

SHOW: Abilene - VRH

CLASS: #80 - SH-TX YPLS - Youth Pleasure

DATE: 02/18/2017

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled per maneuver - Out of frame per maneuver - Too slow per maneuver - Gapping mouth - Break of gait at Walk or trot for two (2) strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at Lope - Break of gait at Walk or trot for more than two (2) strides <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - Use of two hands (except in snaffle bit or hackamore) per maneuver - More than one finger between split reins or any fingers between romal reins per maneuver - 1st or 2nd cumulative refusal 	<p>Off-Pattern (OP) - Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience <p>DO:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
Tie-Breaker		1	2	3	4	5	6	7	8	9	10			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
1	442	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	+1/2	+1	+1/2	+1		75
2	558	PENALTY												
		CONTENT	0	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2	0		72 1/2
3	380	PENALTY												
		CONTENT	0	0	+1/2	0	-1/2	0	0	0	-1/2	-1/2		69
4	633	PENALTY							-3	-3			9	57
		CONTENT	+1/2	0	0	0	0	-1/2	-1/2	-1/2	-1	0		
5	617	PENALTY												
		CONTENT	+1/2	0	0	+1/2	0	0	+1/2	0	0	+1/2		72
7	463	PENALTY												
		CONTENT	+1/2	0	+1/2	0	0	0	+1/2	-1/2	0	0		71
8	519	PENALTY												
		CONTENT	0	0	0	0	+1/2	0	0	0	+1/2	0		71
9	388	PENALTY												
		CONTENT	+1/2	0	0	+1/2	0	0	0	+1/2	0	-1/2		71

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bridled per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 1st or 2nd cumulative refusal

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

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

MANEUVER SCORES

Each horse/riders team is scored between 1-100 points and automatically begins the run with a score of 70 points)
-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
Tie-Breaker		1	2	3	4	5	6	7	8	9	10			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
10	621						-1					1	69	
		PENALTY												
		CONTENT	0	0	+1/2	0	0	-1/2	0	0	0			
12	399												72 1/2	
		PENALTY												
		CONTENT	0	+1/2	+1/2	0	0	0	+1/2	0	+1/2	+1/2		
13	462											3	62	
		PENALTY				-3								
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2			
14	483											3	63	
		PENALTY							-3					
		CONTENT	+1/2	0	-1/2	0	-1/2	0	-1/2	-1/2	-1/2	0		
15	619												73	
		PENALTY												
		CONTENT	0	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1/2		
16	560												71	
		PENALTY												
		CONTENT	0	0	+1/2	0	0	0	0	+1/2	0	0		
17	550												70 1/2	
		PENALTY												
		CONTENT	0	0	+1/2	0	0	-1/2	+1/2	0	0	0		
19	605											4	64 1/2	
		PENALTY												
		CONTENT	+1/2	0	0	0	+1/2	0	-1	-1/2	-1	0		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bridled per maneuver
- Out of frame per maneuver
- Too slow per maneuver
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides

5 Point Penalties:

- Spurring in front of cinch
- 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
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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		1	2	3	4	5	6	7	8	9	10			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
20	407	PENALTY												
		CONTENT	0	0	+1/2	0	-1/2	0	0	0	-1/2	0		69 1/2
21	505	PENALTY												
		CONTENT	0	0	0	0	0	-1/2	-1/2	0	0	0		69
22	529	PENALTY												
		CONTENT	0	0	0	+1/2	-1	0	-1/2	-1/2	-1/2	-1/2		67 1/2
23	420	PENALTY	-1											
		CONTENT	0	0	-1/2	0	+1/2	0	+1/2	0	+1/2	0	1	70
24	498	PENALTY						-1						
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	-1/2	0	+1/2	+1/2	+1/2	1	72
25	395	PENALTY												
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2		73
26	468	PENALTY							-3					
		CONTENT	0	0	+1/2	0	-1/2	0	-1/2	0	0	0	3	65 1/2
27	532	PENALTY												
		CONTENT	+1/2	0	+1/2	+1/2	0	0	-1/2	+1/2	0	0		71 1/2

JUDGE'S NAME (PRINTED): _____

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VERSATILITY RANCH HORSE - RANCH RIDING

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- 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
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- Repeated blatant disobedience

DO:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of 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		1	2	3	4	5	6	7	8	9	10			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lopec	Trot	Stop & Back			
28	381	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	0	+1/2		75
29	411	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	0	0	0	+1/2	0		72
30	466	PENALTY			-3								3	69
		CONTENT	+1/2	0	-1	0	+1/2	+1/2	+1/2	0	+1/2	+1/2		
31	495	PENALTY				OP			OP	OP				63 1/2 OP
		CONTENT	0	0	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2		
32	394	PENALTY		-1									1	72
		CONTENT	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	0		
33	456	PENALTY											0	72
		CONTENT	+1	0	+1/2	+1/2	+1/2	0	+1/2	+1	-1	-1		
34	406	PENALTY												70
		CONTENT	0	0	+1/2	0	0	-1/2	0	+1/2	-1/2	0		
35	455	PENALTY												68 1/2
		CONTENT	0	-1/2	0	0	0	0	0	-1/2	-1/2	0		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - TRAIL

SHOW: Abilene - VRH

CLASS: #83 - SHTX YTRL - Youth 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 falling to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Split pole at lope

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 4 or more steps on dismount or ground tie

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

DQ:

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

OBSTACLE SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points)
-1/2 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		1	2	3	4	5	0	7								
Obstacle Description		RH Gate / SP	Trot	Lope Poles	Walk Bridge	Chute / Back	Trot into Box	EXT Trot Fig 8								
1	532			-3			-3						6	62		
		PENALTY														
		CONTENT	0	0	-1/2	-1	+1/2	-1	0							
2	619			-1	-3		-3						7	60 1/2		
		PENALTY														
		CONTENT	+1/2	0	-1/2	0	-1/2	0	0							
3	498				-3		-1						4	68		
		PENALTY														
		CONTENT	+1/2	0	-1/2	+1/2	0	+1/2	+1							
5	381					-1							1	73 1/2		
		PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1							
6	411									-1/2			1/2	74 1/2		
		PENALTY														
		CONTENT	0	+1/2	+1	+1/2	+1	+1	+1							
7	605												10	57 1/2		
		PENALTY	-1	-1	-1	-1				-3						
		CONTENT	-1/2	0	-1	0	-1/2	0	+1/2							
8	442					-3					-1		4	67		
		PENALTY														
		CONTENT	0	+1/2	-1	0	+1/2	0	+1							
9	505												2	70 1/2		
		PENALTY														
		CONTENT	+1/2	0	+1/2	0	+1/2	+1/2	+1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - TRAIL

SHOW: Abilene - VRH

CLASS:#83 - SHTX YTRL - Youth 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

OBSTACLE SCORES

Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points)
-1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		1	2	3	4	5	6	7								
Obstacle Description		RH Gate / SH	Trot	Lope Poles	Walk Bridge	Chute / Back	Trot into Box	EXT	trot Fig 8							
10	483	PENALTY -5		-1		-5	-1/2							16 1/2	43 1/2	
		CONTENT	-1 1/2	-1 1/2	-1 1/2	-1	-1 1/2	-1 1/2	+1 1/2							
11	621	PENALTY						-1						1	68	
		CONTENT	0	+1/2	0	-1/2	0	-1/2	-1/2							
12	617	PENALTY													72 1/2	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					
13	399	PENALTY		-1										1	74 1/2	
		CONTENT	+1	+1/2	+1	+1/2	+1	+1/2	+1							
14	633	PENALTY		-1/2				-1						1 1/2	70	
		CONTENT	+1/2	0	0	+1/2	-1/2	+1/2	+1/2							
15	394	PENALTY						-3-3						6	66	
		CONTENT	-1/2	+1/2	+1	+1/2	+1	-1	+1/2	90						
17	420	PENALTY		-1	-1									2	71	
		CONTENT	+1/2	-1/2	+1/2	+1/2	+1/2	+1	+1/2							
18	380	PENALTY		-1	-1			-1						3	65 1/2	
		CONTENT	0	-1/2	-1/2	0	-1	+1/2	0							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - TRAIL

SHOW: Abilene - VRH

CLASS:#83 - SHTX YTRL - Youth 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
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DQ:

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

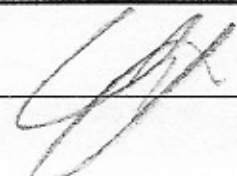
OBSTACLE SCORES

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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																
Obstacle Description		RH Gate / SP	Trot Serpentine	Lope Poles	Walk Bridge	Chute / Back	Trot into Box	EXT	Trot Fig 6							
19	550	PENALTY		-1		-1	-3							6	63	
		CONTENT	0	-1/2	+1/2	+1/2	-1	-1/2	0							
20	463	PENALTY													75	
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1	+1							
22	468	PENALTY			-1-3		-1							6	62 1/2	
		CONTENT	+1/2	+1/2	-1	-1	-1/2	-1/2	+1/2	+1/2						
23	529	PENALTY	Scratch													
		CONTENT														
24	558	PENALTY		+1/2	+1/2		-1-1	-1-1						5 1/2	65	
		CONTENT	+1/2	0	+1	+1/2	-1/2	-1	0							
25	519	PENALTY													74	
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2							
26	407	PENALTY	-5-5		-3	-5	-1	-3	-1					24	37 1/2	OP
		CONTENT	-1/2	+1/2	-1	OP	-1/2	0	-1							
27	495	PENALTY	-5		OP	X		OP	OP					5	61 1/2	OP
		CONTENT	-1/2	0	OP	-1/2	-1/2	0	0							

JUDGE'S NAME (PRINTED):

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SHOW: Abilene - VRH

CLASS: #83 - SHTX YTRL - Youth Trail

DATE: 02/25/2017

1 Point Penalties:

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- Incorrect or break of gait at walk or trot for two strides or less
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- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Split pole at lope

3 Point Penalties:

- Wrong lead or out of lead
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- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
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- 1st or 2nd cumulative refusal
- Letting go of gate
- 4 or more steps on dismount or ground tie

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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																
Obstacle Description																
		RH Gate / SP	Trot Serpentine	Lope Poles	Walk Bridge	Chute / Back	Trot into Box	EXT	trot Fig 8							
28	395	PENALTY	-1	-1	-1-3				-3-1					10	60	
		CONTENT	0	+1/2	0	+1/2	+1/2	-1	-1/2							
29	388	PENALTY		-1	-3			-1	-1	-1				7	60 1/2	
		CONTENT	0	-1/2	-1	-1/2	+1/2	-1/2	-1/2	-1/2						
30	462	PENALTY		-1	-1-1			-1						4	64 1/2	
		CONTENT	+1/2	0	-1/2	0	-1/2	-1/2	-1/2							
31	560	PENALTY			-3									3	66 1/2	OP
		CONTENT	+1/2	0	-1/2	-1/2	OP	0	0							
406		PENALTY					-3-3	-1						11	54 1/2	
		CONTENT	0	-1/2	-1	-1 1/2	-1	0	-1/2							
32	455	PENALTY			-3									3	66 1/2	
		CONTENT	0	0	0	0	0	-1/2	0							
33	456	PENALTY			-3									3	69	
		CONTENT	+1	+1/2	-1	0	+1/2	0	+1							
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

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

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

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

DQ:

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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		6	7	1	2	3	4	5								
Maneuver Description		2 Circles Left Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back								
1	466	PENALTY	1, 2											3	66 1/2	
		CONTENT	0	-1	0	0	0	+1/2	0							
2	532	PENALTY	2											2	67 1/2	
		CONTENT	0	0	0	0	0	-1/2	0							
4	394	PENALTY	1											1	65 1/2	
		CONTENT	+1/2	0	-1	0	-1	-1	-1							
5	560	PENALTY													69 1/2	
		CONTENT	0	0	0	0	0	0	-1/2							
6	395	PENALTY				OP									(69)	OP
		CONTENT	0	0	0	-1										
7	558	PENALTY	2	2										4	66	
		CONTENT	0	0	0	0	0	0	0	0	0					
8	468	PENALTY	1	2				OP						3	(65)	OP
		CONTENT	0	0	0	0	-1	-1	0							
9	420	PENALTY													70 1/2	
		CONTENT	0	-1/2	0	+1/2	0	+1/2	0							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten Signature]

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two reins) per maneuver

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

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

DQ:

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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		Tie-Breaker	6	7	1	2	3	4	5							
		Maneuver Description	2 Circles Left Lead Chng	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back							
10	550	PENALTY		4		OP								4	63	OP
		CONTENT	0	-1/2	-1/2	-1	0	-1/2	-1/2							
11	551	PENALTY	1	2		OP		OP						3	62 1/2	OP
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	0							
12	619	PENALTY	2	2										4	60 1/2	
		CONTENT	0	0	+1/2	0	0	0	0							
13	605	PENALTY		2,2		R OP		L OP						4	63	OP
		CONTENT	0	-1	0	-1	0	-1	0							
15	633	PENALTY		1,2		OP		OP						3	64	OP
		CONTENT	0	-1/2	0	-1	-1/2	-1	0							
16	463	PENALTY		OP												OP
		CONTENT	0													
17	407	PENALTY	Scratch													
		CONTENT														
19	411	PENALTY	2	2		OP								4	62	OP
		CONTENT	0	0	-1	-1	-1	-1/2	-1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten Signature]

VERSATILITY RANCH HORSE - REINING

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - Starting a circle or exiting a rollback at a trot for up to two strides - Delayed change of lead by one stride where the lead change is required by the pattern description - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback (except in Level 1/Youth Reining Pattern #1) - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead - Over or under spinning 1/8 to 1/4 turn - Slipping rein <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - Break of gait - Freeze up in spins or rollbacks - Failure to stop or walk before executing a lope departure on trot-in patterns - Failure to be in a lope prior to the first marker on run-in patterns - Failure to completely pass the specified marker before initiating a stop position - Trotting beyond 2 strides, but less than 1/2 circle 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - Use of two hands (except in snaffle bit or hackamore) per maneuver - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Leaving arena before pattern is complete - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Fall of horse/rider; run ends - Illegal equipment - Disrespect or misconduct - Improper western attire
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W/O	#		MANUEVER 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					
Maneuver Description			2 Circles Left Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back								
20	505	PENALTY CONTENT	0	0	-1/2	0	-1	0	0					68 1/2			
21	399	PENALTY CONTENT	0	0	0	0	0	0	0					70			
22	621	PENALTY CONTENT	1	-1/2	-1/2	-1/2	0	0	0					1 67			
23	380	PENALTY CONTENT	1	1,2	0	-1/2	-1/2	-1/2	-1/2	-1/2					4 63 1/2		
24	381	PENALTY CONTENT	0	0	-1/2	0	0	0	0					69 1/2			
25	388	PENALTY CONTENT	0	1	0	-1/2	0	+1/2	0					1 69			
26	498	PENALTY CONTENT	0	0	+1/2	0	0	0	0					70 1/2			
27	519	PENALTY CONTENT	0	0	0	0	0	0	0					70			

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten 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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

5 Point Penalties:

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

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

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

DQ:

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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		Tie-Breaker	6	7	1	2	3	4	5							
		Maneuver Description	2 Circles Left Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back							
28	442	PENALTY														
		CONTENT	+1/2	0	+1/2	0	-1	0	0						70	
29	617	PENALTY	1	1												
		CONTENT	0	0	-1/2	0	0	0	0						2	67 1/2
30	462	PENALTY		1												
		CONTENT	0	-1/2	+1/2	+1/2	+1/2	0	+1/2						1	70 1/2
	456	PENALTY														
		CONTENT	0	0	0	+1/2	0	+1/2	+1/2							71 1/2
	455	PENALTY	1													
		CONTENT	-1/2	-1	0	0	-1	0	0						1	66 1/2
	406	PENALTY														
		CONTENT	0	0	0	+1/2	+1/2	+1/2	+1/2							72
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Handwritten Signature]

SHOW: Abilene - VRH

CLASS: #89 - SHTX YWCH - Youth Working Cow

DATE: 02/25/2017

NOVICE/YOUTH COW WORK

1 Point Penalties:

- Loss of working advantage
- Working out of position
- Slipping rein

3 Point Penalties:

- Knocking down the cow without having a working advantage
- Losing a cow while boxing

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

- Turning tail
- Repeated blatant disobedience
- Fall horse/ rider; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	OP	RUN CONTENT					PENALTY TOTAL	SCORE
			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						
			BOXING MANEUVERS						
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES					
Tie-Breaker			1	3	2	4			
1	420	PENALTY						70	
		CONTENT	0	0	0	0			
2	633	PENALTY						68 1/2	
		CONTENT	0	0	-1/2	-1			
3	466	PENALTY						70 1/2	
		CONTENT	+1/2	0	0	0			
4	560	PENALTY						68	
		CONTENT	0	0	-1	-1			
5	550	PENALTY	3					65	
		CONTENT	-1 1/2	-1/2	0	0		3	
6	394	PENALTY						71	
		CONTENT	0	0	+1/2	+1/2			
7	621	PENALTY						72	
		CONTENT	+1/2	+1/2	+1/2	+1/2			
8	463	PENALTY	-1					67 1/2	
		CONTENT	-1	-1/2	0	0		1	
9	407	PENALTY	5					62	
		CONTENT	0	-1	-1	-1	Two hands on reins	5	
10	388	PENALTY						69	
		CONTENT	0	0	-1/2	-1/2			

JUDGE'S SIGNATURE:

J. Dublin

SHOW: Abilene - VRH

CLASS: #89 - SHTX YWCH - Youth Working Cow

DATE: 02/25/2017

NOVICE/YOUTH COW WORK

1 Point Penalties:

- Loss of working advantage
- Working out of position
- Slipping rein

3 Point Penalties:

- Knocking down the cow without having a working advantage
- Losing a cow while boxing

5 Point Penalties:

- Spurring in front of cinch
- Bilateral 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

- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	OP	RUN CONTENT					PENALTY TOTAL	SCORE
			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						
			BOXING MANEUVERS						
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES					
Tie-Breaker			1	3	2	4			
11	505		PENALTY					68 1/2	
			CONTENT	0	0	-1/2	-1		
12	411		PENALTY	-1 -1				2 65 1/2	
			CONTENT	-1	0	-1	-1/2		
13	462		PENALTY					70	
			CONTENT	-1/2	0	+1/2	0		
14	519		PENALTY					72 1/2	
			CONTENT	+1/2	0	+1	+1		
15	551		PENALTY					68 1/2	
			CONTENT	-1/2	-1/2	0	-1/2		
16	619		PENALTY	-1 -1 -1 -3				6 61 1/2	
			CONTENT	-1 1/2	-1	0	0		
17	399		PENALTY					74	
			CONTENT	+1	+1	+1	+1		
18	395		PENALTY	-1				1 71 1/2	
			CONTENT	+1/2	+1/2	+1	+1/2		
19	558		PENALTY					71 1/2	
			CONTENT	+1/2	0	+1/2	+1/2		
20	532		PENALTY					71	
			CONTENT	0	0	+1/2	+1/2		

JUDGE'S SIGNATURE: _____

J. J. J. J.

SHOW: Abilene - VRH

CLASS: #89 - SHTX YWCH - Youth Working Cow

DATE: 02/25/2017

NOVICE/YOUTH COW WORK

1 Point Penalties:

- Loss of working advantage
- Working out of position
- Slipping rein

3 Point Penalties:

- Knocking down the cow without having a working advantage
- Losing a cow while boxing

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

- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

DO:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	OP	RUN CONTENT					PENALTY TOTAL	SCORE	
			BOXING MANEUVERS							
			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES			
Tie-Breaker			1	3	2	4				
21	605		PENALTY -1					1	67	
			CONTENT -1	-1	0	0				
22	442		PENALTY						72	
			CONTENT 0	0	+1	+1				
23	381		PENALTY -3 -1 -3						60 1/2	
			CONTENT -1 1/2	-1	0	0				
24	468		PENALTY						72	
			CONTENT +1/2	0	+1	+1/2				
25	380		PENALTY 3 5	5	5	5	Two hands on bridle	23	45 1/2	
			CONTENT -1	-1/2	0	0				
26	498		PENALTY 3					3	65	
			CONTENT -1 1/2	-1	+1/2	0				
27	617		PENALTY						71 1/2	
			CONTENT +1/2	0	+1/2	+1/2				
28	529		PENALTY	SCRATCH						
			CONTENT							
			PENALTY							
			CONTENT							
			PENALTY							
			CONTENT							

JUDGE'S SIGNATURE:

J. Dublin

SHOW: Abilene - VRH
CLASS: #91 - AQHA 485000 - Youth VRH Limited Ranch Cow Work
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																		
			1	3	2	4	6	5	7	9	8							
		Tie-Breaker																
1	399	PENALTY																
		CONTENT	+1/2	+1/2	0	+1/2	0	0	-1/2	0	0	L		3	68			
2	395	PENALTY																
		CONTENT																
3	633	PENALTY																
		CONTENT	+1/2	0	+1/2	0	0	0	-1/2	0	0			1	69 1/2			
4	463	PENALTY	A															
		CONTENT	-1	-1	0	-1	-1	0	-1/2	-1	0	L	C	10	53 1/2			
5	532	PENALTY																
		CONTENT	0	0	0	+1/2	0	0	+1	+1/2	+1				73			
6	381	PENALTY	AAA															
		CONTENT	-1 1/2	-1	0	+1/2	0	0	-1	-1	0	L	C	12	54			
7	605	PENALTY																
		CONTENT	0	0	+1/2	+1/2	0	0	-1	-1	0	L		4	65			
8	455	PENALTY																
		CONTENT	0	0	0	0	0	0	+1/2	0	+1/2				71			

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Dublin* HWC

SHOW: Abilene - VRH
CLASS: #91 - AQHA 485000 - Youth VRH Limited Ranch Cow Work
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/riders; 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/riders team is scored between 1-100 points and automatically begins the run with a score of 70 points: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
Tie-Breaker															
9	529	PENALTY													
		CONTENT	-1/2	0	0	0	0	0	-1	0	-1/2	L		3	65
10	498	PENALTY													
		CONTENT	+1	+1/2	+1/2	0	0	0	-1/2	0	+1/2	L		3	69
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Dublin* HW

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Abilene - VRH

CLASS: #90 - AQHA 483000 - Youth VRH
Working Ranch Horse

DATE: 02/25/2017

1 Point Penalties:

- A - Loss of working advantage
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- E - Changing sides of arena to turn cow
- L - For each length horse runs past cow
- P - Working out of position
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

2 Point Penalties:

- A - Going around the corner of the arena before turning cow
- B - In an open field turn animal gets within 3 feet of the end fence before being turned
- C - Failure to catch

3 Point Penalties:

- E - Exhausting or overworking the cow before circling or roping
- H - Hanging up on the fence (refusing to turn)
- K - Knocking down the cow without having a working advantage

5 Point Penalties:

- A - Failure to turn the cow both directions on the fence
- B - Spurring or hitting in front of cinch at any time
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

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

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illegal catch at end of run
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

DQ:

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

W/O	#	RUN CONTENT											PENALTIES				SCORE	OP
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											2 POINTS	3 POINTS	5 POINTS	TOTAL		
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL						
L	R	L	R	TRACK & RATE	STOP & HOLD													
Tie-Breaker		2	3	4	5	8	9	8	9	1	7	6						
1	617			1 ^A	1 ^A					1 ^A							3	67
		-1/2	+1/2	+1/2	0	0	-1/2			0	+1/2	-1/2						
2	462																-	72
		-1/2	+1/2	+1	-1/2	+1/2	+1/2			+1/2	+1/2	-1/2						
3	456																2	73
		0	+1/2	+1 1/2	-1/2	+1/2	0			+1/2	+1/2	0						
4	420				0												-	73 1/2
		0	+1/2	+1/2	+1/2	+1/2	0			+1/2	+1/2	0						
5	468																2	67 1/2
		0	0	+1/2	0					+1/2	-1 1/2	0	0	0	C			
6	406																2	66 1/2
		0	0	+1/2	-1					+1/2	-1 1/2	0	0	0	C			
7	619																-	72 1/2
		+1/2	+1/2	+1/2	+1/2	-1/2	0			+1/2	+1/2	0						
8	395			E													2	68
		+1/2	+1/2	0	0	0	0			0	+1/2	-1/2	EA					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *J. Dublin*