				1	71	
8	783	-1	∅	∅	+1/2	+1/2	AAA	L			6	64	
9	779	-1/2	∅	-1/2	∅	∅	A				1	68	
10	751	+1/2	∅	∅	∅	+1/2						71	

JUDGE'S SIGNATURE:

*Sarah E. Clifford*

*MSF*

**SHOW:** Bryan Kick Off Classic-Versatility

**CLASS:** #73 - SHTX VWCH - Novice Working Cow

**DATE:** 03/02/2019

**NOVICE/YOUTH COW WORK**

**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
- D- Use of either hand to instill fear/prise
- H- Use of two hands (except in snaffle bit or hackamore) per maneuver
- F- 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
- B- Repeated blatant disobedience
- C- 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
- H- Use of two hands (except in snaffle bit or hackamore)
- M- More than one finger between split reins or any fingers between romal reins (except two rein)

**DD:**

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H- Leaving arena before run is complete
- I- Fall horse/holder, run ends; credit will be given for work done

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP		
		BOXING MANEUVERS					PENALTIES									
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS	NOTES						
Tie-Breakers >																
	873															
12	789	∅	∅	-1/2	∅	∅	AAA						3	66 1/2		
13	909	∅	∅	∅	∅	∅	A						1	69	B.	
14	836	-1	∅	∅	-1/2	∅	AAAA APA						7	61 1/2		
15	460	-1/2	∅	-1	∅	∅	A						1	67 1/2		
16	485						AAA	L						-	T/O	
17	835	+1	∅	+1/2	+1/2	+1/2	A						1	71 1/2		
18	895	∅	∅	-1	-1/2	∅								68 1/2		
19	834	-1/2	∅	∅	∅	∅	A						1	68 1/2		
20	803	-1	∅	-1	-1/2	∅	APP						3	64 1/2		

JUDGE'S SIGNATURE:

*Sarah E. Lyford*



**SHOW:** Bryan Kick Off Classic-Versatility  
**CLASS:** #73-SHTXVWCH - Novice Working Cow  
**DATE:** 03/02/2019

## NOVICE/YOUTH COW WORK

- 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
  - D- Use of either hand to instill fear/praise
  - H- Use of two hands (except in snaffle bit or hackamore) per maneuver
  - F- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver
- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
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  - B- Repeated blatant disobedience
  - C- 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
  - H- Use of two hands (except in snaffle bit or hackamore)
  - M- More than one finger between split reins or any fingers between normal reins (except two rein)
- DQ:**
- A- Abuse
  - B- Lameness
  - D- Disrespect or misconduct
  - G- Illegal equipment
  - M- Improper western attire
  - H- Leaving arena before run is complete
  - I- Fall horse/ rider; run ends; credit will be given for work done

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
Each horse/rider team is scored between 0-100 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															
<b>Tie-Breakers &gt;</b>															
21	758	-1 1/2	∅	-1 1/2	-1	-1 1/2		L	H				8	56 1/2	A
22	897														
23	849	-1/2	∅	-1	∅	∅	H						1	67 1/2	
24	780	-1/2	∅	-1	∅	∅	AAAA						4	64 1/2	
25	911	+1/2	∅	-1/2	+1/2	∅	H						1	69 1/2	
26	809	-1/2	∅	∅	∅	∅	AA	L					5	64 1/2	
27	753	-1 1/2	∅	-1	-1/2	∅	AAAA AAAA						8	59	
28	853	-1	∅	-1/2	∅	∅	APP		C				8	60 1/2	
29	998	-1	∅	-1	-1	∅	AAAA A						5	62	
30	852	-1	∅	-1 1/2	-1/2	∅	A	L					4	63	

JUDGE'S SIGNATURE: \_\_\_\_\_

*Sarah E. Pizzard*

*ma*



**SHOW:** Bryan Kick Off Classic-Versatility

**CLASS:** #73 - SHTX VWCH - Novice Working Cow

**DATE:** 03/02/2019

**NOVICE/YOUTH COW WORK**

**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
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- H- Use of two hands (except in snaffle bit or hackamore) per maneuver
- F- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

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

- A- Turning tail
- B- Repeated blatant disobedience
- C- Schooling after entering the arena prior to calling for cow
- K- Schooling horse between cows, if new cow is awarded
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- M- More than one finger between split reins or any fingers between romal reins (except two rein)

**DO:**

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
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- I- Fall horse/rider, run ends; credit will be given for work done

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
Each horse/rider team is scored between 0-100 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															
<b>Tie-Breakers &gt;</b>															
31	920	-1 1/2	∅	-1	-1	-1	AA	L					5	60 1/2	
32	947	-1/2	∅	-1	-1	-1	AAA						3	63 1/2	
33	944	∅	∅	-1/2	-1	-1/2	A						1	67	
34	959	-1 1/2	∅	-1 1/2	-1 1/2	-1 1/2	AA			C			7	57	
35	488	-1/2	∅	-1 1/2	∅	∅	AAA						3	65	
36	484	-1 1/2	∅	-1 1/2	+1/2	∅	AA	L					5	63 1/2	
37	462	∅	∅	∅	∅	∅	A						1	69	
38	814	-1	∅	-1/2	+1/2	∅	AP						2	67	
39	795	-1	∅	-1 1/2	∅	∅	H						1	60 1/2	
40	943	-1 1/2	∅	-1 1/2	-1	-1	AA	LL					8	57	

JUDGE'S SIGNATURE:

*Sarah E. Clifford*



<b>SHOW:</b>	Bryan Kick Off Classic-Versatility
<b>CLASS:</b>	#73 - SHTX VWCH - Novice Working Cow
<b>DATE:</b>	03/02/2019

### NOVICE/YOUTH COW WORK

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- A- Loss of working advantage</li> <li>- P- Working out of position</li> <li>- S- Slipping rein</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- K- Knocking down the cow without having a working advantage</li> <li>- L- Losing a cow while boxing</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- B- Spurring in front of cinch</li> <li>- C- Blatant disobedience</li> <li>- D- Use of either hand to instill fear/praise</li> <li>- H- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- F- More than one finger between split reins or any fingers between roma reins (except two rein) per maneuver</li> </ul>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- A- Turning tail</li> <li>- B- Repeated blatant disobedience</li> <li>- C- Schooling after entering the arena prior to calling for cow</li> <li>- K- Schooling horse between cows, if new cow is awarded</li> <li>- N- Failure to attempt any part of the class</li> <li>- H- Use of two hands (except in snaffle bit or hackamore)</li> <li>- M- More than one finger between split reins or any fingers between roma reins (except two rein)</li> </ul> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- A- Abuse</li> <li>- B- Lameness</li> <li>- D- Disrespect or misconduct</li> <li>- G- Illegal equipment</li> <li>- M- Improper western attire</li> <li>- H- Leaving arena before run is complete</li> <li>- I- Fall horse/rider, run ends; credit will be given for work done</li> </ul>
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W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP
		BOXING MANEUVERS					PENALTIES			NOTES				
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS					
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<b>Tie-Breakers &gt;</b>														
41	785	-1	∅	-1/2	-1/2	∅	HA					2	66	
42	774	-1/2	∅	-1/2	-1/2	∅	A					1	67 1/2	
43	915	-1 1/2	∅	-1	∅	∅	APAP APAP					9	58 1/2	
44	932	-1	∅	∅	∅	∅	HA	L.				6	63	
45	461	+1/2	∅	+1/2	+1/2	+1/2							72	
46	483	-1/2	-1/2	-1	-1	-1/2							66 1/2	
47	463	+1/2	∅	+1/2	+1/2	∅	A					1	70 1/2	
48	802	+1/2	∅	∅	+1/2	∅	A					1	70	
49	464	+1/2	∅	-1	∅	∅							69 1/2	
50	791	+1/2	∅	+1/2	+1/2	∅							71 1/2	

JUDGE'S SIGNATURE:

*Sarah E. Pifford*



**SHOW:** Bryan Kick Off Classic-Versatility  
**CLASS:** #73 - SHTX VWCH - Novice Working Cow  
**DATE:** 03/02/2019

## NOVICE/YOUTH COW WORK

**1 Point Penalties:**

- A- Loss of working advantage
- P- Working out of position
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**3 Point Penalties:**

- K- Knocking down the cow without having a working advantage
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**5 Point Penalties:**

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- D- Use of either hand to instill fear/praise
- H- Use of two hands (except in snaffle bit or hackamore) per maneuver
- F- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

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**DC:**

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H- Leaving arena before run is complete
- I- Fall horse/riders, sun ends; credit will be given for work done

W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES						NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
Each horse/riders team is scored between 0-100 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													
<b>Tie-Breakers &gt;</b>													
51	870	-1	∅	-1	-1/2	0	A				1	66 1/2	
52	768	-1/2	∅	-1/2	+1/2	∅	AA				2	67 1/2	
53	804	∅	d	∅	∅	∅						70	
54	840	-1/2	∅	∅	∅	∅	APAP	L			7	62 1/2	
55	839	-1	∅	-1/2	∅	∅	APPA	L			6	62 1/2	
56	447	-1/2	∅	-1	∅	∅						68 1/2	
57	491	-1/2	∅	∅	∅	∅	A				1	68 1/2	

JUDGE'S SIGNATURE: \_\_\_\_\_

*Sarah P. Clifford*

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**SHOW:** Great Kick Off Classic-Versatility  
**CLASS:** #72 - SHTX VRNN - Novice Reining  
**DATE:** 03/02/2019

**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
- 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
- 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

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

**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
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DO):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 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		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead Change	Stop & Back							
1	484	PENALTY			1/2		1/2	2						3	64	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2						
2	462	PENALTY						1/2						3	65 1/2	
		CONTENT	0	-1/2	0	0	0	0	-1	0						
3	998	PENALTY	2		2			2	2, 1/2					11	51 1/2	✓
		CONTENT	-1/2	(-1/2)	-1/2	-1/2	-1/2	-1	-1/2	-1/2						
4	751	PENALTY													71 1/2	
		CONTENT	+1/2	+1/2	0	+1/2	0	+1/2	0	-1/2						
5	795	PENALTY			1/2			2	2	1, 1				6 1/2	57	
		CONTENT	-1/2	-1	-1	-1	-1/2	-1	-1/2	-1						
6	461	PENALTY				1/2								1/2	67	
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	0	0	-1/2						
7	460	PENALTY						1, 1, 2						4	61	✓
		CONTENT	0	-1/2	-1/2	(-1 1/2)	-1/2	-1	0	-1						
8	935	PENALTY		1	1/2	1/2								2	69	
		CONTENT	+1/2	-1/2	0	+1/2	+1/2	0	0	0						

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE:   
Printed from HSW

**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
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**

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- Out of frame (per maneuver)
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- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

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- Break of gait
- Freeze up in spins or rollbacks
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- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
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- Use of two hands (except in snaffle bit or hackamore)
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- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 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		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead	Stop & Back							
9	803	PENALTY	2			2	1/2, 1, 1, 1, 1		1, 1, 1				12 1/2	49 1/2		
		CONTENT	-1	-1	-1/2	-1/2	-1	-1	-1	-1						
10	814	PENALTY													67	
		CONTENT	0	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2						
11	895	PENALTY	2, 2		5, 5	5	5, 2							26	(33)	✓
		CONTENT	-1	(-1)	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2					
12	944	PENALTY						2, 2	2	2				8	(55)	✓
		CONTENT	-1/2	-1	-1/2	(-1/2)	-1	-1/2	-1	-1						
13	464	PENALTY													7 1/2	
		CONTENT	+1/2	+1/2	0	0	0	0	0	+1/2						
14	779	PENALTY					1/2		1, 1, 1, 2					5 1/2	(59)	✓
		CONTENT	-1/2	-1/2	-1	0	-1/2	(-1/2)	-1	-1/2						
<del>15</del>	941	PENALTY														
		CONTENT														
16	943	PENALTY			1/2	1/2	2	2		2				7	59	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2					
				69	68	67	64 1/2	62	61 1/2	59						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 





**SHOW:** Bryan Kick Off Classic-Versatility

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 03/02/2019

**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
- 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
- Stopping 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 or 1/2 length of arena

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

**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
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between normal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

**MANUEVER SCORES**

Each horse/rider team is scored between 0-100 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	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
		<b>Tie-Breaker</b>	1	3	2	4	5	6	7	8							
		<b>Maneuver Description</b>	Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead	Stop & Back							
17	911	PENALTY				1/2											
		CONTENT	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2					1/2	72 1/2	
18	947	PENALTY								1,1,1							
		CONTENT	-1/2	-1/2	-1	(-1 1/2)	-1/2	0	0	-1					3	(62)	✓
19	849	PENALTY						1,1,2,2									
		CONTENT	0	0	-1/2	-1/2	-1/2	-1	0	0					6	61 1/2	
20	915	PENALTY															
		CONTENT	+1/2	0	0	+1/2	0	+1/2	0	+1/2						72	
21	785	PENALTY	2				2	2	2								
		CONTENT	-1	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2					8	57	
22	775	PENALTY				1/2		1/2,2	2	2							
		CONTENT	-1/2	-1	-1/2	-1	-1/2	-1	-1/2	-1/2					7	57 1/2	
23	774	PENALTY								1							
		CONTENT	-1/2	0	0	(-1 1/2)	-1/2	0	-1/2	-1/2					(65 1/2)	✓	
24	463	PENALTY															
		CONTENT	+1/2	0	0	+1/2	0	+1/2	+1/2	0						72	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





**SHOW:** Bryan Kick Off Classic-Versatility

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 03/02/2019

**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
- 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
- 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

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to inflame/tease/praise

**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
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider spins is scored between 0-100 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		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left	Stop & Back							
33	870	PENALTY						2					2	67		
		CONTENT	-1/2	0	0	0	0	0	-1/2	0						
34	835	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2				73 1/2		
35	453	PENALTY						1, 2, 2						5	60	
		CONTENT	-1/2	-1/2	-1	-1/2	-1/2	-1	-1/2	-1/2						
36	893	PENALTY			1/2					1				1 1/2	64 1/2	✓
		CONTENT	-1/2	(-1/2)	-1	-1/2	0	0	0	-1/2						
37	840	PENALTY						1/2, 2		1						
		CONTENT	0	-1/2	-1/2	-1	-1/2	-1	-1/2	-1/2					62	
38	768	PENALTY	2						1, 2, 2	2, 1, 2, 2					49 1/2	
		CONTENT	-1	-1	-1/2	-1/2	-1/2	-1	-1	-1						
39	753	PENALTY	2						2	2						
		CONTENT	-1/2	+1/2	-1	0	-1/2	-1/2	-1/2	-1/2				6	61	
40	834	PENALTY								1						
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	0	0	0				1	66	

68 1/2 68 67 1/2 67

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**SHOW:** Bryan Kick Off Classic-Versatility

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 03/02/2019

**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
- 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
- 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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**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to inflat fear/praise

**10 Point Penalty:**

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

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- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DO):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
		1	2	3	4	5	6	7	8	9	10							
		Each horse/rider team is scored between 0-100 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																
		<b>Tie-Breaker</b>																
		<b>Manuever Description</b>																
		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Rock	2 Circles Right Lead	2 Circles Left Lead Change	Stop & Back									
41	836	PENALTY		1/2	2			1/2, 2	2						7	56 1/2		
		CONTENT	-1	-1/2	-1	-1/2	-1 1/2	-1	-1/2	-1/2								
42	758	PENALTY			1/2											1/2	62 1/2	✓
		CONTENT	-1/2	-1	-1 1/2	(-1 1/2)	-1/2	-1/2	-1/2	-1/2	-1							
44	791	PENALTY							5, 1							6	61 1/2	
		CONTENT	0	0	-1/2	-1/2	-1/2	0	-1	0								
45	900	PENALTY						2	2							4	61 1/2	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1	-1	-1/2								
46	804	PENALTY				1/2		1/2		1, 1						3	62	
		CONTENT	0	-1	-1/2	-1/2	-1/2	-1	-1/2	-1								
47	476	PENALTY						2		1						3	61	
		CONTENT	-1	-1	-1	-1	-1/2	-1/2	-1/2	-1/2								
48	932	PENALTY						1/2								1/2	72	
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2							
49	485	PENALTY						1, 2, 2	2							7	55 1/2	✓
		CONTENT	-1/2	-1	-1	(-1 1/2)	-1/2	-1	-1	-1								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**SHOW:** Bryan Kick Off Classic-Versatility

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 03/02/2019

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

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- Out of frame (per maneuver)
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- 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
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**Disqualification (DO):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

**MANUEVER SCORES**

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

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
<b>Tie-Breaker</b>		1	3	2	4	5	6	7	8	9	10					
<b>Maneuver Description</b>		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead	Slop & Back	Lead Change						
50	925	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2						73 1/2
51	780	PENALTY		1/2	1/2	55			5							
		CONTENT	-1	-1/2	-1/2	-1	-1 1/2	-1/2	-1	-1					16	47
52	488	PENALTY														
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	+1/2	+1/2	0						69
53	959	PENALTY	2		2	2	2	2, 5, 2, 5	2							
		CONTENT	-1	-1	-1	(-1 1/2)	-1	-1 1/2	-1	-1					25	(56) ✓
54	447	PENALTY							1, 1, 2							
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	-1	-1					5	58 1/2
55	483	PENALTY								1, 2						
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	0	0	-1					3	64
56	852	PENALTY						1, 2, 2	2							
		CONTENT	-1/2	-1/2	-1/2	(-1 1/2)	-1/2	-1	-1/2	-1					7	(57) ✓
57	833	PENALTY				2										
		CONTENT	+1/2	+1/2	0	-1 1/2	(-1 1/2)	-1/2	0	+1/2					2	(66) ✓

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*[Handwritten Signature]*



**SHOW:** Bryan Kick Off Classic-Versatility

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 03/02/2019

**VERSATILITY RANCH HORSE - REINING**

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**Disqualification (DO):**

- Abuse
- Lameress
- Disrespect or misconduct
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- Improper western attire
- Leaving arena before pattern is complete

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		Each horse/rider team is scored between 0-100 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		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead Change	Stop & Back								
58	783	PENALTY							2				2	67			
		CONTENT	0	0	-1/2	0	-1/2	+1/2	0	-1/2							
59	909	PENALTY							2								
		CONTENT	0	0	-1/2	-1/2	-1	-1/2	0	0			2	65 1/2			
60	897	PENALTY				1/2											
		CONTENT	-1/2	-1	-1/2	-1/2	-1 1/2	-1/2	-1/2	0			1/2	64 1/2			
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*[Handwritten Signature]*  
Printed from HSW