

**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

**DO:**

- 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		9	7	4	1	5	10	2	3	8	6			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
1	360	PENALTY												
		CONTENT	0	+1/2	+1	+1/2	+1/2	+1/2	+1	+1/2	0			75
			70.5	71.5	72	72.5	73	73.5	74.5					
2	362	PENALTY												
		CONTENT	0	+1/2	+1/2	0	+1/2	0	-1/2	0	+1/2			71.5
			71			71.5		71		71.5				
3	364	PENALTY				3								
		CONTENT	0	-1/2	-1	-1	-1/2	0	-1	-1	-1/2	0		3 61.5
			69.5	68.5	67.5	67		66	65	64.5				
4	365	PENALTY				1								
		CONTENT	0	+1/2	-1	-1/2	0	0	-1	-1	0	0		1 66
			70.5	69.5	69			68	67					
5	368	PENALTY												
		CONTENT	0	-1/2	0	-1/2	-1/2	0	-1/2	-1/2	0	-1/2		67
			69.5		69	68.5		68	67.5		67			
6	372	PENALTY												
		CONTENT	0	-1/2	-1/2	0	0	-1	-1/2	0	0	0		67.5
			69					68	67.5					
7	378	PENALTY												
		CONTENT	0	0	+1	0	0	+1/2	0	+1/2	0	+1/2		72.5
			71					71.5		72		72.5		
8	400	PENALTY												
		CONTENT	0	+1	0	0	0	+1/2	-1/2	+1	+1	+1		75
			71					71.5	72	73	74	75		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Jeff Stute*

**VERSATILITY RANCH HORSE - RANCH RIDING**

- 1 Point Penalties:**
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  - Out of frame per maneuver
  - Too slow per maneuver
  - Gapping mouth
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- 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
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- Off-Pattern (OP):** Cannot place above others who complete pattern correctly
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  - Leaving arena before pattern is complete
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- DQ:**
- Lameness
  - Abuse
  - Illegal equipment
  - Disrespect or misconduct
  - Improper western attire
  - Fall of horse/rider

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP		
		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back					
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																
9	401	PENALTY														
		CONTENT	-1/2	-1	-1/2	0	-1/2	0	-1/2	-1/2	-1/2	-1/2			65.5	
			69.5	68.5	68		67.5		67	66.5	66					
10	417	PENALTY														
		CONTENT	+1/2	0	+1	+1/2	+1	0	+1/2	+1/2	+1/2	+1			75.5	
			79.5		71.5	72	73		74		75.5					
11	421	PENALTY									3					
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	0	-1/2	0	0		3	69.5	
				71	72		73			72.5						
12	422	PENALTY				3										
		CONTENT	0	-1/2	0	0	-1/2	-1/2	-1	-1/2	-1/2	-1/2		3	61	
			69.5			69	68.5	67.5								
13	424	PENALTY	1													
		CONTENT	-1	-1	0	-1	-1/2	0	-1/2	-1/2	0	0		1	64.5	
			68			67	66.5		65							
14	434	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2	+1			76.5	
			71			72		73			75.5					
15	441	PENALTY														
		CONTENT	0	0	0	0	0	0	0	0	+1/2	+1			71.5	
16	443	PENALTY														
		CONTENT	+1/2	+1/2	+1	0	-1/2	0	0	0	+1/2	+1			13	
			71	72			71.5				72					

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

JUDGE'S SIGNATURE: *[Signature]*  
Printed from HSW

**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:**

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- Use of either hand to instill fear/praise
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- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

**MANEUVER 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	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP	
Tie-Breaker		9	7	4	1	5	10	2	3	8	6				
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
17	450	0	0	+1	0	0	0	0	+1	0	0			72	
18	453	0	0	0	+1/2	+1/2	0	+1/2	+1/2	0	+1/2			72 1/2	
19	488	0	0	0	0	0	0	0	0	+1/2	-1/2			70	
20	506	0	+1/2	+1/2	0	0	0	+1/2	+1/2	0	0			72	
21	508	0	0	+1/2	0	0	+1/2	0	+1/2	0	+1/2			72	
22	514	0	0	+1	+1	+1/2	+1/2	+1	+1	+1	+1			77	
23	520	0	-1/2	-1	-1/2	-1/2	-1/2	0	0	0	0			67	
24	521	0	0	-1/2	0	0	-1	0	-1	0	-1/2		1	66	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*[Handwritten Signature]*

HW



**VERSATILITY RANCH HORSE - RANCH RIDING**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled per maneuver</li> <li>- Out of frame per maneuver</li> <li>- Too slow per maneuver</li> <li>- Gapping mouth</li> <li>- Break of gait at Walk or trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at Lope</li> <li>- Break of gait at Walk or trot for more than two (2) strides</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- 1st or 2nd cumulative refusal</li> </ul>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- Lameness</li> <li>- Abuse</li> <li>- Illegal equipment</li> <li>- Disrespect or misconduct</li> <li>- Improper western attire</li> <li>- Fall of horse/rider</li> </ul>
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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 & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
25	532	PENALTY												
		CONTENT	0	0	0	+1/2	+1/2	0	+1/2	+1/2	0	+1/2		
						71					72			
26	537	PENALTY												
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1	-1	-1	0	0		
						67					68			
27	540	PENALTY												
		CONTENT	0	0	0	-1/2	0	-1/2	-1/2	0	0	0		
						69					68.5			
28	541	PENALTY				3								
		CONTENT	-1/2	0	-1/2	-1	0	-1	-1	-1/2	-1	0		
						69					68			
29	542	PENALTY												
		CONTENT	0	0	0	0	0	-1/2	-1/2	0	0	0		
30	545	PENALTY												
		CONTENT	0	0	0	0	0	-1/2	0	0	0	+1/2		
31	563	PENALTY												
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	0	0	0	+1/2		
						71					72			
32	593	PENALTY												
		CONTENT	0	+1/2	+1/2	0	+1/2	0	+1/2	+1	+1	+1		
						71					71.5			

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

JUDGE'S SIGNATURE: *[Signature]*  
Printed from HSW

**VERSATILITY RANCH HORSE - RANCH RIDING**

- 1 Point Penalties:**
- Over-bidled per maneuver
  - Out of frame per maneuver
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  - 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
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- Lameness
  - Abuse
  - Illegal equipment
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  - Improper western attire
  - Fall of horse/rider

W/O	#	MANEUVER SCORES											PENALTY TOTAL	SCORE	OP	
		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back					
<small>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</small>																
33	604	0	0	+1/2	0	+1/2	+1/2	+1/2	+1	+1/2	+1/2				74	
		<small>70.5      71      72      73      74</small>														
34	616	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2				74	
		<small>71      72      73      74</small>														

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

JUDGE'S SIGNATURE: *Sieg Stule* HWS

VERSATILITY RANCH HORSE - TRAIL

SHOW: Abilene - VRH

CLASS:#62 - SHTX ITRL - Intermediate Trail

DATE: 02/25/2017

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

DD:

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

OBSTACLE 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	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		7	6	5	4	3	2	1								
Obstacle Description		RH Gate / SP	Trot Serpentine	Lope Poles	Walk Bridge	Chute / Back	Trot into Box / 360	Drag Fig 8								
1	450	PENALTY		-3										3	68	
		CONTENT	+1/2	0	-1/2	+1/2	0	0	+1/2							
2	417	PENALTY					-1							1	72 1/2	
		CONTENT	+1	0	+1/2	+1	+1/2	+1/2	0							
3	604	PENALTY								OP				OP	71	OP
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	-1							
4	508	PENALTY													70 1/2	
		CONTENT	0	0	0	+1/2	0	0	0							
5	400	PENALTY		-1/2	-3		-1							4 1/2	64 1/2	
		CONTENT	+1/2	+1/2	-1	0	-1/2	-1/2	0							
6	362	PENALTY			-1/2		-3							3 1/2	66	
		CONTENT	+1/2	0	+1/2	+1/2	-1/2	0	-1/2							
7	453	PENALTY						-1						1	72 1/2	
		CONTENT	+1/2	+1/2	+1	+1/2	+1	-1	+1							
8	537	PENALTY			-3		-3		OP					4	59 1/2	OP
		CONTENT	0	-1/2	-1	0	-1	-1/2	-1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Stacy*



**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Abilene - VRH

CLASS:#62 - SHTX ITRL - Intermediate Trail

DATE: 02/25/2017

**1 Point Penalties:**

- Each hit, bite, or stepping on a leg, 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
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- Letting go of gate
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**DQ:**

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W/O	#	OBSTACLE 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	7	6	5	4	3	2	1							
		Obstacle Description	RH Gate / SR	Trot Serpentine	Lope Poles LL	Walk Bridge	Chute / Back	Trot into Box /360	Drag Fig 8							
9	443	PENALTY	SCRATCH													
		CONTENT														
10	368	PENALTY			-1		-1							2	45	
		CONTENT	0	0	0	-1/2	-1/2	-1/2	-1/2							
11	514	PENALTY			-3		-3							6	64	
		CONTENT	+1/2	+1	-1	0	-1/2	0	0							
12	441	PENALTY			-1		-1	-1	OP					3	64 1/2 OP	
		CONTENT	0	0	0	0	-1/2	-1/2	-1/2							
13	540	PENALTY					-1							1	68	
		CONTENT	0	0	-1/2	0	0	-1/2	0							
14	520	PENALTY			-3			-1/2						3 1/2	67 1/2	
		CONTENT	+1/2	0	-1/2	+1/2	+1/2	-1/2	+1/2							
15	423	PENALTY					-3							3	67	
		CONTENT	+1/2	0	+1/2	0	-1/2	0	-1/2							
16	532	PENALTY	-5				-5		-5					15	52	
		CONTENT	-1/2	0	+1/2	+1/2	-1/2	-1/2	-1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Steve Coy*

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Abilene - VRH

CLASS: #62 - SHTX ITRL - Intermediate Trail

DATE: 02/25/2017

**1 Point Penalties:**

- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
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- 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:**

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- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
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		1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker														
		Obstacle Description	RH Gate / SP	Trot Serpentine	Lope Poles	Walk Bridge	Chute / Back	rot into Box / 360	Drag Fig 8							
✓	360	PENALTY														
		CONTENT	+1	+1/2	+1/2	+1	+1/2	+1/2	-1/2							73 1/2
✓	545	PENALTY			-1		-5									
		CONTENT	0	-1/2	0	+1/2	-1	0	-1							66 1/2
✓	434	PENALTY			-1/2		-1	-1	OP							
		CONTENT	0	+1/2	+1/2	+1/2	-1/2	-1/2	-1/2							2 1/2 66 1/2 (OP)
✓	488	PENALTY					-1/3	-1								
		CONTENT	+1/2	0	+1/2	+1/2	-1/2	-1/2	+1/2							5 66
✓	593	PENALTY			-1			-1								
		CONTENT	+1/2	0	-1/2	0	+1/2	0	-1/2							2 67
✓	364	PENALTY			-1		-1									
		CONTENT	0	-1/2	+1/2	-1	-1	-1/2	-1							2 64 1/2
✓	401	PENALTY		-1												
		CONTENT	+1/2	-1/2	0	0	0	0	-1/2							11 57 1/2 (OP)
✓	521	PENALTY					-1/2									
		CONTENT	+1/2	+1	+1	+1	+1/2	0	+1/2							1/2 74

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*



**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Abilene - VRH

CLASS: #62 - SHTX ITRL - Intermediate Trail

DATE: 02/25/2017

- 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

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		RH Gate / SF	Trot Serentine	Lope Poles	Walk Bridge	Chute / Back	rot into Box / 360	Drag Fig 8						
✓	378	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	0				72 1/2	
✓	372	PENALTY												
		CONTENT	0	0	+1/2	0	+1/2	0	0				71	
✓	616	PENALTY					-3				OP			
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	0	-1 1/2				3, 67	OP
✓	365	PENALTY												
		CONTENT	+1	+1	+1	+1	+1	+1	+1				77	
✓	421	PENALTY												
		CONTENT	0	0	+1/2	+1/2	0	0	+1/2				71 1/2	
✓	506	PENALTY									-1/2			
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2				1/2	72 1/2
✓	424	PENALTY		-1			-1	-1						
		CONTENT	0	-1/2	0	0	-1/2	-1/2	+1/2				3	66
✓	541	PENALTY			-1/3						OP			
		CONTENT	+1/2	0	-1	0	0	0	-1/2				4	64

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

JUDGE'S SIGNATURE: *John Coy* KW

**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

**MANUEVER 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	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		3	4	1	5	7	2	6	8							
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							
1	545 ✓	PENALTY	1/2			OP	1/2		2, 2					7 1/2	59 1/2	OP
		CONTENT	-1/2	-1/2	0	0	-1	-1/2	-1/2	0						
2	364 ✓	PENALTY													60	
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1	-1/2	-1/2						
3	541 ✓	PENALTY						2	2	2, 2				8	55 1/2	
		CONTENT	-1/2	-1/2	-1	-1	-1	-1	-1/2	-1						
4	593 ✓	PENALTY	2			OP	2	2, 2	1/2					11	54 1/2	FP
		CONTENT	0	0	-1	-1	-1/2	-1	-1/2	-1/2						
5	520 ✓	PENALTY													65	
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	-1	-1/2	-1/2						
6	532 ✓	PENALTY					2	6	1	1	OP			9	58 1/2	OP
		CONTENT	-1/2	-1/2	0	+1/2	-1/2	-1/2	0	0	0					
7	362 ✓	PENALTY													69 1/2	
		CONTENT	+1/2	0	0	-1/2	0	0	0	-1/2						
8	537 ✓	PENALTY				OP		2						2	58	OP
		CONTENT	-1 1/2	-1 1/2	-1	-1	-1	-1 1/2	-1	-1 1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE

*Dubler*

**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

**MANUEVER 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	#	PENALTY	CONTENT	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP	
				1	2	3	4	5	6	7	8	9	10				
Tie-Breaker				3	4	1	5	7	2	6	8						
Manuever 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 Chng	Stop & Back						
9	488			-1/2	-1	-1/2	-1	0	0	-1/2	-1			2	63 1/2		
10	453			-1/2	0	0	0	OP	OP	1,2				3	63 1/2	OP/OP	
11	443			+1/2	0	0	0	-1/2	0	1/2	2			2 1/2	65 1/2		
12	506			-1/2	-1/2	0	0	-1/2	0	1/2, 2	2	1,2		7 1/2	61		
13	372			-1/2	OP	-1/2	-1/2	0	-1	-1	2	-1/2		2	63	OP	
14	421			0	1/2	-1/2	0	0	0	1	-1/2	-1/2		1 1/2	65		
15	378			-1/2	1/2	-1/2	-1/2	-1/2	0	0	0	-1/2		1	66		
16	616			-1/2	1/2	-1/2	0	0	-1	4	0	0		4 1/2	62 1/2		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Paulin*



**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 iron-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

**MANUEVER 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	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
<b>Tie-Breaker</b>		3	4	1	5	7	2	6	8							
<b>Manuever 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							
17	400 ✓	PENALTY					1/2							1/2	68 1/2	
		CONTENT	0	-1/2	0	0	-1/2	0	0	0						
18	365 ✓	PENALTY	2											2	68 1/2	
		CONTENT	0	+1/2	0	+1/2	0	-1/2	0	0						
19	441 ✓	PENALTY					OP 1		1					2	61 1/2	OP
		CONTENT	-1	-1/2	-1/2	-1	-1	-1	-1	-1/2						
20	508 ✓	PENALTY		OP		OP		5 1						6	61 1/2	OP
		CONTENT	0	0	-1/2	0	0	-1	-1	0						
21	514 ✓	PENALTY								3				3	64 1/2	
		CONTENT	-1/2	0	-1/2	0	-1/2	0	-1/2	-1/2						
22	604 ✓	PENALTY						2	2 2					6	64	
		CONTENT	0	0	0	0	0	0	0	0						
23	401 ✓	PENALTY				2 2			1	3				8	56 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1 1/2	-1/2	-1/2	-1	-1/2						
24	424 ✓	PENALTY		OP											64 1/2	OP
		CONTENT	-1/2	-1 1/2	-1/2	-1	-1/2	-1/2	-1/2	-1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Dublin*

**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

DD:

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

**MANUEVER 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	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		3	4	1	5	7	2	6	8							
Manuever Description		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 Chg.	Stop & Back							
25	417 ✓	PENALTY						1						1	67	
		CONTENT	-1/2	-1/2	-1/2	0	0	0	0	-1/2						
26	563 ✓	PENALTY													66 1/2	
		CONTENT	-1/2	0	-1/2	-1/2	0	-1/2	-1/2	-1						
27	521 ✓	PENALTY							1					1	66	
		CONTENT	-1/2	-1/2	-1/2	0	0	0	-1/2	-1						
28	450 ✓	PENALTY				1/2		2	2	2				6 1/2	57 1/2	
		CONTENT	-1	-1/2	-1/2	-1	-1	-1/2	-1	-1/2						
29	434 ✓	PENALTY													71	
		CONTENT	0	0	0	0	0	+1/2	+1/2	0						
30	368 ✓	PENALTY		1/2				1/2						3 1/2	64 1/2	
		CONTENT	0	-1/2	0	+1/2	-1/2	-1	-1/2	0						
31	360 ✓	PENALTY													70	
		CONTENT	-1/2	0	0	0	-1/2	+1/2	+1/2	0						
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*[Handwritten Signature]*

**VRH - LIMITED RANCH COW WORK (Amateur)**

SHOW: Abilene - VRH

CLASS: #66-SHTXIWCH-IntermediateWorkingCow

DATE: 02/25/2017

**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

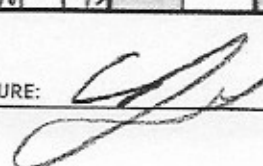
**DO:**

- 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						
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	423	PENALTY														
		CONTENT	0	0	0	0	0	0	+1	+1/2	+1			0	72.5	
2	508	PENALTY	A						A							
		CONTENT	-1	-1	0	-1/2	0	0	-1	-1	0	L	C	10	55.5	
3	443	PENALTY														
		CONTENT	+1/2	0	+1/2	0	0	0	+1	+1/2	+1			0	73.5	
4	368	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1	+1	0	+1			0	75	
5	521	PENALTY														
		CONTENT	0	0	0	0	0	0	-1/2	-1/2	-1/2			0	68.5	
6	400	PENALTY														
		CONTENT	0	-1/2	0	-1/2	-1/2	0	0	0	+1/2			0	69	
7	450	PENALTY	A						A							
		CONTENT	-1/2	-1/2	0	-1/2	-1	0	-1	-1/2	0			2	64	
8	362	PENALTY	A													
		CONTENT	-1	-1	0	0	0	0	-1 1/2	-1 1/2	-1 1/2	L		4	59.5	

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

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



*met*



**VRH - LIMITED RANCH COW WORK (Amateur)**

SHOW: Abilene - VRH

CLASS: #66-SHTXIWCH-IntermediateWorkingCow

DATE: 02/25/2017

**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

**DD:**  
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																
9	488	PENALTY														
		CONTENT	0	0	0	+1/2	0	0	0	-1/2	0			0	70	
10	372	PENALTY	A													
		CONTENT	-1	-1/2	0	+1/2	+1/2	0	0	-1/2	0	L		4	65	
11	532	PENALTY	A	A						A						
		CONTENT	-1	-1	0	+1/2	0	0	-1	-1	-1	L		6	59.5	
12	441	PENALTY	A							AP						
		CONTENT	-1/2	-1/2	0	+1/2	0	+1/2	-1	-1	0	L		6	62	
13	365	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2			0	74	
14	364	PENALTY														
		CONTENT	+1/2	0	0	+1	+1/2	+1/2	0	0	+1/2	L		3	70	
15	360	PENALTY														
		CONTENT	+1	+1	+1	+1	+1	+1/2	+1	+1/2	+1			0	78	
16	593	PENALTY														
		CONTENT	+1	+1/2	0	+1/2	0	+1/2	+1	+1/2	0			0	74	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



*grat*

SHOW: Abilene - VRH

CLASS: #66-SHTXIWCH-IntermediateWorkingCow


DATE: 02/25/2017

**VRH - LIMITED RANCH COW WORK (Amateur)**

<p><b>1 Point Penalties:</b> A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p><b>3 Point Penalties:</b> K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p><b>5 Point Penalties:</b> 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><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <p>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><b>DQ:</b> 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
		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					
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															
17	422	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0			0	73.5
18	604	PENALTY													
		CONTENT	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	0			0	72.5
19	421	PENALTY							AP						
		CONTENT	-1/2	0	0	0	0	+1/2	-1	-1	-1			2	65
20	434	PENALTY													
		CONTENT	+1/2	+1/2	0	-1/2	0	0	+1/2	0	0			0	71
21	540	PENALTY	A						P						
		CONTENT	-1	-1/2	0	0	-1/2	-1/2	-1	-1	-1	LC	C	10	54.5
22	563	PENALTY													
		CONTENT	+1/2	+1/2	0	0	0	+1/2	+1/2	0	+1			0	73
23	401	PENALTY													
		CONTENT	+1/2	0	0	-1/2	0	0	+1/2	0	+1/2			0	71
24	378	PENALTY	A												
		CONTENT	-1/2	-1/2	0	0	-1/2	0	0	0	0			1	67.5

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

JUDGE'S SIGNATURE: 

SHOW: Abilene - VRH

CLASS: #66-SHTXIWCH-IntermediateWorkingCow

DATE: 02/25/2017

**VRH - LIMITED RANCH COW WORK (Amateur)**

<p><b>1 Point Penalties:</b> A - Loss of working advantage P - Working out of position S - Slapping rein</p> <p><b>3 Point Penalties:</b> K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p><b>5 Point Penalties:</b> 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><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <p>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><b>DQ:</b> 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	#	PENALTY	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					
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																
25	424	A	-1	-1/2	+1/2	+1/2	0	0	+1/2	0	0		H	6	64	
26	520		+1/2	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2			0	73	
27	453		+1/2	0	0	0	+1/2	+1/2	+1/2	+1/2	0			0	72.5	
28	417		+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0			0	73.5	
29	545	A	-1/2	0	0	0	0	0	-1/2	-1/2	0			1	67.5	
30	616		0	0	0	+1/2	0	+1/2	-1	-1	-1	L		3	65	
31	541	AA	-1	-1/2	0	-1	-1/2	-1/2	-1	-1	-1	LL		8	55.5	
32	542	PP	-1/2	-1	-1	-1/2	-1/2	-1/2	-1/2	-1/2	0			3	62	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



HWS



SHOW: Abilene - VRH  
CLASS: #66-SHTXIWCH-IntermediateWorkingCow  
DATE: 02/25/2017

**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	
		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						
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																
33	646	PENALTY	[Handwritten scribbles]												F-DQ	
		CONTENT	[Handwritten scribbles]													
34	537	PENALTY	A			AP										
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	-1/2	-1/2	-1/2			3	58	
35	645	PENALTY				PP										
		CONTENT	-1/2	-1	0	-1	-1	-1	-1/2	-1/2	-1/2			2	59	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

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

JUDGE'S SIGNATURE:  HSW