

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

DC:

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

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
		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		6	5	4	7	1	8	9	2	10	3			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back			
1	✓ 503	PENALTY			-1									
		CONTENT	0	0	-1	-1	0	0	-1/2	0	-1/2		1	60
			70		68	67	67		66 1/2		66			
2	✓ 499	PENALTY												
		CONTENT	0	0	+1/2	0	+1/2	0	+1/2	0	0		0	71 1/2
			70		70 1/2		71	71	71 1/2	71 1/2				
3	✓ 480	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	0	+1/2	0	0	73
			70 1/2	71	71 1/2	71 1/2	72	72 1/2	72 1/2		73			
4	✓ 523	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	0	0	0	0	+1/2	+1/2		0	72 1/2
			70 1/2	71	71 1/2	71 1/2				72	72 1/2			
5	✓ 397	PENALTY												
		CONTENT	0	0	-1/2	+1/2	+1/2	0	0	0	-1/2		0	70
			70		69 1/2	70	70 1/2	70 1/2			70			
6	✓ 442	PENALTY												
		CONTENT	0	0	0	0	-1/2	0	-1/2	-1/2	-1/2	0	0	68
			70				69 1/2		69	68 1/2	68	68		
7	✓ 501	PENALTY												
		CONTENT	0	0	-1/2	-1/2	0	0	-1/2	-1/2	-1/2	0	0	67 1/2
			70		69 1/2	69	69		68 1/2	68	67 1/2			
8	✓ 481	PENALTY					1							
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	-1/2	-1/2	+1/2	0	0	1	70 1/2
			70 1/2	71	71 1/2	72	72	70 1/2	70	70 1/2				

JUDGE'S NAME (PRINTED):

A Walton

JUDGE'S SIGNATURE:

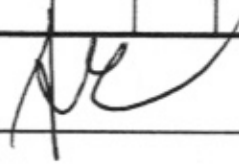
KW

VERSATILITY RANCH HORSE - RANCH RIDING

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled per maneuver - Out of frame per maneuver - Too slow per maneuver - Gapping mouth - Break of gait at Walk or trot for two (2) strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at Lope - Break of gait at Walk or trot for more than two (2) strides <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - Use of two hands (except in snaffle bit or hackamore) per maneuver - More than one finger between split reins or any fingers between romal reins per maneuver - 1st or 2nd cumulative refusal 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience <p>DQ:</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		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back				
9	✓ 502	PENALTY											0	67 1/2	
		CONTENT	0	0	-1/2	-1/2	0	-1/2	-1/2	0	0	-1/2			
			70	69 1/2	69	69	68 1/2	68	68	68 1/2	68 1/2				
10	✓ 516	PENALTY		1									1	71 1/2	
		CONTENT	+1	-1/2	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	-1/2			
			71	69 1/2	70	70 1/2	71	71 1/2	71 1/2	72	71 1/2				
11	✓ 504	PENALTY											0	68	
		CONTENT	0	-1/2	-1/2	-1/2	0	0	-1/2	0	0	0			
			70	68 1/2	69	68 1/2	68 1/2	68	68	68	68				
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): A. Walton

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan Versatility

CLASS: #82 - SHTX NPTR - Non Pro Trail

DATE: 09/22/2017

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <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 - 2-3 steps on dismount or ground tie 	<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 - 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 	<p>Off-Pattern (OP): <i>Circle above others who complete pattern correctly</i></p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</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	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP				
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																
Tie-Breaker		1	2	3	4	5	6	7	8	9	10							
Obstacle Description		H Push Gate	SP Right	Trot Logs	Trot Ditch	Lope LL Logs	Drag Fig 8 Walk	Ex Trot L, Back L	Walk Bridge, Ditch									
1	523	PENALTY				1							1	73 1/2				
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1	+1	+1/2								
		71		71		72												
2	442	PENALTY			1		1		1				3	70				
		CONTENT	+1/2	+1/2	0	+1/2	0	+1	0	+1/2								
		70 1/2		69 1/2		70 1/2		69 1/2										
3	504	PENALTY												71 1/2				
		CONTENT	+1/2	0	0	0	-1/2	+1/2	+1/2	+1/2								
		70 1/2		71														
4	480	PENALTY								1			1	74 1/2				
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1								
		72		73 1/2		74 1/2												
5	499	PENALTY					3						3	70				
		CONTENT	+1/2	0	0	+1/2	-1	+1	+1	+1								
		71		67		68		69		70								
6	503	PENALTY			1								1	72				
		CONTENT	+1/2	0	0	0	0	+1	+1/2	+1								
		69 1/2		70 1/2		71												
7	502	PENALTY		1					1				2	70 1/2				
		CONTENT	+1/2	0	0	0	0	+1/2	+1/2	+1								
		69 1/2		70		69 1/2												
8	516	PENALTY							1				1	74	swung line of level			
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1								
		71		72		73		72 1/2										

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan -- Versatility

CLASS: #32 - SHTX NPTR - Non Pro Trail

DATE: 09/22/2017

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <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 - 2-3 steps on dismount or ground tie 	<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 - 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 	<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 - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/riders
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W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP
		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		1	2	3	4	5	6	7	8	9	10			
Obstacle Description		H Push Gate	SP Right	Trot Logs	Trot Ditch	Lope LL Logs	Drag Fig 8 Walk	Ex Trot L, Back L	Walk Bridge, Ditch					
9	481	PENALTY						1				1	72	
		CONTENT	+1/2	+1/2	0	+1/2	-1/2	+1/2	+1/2	+1				
			71		71									
10	397	PENALTY												
		CONTENT												
11	501	PENALTY		1			31					5	67	
		CONTENT	+1/2	0	0	+1/2	-1	+1/2	+1/2	+1				
			69 1/2		70		65	65 1/2		66				
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): _____

JUDGE'S 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	
		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													
		Maneuver Description													
		2 Circles Right	2 Circles Left	Stop	3 1/2 Left	Stop	3 1/2 Right	Stop & Back							
1	503	PENALTY 2	2, 1, 2										7	62 1/2	
		CONTENT 0	-4/2	0	0	0	0	0	0	0	0	0			
			68	62 1/2											
2	523	PENALTY 1/2											1/2	69	
		CONTENT -1/2	0	0	0	0	0	0	0	0	0	0			
			69												
3	502	PENALTY												69 1/2	
		CONTENT 0	0	0	0	0	-1/2	0	0						
							69 1/2								
4	442	PENALTY	1/2										1/2	66 1/2	
		CONTENT 0	-1/2	-1	0	-1/2	0	-1							
			69	68		67 1/2									
5	431	PENALTY				1/2							1/2	70	
		CONTENT 0	0	0	+1/2	-1/2	+1/2	0	0						
					69 1/2	70									
6	481	PENALTY												71 1/2	
		CONTENT +1/2	0	+1/2	0	0	+1/2	0							
			70 1/2	71			71 1/2								
7	516	PENALTY												70 1/2	
		CONTENT +1/2	0	0	0	0	0	0	0						
			70 1/2												
8	499	PENALTY												70 1/2	
		CONTENT 0	0	0	0	0	0	+1/2	0						

JUDGE'S NAME (PRINTED): 

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

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

1 Point Penalties:

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

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- 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

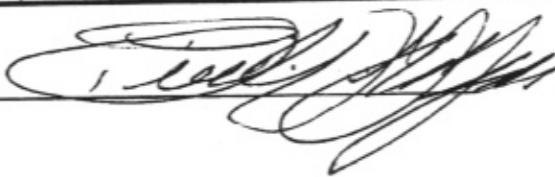
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

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														
		Maneuver Description														
		2 Circles Right														
		2 Circles Left														
		Stop														
		3 1/2 Left														
		Stop														
		3 1/2 Right														
		Stop & Back														
9	397	PENALTY														
		CONTENT	0	0	+1/2	0	0	0	-1/2							70
10	550	PENALTY														
		CONTENT	0	+1/2	+1/2	0	0	+1/2	+1/2							72
					71			71 1/2								
11	504	PENALTY					2									
		CONTENT	0	0	0	-1/2	0	-1/2	0						2	67
							67 1/2	67								
12	480	PENALTY														
		CONTENT	+1/2	0	+1/2	0	+1/2	-1/2	+1/2							71 1/2
					71		71 1/2	71								
13	551	PENALTY	2	2, 1, 2												
		CONTENT	0	-1/2	+1/2	0	0	0	+1/2						7	63 1/2
			68	62 1/2	63											
14	501	PENALTY	1, 2													
		CONTENT	-1/2	0	0	0	0	0	+1/2						3	67
			66 1/2													
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):



JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Bryan -- Versatility

CLASS: #36 - SHTX NPWC - Non Pro Working Cow

DATE: 09/22/2017

1 Point Penalties:

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

2 Point Penalties:

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

3 Point Penalties:

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

5 Point Penalties:

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

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

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

DO:

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

W/O	#	RUN CONTENT										PENALTIES				SCORE	OP		
		Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										2 POINTS	3 POINTS	5 POINTS	TOTAL				
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY							EYE APPEAL	
L	R	L	R	TRACK & RATE	STOP & HOLD														
Tie-Breaker		8	7	1	11	5	6	4	3	2	9	10							
1	397	PENALTY 1A											AA				5	62	
		CONTENT -1/2	0	0	0	0	-1/2			-1	0	-1							
2	499	PENALTY																68 1/2	
		CONTENT 0	-1/2	-1/2	-1	0	+1/2			0	0	0							
3	501	PENALTY		1A	1C													2	65
		CONTENT 0	-1/2	-1	-1/2			-1/2	+1/2	-1/2	0	-1/2							
4	550	PENALTY																71 1/2	
		CONTENT 0	+1/2	+1	-1/2	+1/2	0			0	0	0							
5	516	PENALTY																70 1/2	
		CONTENT 0	0	+1/2	0	-1/2	+1/2			0	0	0							
6	422	PENALTY		A														1	66 1/2
		CONTENT 0	-1/2	-1/2	0	0	-1/2			-1/2	0	-1/2							
7	523	PENALTY		A														1	72 1/2
		CONTENT +1/2	+1/2	+1/2	+1/2			+1/2	0	+1/2	+1/2	0							
8	442	PENALTY		A	A													4	63
		CONTENT 0	-1/2	-1/2	0	-1/2	-1/2			-1/2	0	-1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Bryan Rogers

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW:	Bryan -- Versatility
CLASS:	#36 - SHTX NPWC - Non Pro Working Cow
DATE:	09/22/2017

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

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

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

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

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

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

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

W/O	#	RUN CONTENT											PENALTIES				SCORE	OP		
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	TOTAL				
				L	R	L	R	TRACK & RATE	STOP & HOLD											
Tie-Breaker		8	7	1	11	5	6	4	3	2	9	10								
9	502	PENALTY																	72	
		CONTENT	0	+1/2	+1/2	+1/2				0	0	0	+1/2	0						
10	481	PENALTY			LA														2	66
		CONTENT	0	-1/2	-1/2	-1/2	0	0			-1/2	0	0							
11	504	PENALTY			A														1	67 1/2
		CONTENT	0	-1/2	-1/2	0			+1/2	-1/2	-1/2	0	0							
12	503	PENALTY			A A A														3	63
		CONTENT	0	-1/2	-1/2	-1	-1/2	-1/2			-1/2	0	-1/2							
13	480	PENALTY			LA														4	62 1/2
		CONTENT	+1/2	-1/2	-1	+1/2			-1	1/2	-1/2	0	0		C					
14	551	PENALTY																		68
		CONTENT	0	-1/2	-1/2	-1/2	0	0			-1/2	0	0							
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Bryan Logan*