



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		Circle	left	1 st stop	left	2 nd stop	Right	S+B									
1	653	PENALTY															
		CONTENT	-1/2	-1/2	-1	(-1/2)	-1	-1/2	-1/2							65.5	1
2	632	PENALTY	4	2												8	50
		CONTENT	-1	-1/2	-1	-1	-1/2	-1	-1								
3	811	PENALTY	1	2													
		CONTENT	+1/2	0	-1/2	0	-1/2	(-1)	0							3	65.5
4	763	PENALTY	2	2													
		CONTENT	-1/2	0	-1	-1/2	-1	-1/2	-1							4	61.5
5	827	PENALTY	1/2					1/2									
		CONTENT	+1/2	+1/2	0	+1/2	-1/2	0	0							1	70
6	800	PENALTY	1	1													
		CONTENT	0	-1/2	0	-1/2	+1/2	0	+1/2							2	68
7	746	PENALTY															
		CONTENT	0	0	-1/2	-1/2	-1/2	+1/2	-1/2								68.5
8	738	PENALTY															
		CONTENT	0	0	0	0	0	0	+1/2								70.5

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE



SHOW: World Show #1

CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 10/25/2019

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

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WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
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		Tie-Breaker															
		Maneuver Description															
9	794	PENALTY	2	2		⊖		⊖									
		CONTENT	-1/2	0	-1	⊖	-1	⊖	-1/2						4	61	2
10	799	PENALTY															
		CONTENT	0	0	0	0	+1/2	0	0								70.5
11	630	PENALTY															
		CONTENT	0	0	-1/2	-1/2	0	-1/2	+1/2								69
12	735	PENALTY															
		CONTENT	-1/2	0	-1/2	-1/2	0	0	0								68.5
13	614	PENALTY	2														
		CONTENT	+1/2	0	-1	-1/2	-1/2	-1/2	-1/2						2		65.5
14	810	PENALTY															
		CONTENT	+1/2	+1/2	0	0	+1/2	+1/2	0								72
15	789	PENALTY	2	1	2												
		CONTENT	-1/2	-1	-1	-1/2	-1/2	-1							8		55.5
16	631	PENALTY	1		1												
		CONTENT	-1	-1	-1	-1/2	-1/2	-1	-1						3		61

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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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		1	3	2	6	4	7	5									
Manuever Description		Rcircle	Lcircle	1 st stop	LSPIN	2 nd stop	RSPIN	S+B									
17	788	PENALTY															
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2								74
18	722	PENALTY			2		2										
		CONTENT	-1/2	-1/2	-1	-1/2	-1	-1/2	-1/2							4	61.5
19	796	PENALTY															
		CONTENT	0	+1/2	+1/2	-1/2	+1/2	+1	+1/2								72.5
20	677	PENALTY															
		CONTENT	0	0	0	-1/2	+1/2	0	0								70
21	625	PENALTY	1/2								1/2						
		CONTENT	+1/2	+1/2	-1/2	-1/2	-1/2	-1	0							1/2	67.5
22	668	PENALTY															
		CONTENT	0	0	-1/2	-1/2	-1	-1/2	-1								62.5
23	641	PENALTY															
		CONTENT	0	0	-1/2	-1/2	-1/2	0	-1/2								68
24	824	PENALTY			1												
		CONTENT	+1/2	+1/2	+1/2	0	-1/2	0	+1/2							1	70.5

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- 2 Point Penalties:**
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- 5 Point Penalties:**
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- 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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		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker		1	3	2	6	4	7	5							
Manuever Description		R-circle	L-circle	1 st stop	L spin	2 nd stop	R spin	S+B							
25	828	PENALTY													
		CONTENT	-1/2	0	-1/2	-1/2	0	-1/2	0						68
26	834	PENALTY													
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2						67
27	670	PENALTY													
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	0	-1/2						67.5
28	774	PENALTY	2	2											
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1				4		62.5
29	797	PENALTY													
		CONTENT	0	0	0	-1/2	0	-1/2	0						69
30	621	PENALTY						1/2							
		CONTENT	0	0	-1/2	0	0	-1/2	0				1/2		68.5
31	623	PENALTY						1							
		CONTENT	0	+1/2	+1/2	0	+1/2	-1/2	+1/2						70.5
32	642	PENALTY													
		CONTENT	0	0	0	0	+1/2	0	0						70.5

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JUDGE'S SIGNATURE: *Dolly R Chayer*
Printed from HSW



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DATE: 10/25/2019

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10 Point Penalty:

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Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
		1	3	2	6	4	7	5							
		Circle	L Circle	1 st stop	R spin	2 nd stop	L spin	S+B							
33	679	PENALTY													
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1					67	
34	793	PENALTY													
		CONTENT	-1/2	-1/2	0	0	0	-1/2	0					67.5	1
35	696	PENALTY	2	2											
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	-1/2				4	61	
36	741	PENALTY		3	1	2	1								
		CONTENT	0	-1/2	-1	-1	-1	-1/2	-1/2				7	58.5	
37	727	PENALTY			2										
		CONTENT	+1/2	-1/2	0	-1/2	-1/2	-1/2	0				2	66.5	
38	833	PENALTY													
		CONTENT	-1/2	-1	-1/2	-1	0	-1/2	-1/2					66	
39	776	PENALTY													
		CONTENT	+1/2	0	0	+1/2	0	+1/2	0					71.5	
40	838	PENALTY	1												
		CONTENT	-1/2	0	-1/2	0	0	0	0					68	

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		Tie-Breaker																
		Manuever Description																
		Rcircle Lcircle Rstop Lspin Rspin S+E																
41	795	PENALTY													1	64.5	✓	
		CONTENT	-1/2	0	-1	-1/2	-1	-1/2	-1									
42	655	PENALTY	1,2	1,2,7,2	1											16	47	
		CONTENT	-1/2	-1 1/2	-1	-1	-1	-1	-1									
43	754	PENALTY	2	2												4	60.5	✓
		CONTENT	-1/2	-1/2	-1	-1	-1	-1	-1/2									
44	601	PENALTY	1,2		2											5	59.5	✓
		CONTENT	-1/2	-1/2	-1	-1	-1	-1	-1/2									
45	626	PENALTY		1	1		2									4	60	✓
		CONTENT	0	-1/2	-1	-1/2	-1	-1	-1									
46	724	PENALTY		2												2	63.5	
		CONTENT	0	-1	-1	-1/2	-1/2	-1/2	-1									
47	756	PENALTY		5	1											6	60.5	✓
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2	0								
48	840	PENALTY		2												2	67	✓
		CONTENT	-1/2	-1	0	+1/2	-1/2	0	+1/2									

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Dolly R Chayer

JUDGE'S SIGNATURE:

Kelly Chayer



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		Tie-Breaker	1	3	2	6	4	7	5								
		Maneuver Description	Rcirc	Lcirc	Stop	LS	RS	S+B									
49	640	PENALTY		1/2	2	1.2											
		CONTENT	-1/2	-1	0	-1/2	0	-1/2	0					5.5	62	✓	
50	671	PENALTY						1/2									
		CONTENT	+1/2	-1/2	-1	-1/2	0	-1/2	0					1/2	67.5	✓	
51	675	PENALTY															
		CONTENT	+1/2	0	0	0	+1/2	0	+1/2						71.5	✓	
52	861	PENALTY			3												
		CONTENT	-1/2	-1/2	-1	-1	-1	-1	-1/2					3	61.5	✓	
53	636	PENALTY		3	2				1/2								
		CONTENT	-1/2	-1	-1	-1	0	-1/2	-1					5.5	59.5	✓	
54	778	PENALTY	2	2	2												
		CONTENT	-1	-1/2	-1	-1	-1	-1	-1					6	57.5	✓	
55	765	PENALTY	2		2	1				2							
		CONTENT	-1/2	-1/2	-1	-1	-1	-1	-1	-1				7	57	✓	
56	652	PENALTY								8							
		CONTENT	0	-1/2	-1	-1/2	-1	-1	-1	-1				2	63	✓	

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:

Dolly R Chayer
Printed from HSW



SHOW: World Show #1

CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 10/25/2019

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 romal 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						
Tie-Breaker																	
Maneuver Description																	
57	777	PENALTY	2	2													
		CONTENT	0	0	-1	-1	-1	-1	-1						4	61	
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:

Dolly R Chayer



SHOW: World Show
 CLASS: #73 - SFTX VWCH - Novice Working Cow
 DATE: 10/25/2019

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)
- DO:**
- 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	5	6	8	7	3	2	1				
1	833	+1/2	0	+1/2	+1	0						72	
2	861	0	0	0	-1/2	0						69 1/2	
3	795	0	0	-1/2	-1/2	0						69	
4	677	0	0	0	0	0						70	
5	776	+1/2	0	+1/2	0	0						71	
6	675	0	0	0	0	0						70	
7	840	0	0	-1/2	0	0		L			3	60 1/2	
8	697	-1	0	0	0	0	AP				2	67	
9	777	-1	0	-1	-1	0	A				1	66	
10	735	+1	+1/2	+1	+1	0						73 1/2	

Rick Chayer



SHOW: World Show #1
CLASS: #73 - SHTX VWCH - Novice Working Cow
DATE: 10/25/2019

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 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)
- DO:**
- 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				
<p>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</p>													
Tie-Breakers >													
		4	5	6	8	7	3	2	1				
11	741	-1/2	0	-1/2	-1/2	0						68 1/2	
12	754	-1	+1/2	-1	0	0		L			3	65 1/2	
13	630	0	0	0	0	0	A				1	69	
14	727	+1/2	+1/2	+1/2	+1/2	0						72	
15	811	+1	0	+1	+1	0						73	
16	671	-1/2	0	-1/2	-1/2	0						68 1/2	
17	623	0	+1	+1	+1	+1/2		L			3	70 1/2	
18	621	0	0	0	0	0		L			3	67	
19	631	-1/2	0	-1/2	0	0	A				1	68	
20	765	0	0	-1/2	0	0	A				1	68 1/2	

Rick Chayer



SHOW:	World Show #1
CLASS:	#73 - SHTX VVCH - Novice Working Cow
DATE:	10/25/2019

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
- E - 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/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				
<p>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, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent</p>													
Tie-Breakers >		4	5	6	8	7	3	2	1				
21	640	-1/2	0	-1/2	0	0						69	
22	794	-1	0	-1	-1	0	A	L			4	63	
23	788	-1	0	-1/2	-1/2	0						68	
24	834	0	+1/2	-1	+1/2	0						70	
25	799	+1/2	0	0	+1/2	0						71	
26	746	0	0	-1/2	-1/2	0						69	
27	636	+1/2	0	-1	+1/2	0						70	
28	642	0	0	0	0	0						70	
29	778	-1	0	-1	0	0	AP, P				3	65	
30	722	-1/2	0	-1	0	0						68 1/2	

Rick Chayer



SHOW: World Show #1

CLASS: #73 - SHTX VWCH - Novice Working Cow

DATE: 10/25/2019

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

- 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 normal reins (except two rein)
- DQ:**
- X- Abuse
 - B- Lateness
 - 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						NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
<p>Each horse/holder team is scored between 0-100 points and automatically begins the run with a score of 70 points</p> <p>-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent</p>													
Tie-Breakers >		4	5	6	8	7	3	2	1				
31	838	0	+1/2	+1/2	0	0	A				1	70	
32	670	0	+1/2	+1/2	+1/2	0		L			3	68 1/2	
33	724	+1/2	+1/2	0	0	0						71	
34	641	-1/2	0	-1/2	+1/2	0	NIP				2	67 1/2	
35	827	-1/2	0	0	+1/2	0						70	
36	756	-1/2	0	0	-1/2	0						69	
37	614	+1/2	0	+1/2	+1/2	0						71 1/2	
38	789	+1/2	+1/2	0	0	0						71	
39	796	+1/2	+1/2	+1/2	+1/2	0						72	
40	797	0	0	0	+1/2	0	P				1	69 1/2	

Rick Chayer



SHOW:	World Show #1
CLASS:	#73 - SHTX VWCH - Novice Working Cow
DATE:	10/25/2019

NOVICE/YOUTH COW WORK

- | | |
|--|--|
| <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - A- Loss of working advantage - P- Working out of position - S- Slipping rein <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - K- Knocking down the cow without having a working advantage - L- Losing a cow while boxing <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - B- Spurring in front of chch - C- Blatant disobedience - D- Use of either hand to instill fear/praise - H- Use of two hands (except in snaffle bit or hackamores) per maneuver - F- 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"> - 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 hackamores) - M- More than one finger between split reins or any fingers between romal reins (except two rein) <p>OO:</p> <ul style="list-style-type: none"> - 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; 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				
<p>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</p>													
Tie-Breakers >													
		4	5	6	8	7	3	2	1				
41	655	0	0	-1	0	0						69	
42	810	-1/2	+1/2	-1/2	0	0						69 1/2	
43	668	0	0	-1/2	-1/2	0		L			3	66	
44	696	-1/2	0	0	+1/2	0	AP				3	67	
45	625	0	0	-1/2	0	0						69 1/2	
46	763	-1	0	0	-1	0	RP				2	66	
47	679	-1/2	0	-1/2	-1/2	0						68 1/2	
48	601	-1/2	0	-1/2	-1/2	0						68 1/2	
49	738	-1	0	0	0	0	AP				2	67	
50	632	-1	0	0	-1/2	0	AP				2	66 1/2	

Rick Chayer



SHOW:	World Show #1
CLASS:	#73 - SHTX VWCH - Novice Working Cow
DATE:	10/25/2019

NOVICE/YOUTH COW WORK

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - A - Loss of working advantage - P - Working out of position - S - Slipping rein <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - K - Knocking down the cow without having a working advantage - L - Losing a cow while boxing <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 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"> - 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) <p>DQ:</p> <ul style="list-style-type: none"> - 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
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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				
Tie-Breakers >		4	5	6	8	7	3	2	1				
51	626	-1	0	-1/2	-1/2	0	A				1	67	
52	828	-1/2	+1	0	0	0	AL		6		7	63 1/2	
53	800	+1	+1	+1	+1	0						74	
54	793	0	+1/2	+1/2	+1/2	0	L/L A				3	68 1/2	
55	824	0	+1/2	-1/2	+1/2	0						70 1/2	
56	774	0	0	+1/2	0	0						70 1/2	

JUDGE'S SIGNATURE: *Rick Chayer*