

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	
		Tie-Breaker	5	6	1	7	3	4	8	2	9				10
<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>															
		Maneuver Description	Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
1	486	✓												75	
		PENALTY													
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2+1/2	+1/2	+1/2	0	+1/2				
							71	72	73	74	74 1/2	75			
2	713	✓												73	
		PENALTY													
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	0			
							71	72			73				
3	480	✓												71	
		PENALTY													
		CONTENT	+1/2	0	+1/2	0	0	-1/2	0	0	0	+1/2			
4	728	✓												74	
		PENALTY													
		CONTENT	+1/2	0	+1	+1/2	0	+1/2	+1/2	0	+1/2	+1/2			
							72	73			74				
5	687		XX												
		PENALTY													
		CONTENT													
6	445													69 1/2	
		PENALTY													
		CONTENT	0	0	0	-1	0	0	0	0	+1/2	0			
													69 1/2		
7	733	✓											1	71	
		PENALTY													
		CONTENT	0	+1/2	0	+1/2	+1/2	+1/2	-1/2	0	0	+1/2			
							71	72	71 1/2	70 1/2	71				
8	714	✓											OP	62	OP
		PENALTY													
		CONTENT	0	0	+1/2	OP	+1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2			

JUDGE'S NAME (PRINTED): David Avery

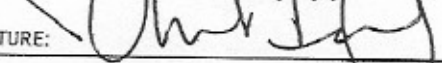
JUDGE'S SIGNATURE: *(Signature)*

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>DD:</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 3/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
Tie-Breaker		5	6	1	7	3	4	8	2	9	10			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
9	742													70
		PENALTY												
		CONTENT												
10	656 ✓					-3							3	67 1/2
		PENALTY												
		CONTENT												
11	469 ✓													73 1/2
		PENALTY												
		CONTENT												
12	685 ✓					3							3	68
		PENALTY												
		CONTENT												
13	471 ✓													75 1/2
		PENALTY												
		CONTENT												
14	682 ✓												1	70
		PENALTY												
		CONTENT												
15	745 ✓												1	72 1/2
		PENALTY												
		CONTENT												
16	450 ✓												1	71 1/2
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): David Avery

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

DO:

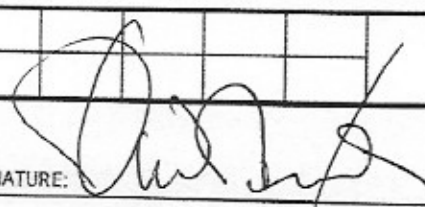
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

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		6	1	7	3	4	8	2	9	10						
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back					
17	451	PENALTY	1	1				-1								
		CONTENT	0	-1/2	0	0	0	-1	0	0	0	+1/2				
			67 1/2		65 1/2			66					3	66		
18	506	PENALTY														
		CONTENT	0	0	0	0	0	0	+1/2	0	0	+1/2				
			71												71	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): David Avery

JUDGE'S SIGNATURE: 

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
- 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

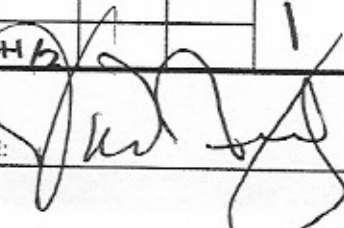
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

DQ:

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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		2	4	5	6	1	7	8	3							
Obstacle Description		RH Push Gate	SP Left	L L L Logs	Trot Logs to Drag	Rope & Drag	Walk chute back	WORK OVERING BRIDGE								
1	486 ✓	PENALTY														
		CONTENT	+1/2	0	+1/2	0	+1	+1/2	+1/2	+1/2				1	73 1/2	
					72	71	72		73	73 1/2						
2	713 ✓	PENALTY			50									5	56	OP
		CONTENT	0	0	-1/2	-1/2	+1/2	-1/2	-1/2	-1/2				OP		
					56											
3	480 ✓	PENALTY			3									3	68	
		CONTENT	0	+1/2	0	+1/2	0	-1/2	0	+1/2						
					71	68				68						
4	728 ✓	PENALTY			5				-1					9	60 1/2	
		CONTENT	+1/2	+1/2	-1/2	0	-1/2	0	0	+1/2						
					71	69 1/2	61 1/2	61	60	60 1/2						
5	687	PENALTY														
		CONTENT														
6	445	PENALTY			3	3								6	61	
		CONTENT	-1/2	0	-1/2	0	0	-1/2	-1/2	0						
					68	63			61							
7	733 ✓	PENALTY			3									3	69 1/2	
		CONTENT	+1/2	0	0	+1/2	0	+1/2	+1/2	+1/2						
					68			69	69 1/2							
8	714 ✓	PENALTY			1									1	71 1/2	
		CONTENT	0	-1	+1/2	+1/2	+1	+1/2	0	+1/2						
					69			71	71							

JUDGE'S NAME (PRINTED): David Avery

JUDGE'S SIGNATURE: 

SHOW: San Antonio-VRH

CLASS:#41 - SHTX JTRL - Junior Trail

DATE: 05/06/2017

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 fee 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
- Leading go of gate
- 4 or more steps on dismount or ground tie

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

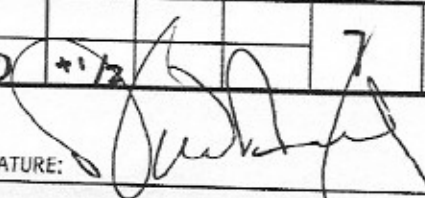
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

DO:

- 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 Push Gate	SP Left	L.L. Logs	Trot Logs to Drag	Rope & Drag	Walk chute back	WALK OVER log	BRIDGE						
9	742		-1	3 OP								4 OP	56 1/2	OP	
			0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				
10	656			3			-1	1				5	65		
			+1/2	0	-1	+1/2	+1/2	-1/2	-1/2	+1/2					
11	469												75		
			+1/2	0	+1/2	+1/2	+1	+1/2	+1/2	+1/2					
12	685			1 3 OP								4 OP	57	OP	
			+1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				
13	471												74		
			+1/2	+1/2	+1/2	+1/2	0	0	+1/2	+1/2					
14	682			3 3			-1					7	61		
			0	0	-1/2	0	-1/2	-1/2	0	+1/2					
15	745			3 3	-1							7	66		
			+1/2	+1/2	-1	0	+1/2	+1/2	+1/2	+1/2					
16	506			3 3	1							7	62 1/2		
			0	0	-1	-1/2	+1/2	-1/2	0	+1/2					

JUDGE'S NAME (PRINTED): David Avery

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				
<p>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</p>															
		Tie-Breaker													
		Maneuver Description													
			Right Circle Lead Change	Left Circle, Lead Change	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back						
1	499	PENALTY	-1 1/2	-2											
		CONTENT	-1	-1	-1/2	-1/2	-1/2	-1/2	-1/2				-9	56 1/2	
2	714	PENALTY				OP									
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2					66 1/2 OP	
3	713	PENALTY											0	68	
		CONTENT	0	-1	-1/2	0	0	-1/2	0						
4	733	PENALTY											0	70	
		CONTENT	+1/2	0	+1/2	0	-1/2	-1/2	0						
5	506	PENALTY	-1 1/2												
		CONTENT	-1/2	0	-1/2	0	-1/2	-1/2	0				-4	64	
6	480	PENALTY											0	67 1/2	
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2						
7	445	PENALTY					-1/2		-2						
		CONTENT	0	-1/2	-1/2	0	-1	0	0				-2 1/2	65 1/2	
8	471	PENALTY	-1	-1											
		CONTENT	-1/2		-1/2	0	+1/2	+1/2	+1/2				-5	65 1/2	

JUDGE'S NAME (PRINTED):

WALTON
Marilyn Peters

JUDGE'S SIGNATURE:

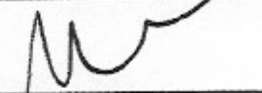
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VERSATILITY RANCH HORSE - REINING

- 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

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		Right Circle, Lead Chng	Left Circle, Lead Chng	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back							
9	745	PENALTY											0	69	
		CONTENT	0	0	0	0	-1/2	0	-1/2						
10	742	PENALTY		-1									-1 1/2	65 1/2	
		CONTENT	0	-1/2	0	-1/2	-1	-1/2	-1/2						
11	728	PENALTY		-1									-1	68 1/2	
		CONTENT	0	0	-1/2	0	0	0	0						
12	486	PENALTY											-1/2	71 1/2	
		CONTENT	0	0	+1/2	+1/2	+1/2	0	+1/2						
13	507	PENALTY		-5									-5 1/2	63	
		CONTENT	0	-1	0	-1/2	+1/2	-1/2	0						
14	469	PENALTY											0	68	
		CONTENT	-1/2	-1/2	-1	+1/2	0	-1/2	0						
15	498	PENALTY						-1/2					-1	63 1/2	
		CONTENT	-0	-1/2	-1	-1	-1	-1	-1						
16	656	PENALTY	-1										-2	64	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1	0						

JUDGE'S NAME (PRINTED): Marilyn Peters

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

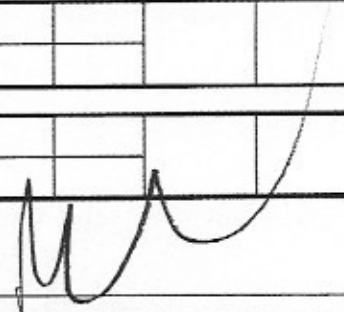
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Fall of horse/riders; 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																
Maneuver Description		Right Circle Lead Chng	Left Circle Lead Chng	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back								
17	682	PENALTY														
		CONTENT	-1/2	0	-1	0	-1	-1/2	-1							100
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Marilyn Peters

JUDGE'S SIGNATURE: 

VRH - LIMITED RANCH COW WORK (Amateur)

<p>1 Point Penalties: A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p>3 Point Penalties: K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p>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</p>	<p>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</p> <p>DQ: 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					
Tie-Breaker		1	9	4	2	5	8	3	6	7					
1	506	PENALTY: A												1	66½
		CONTENT: -½ -½ 0	-½	-½	+½	0	-½	-½	+½	0	-½	-½			
2	480	PENALTY: A												1	68
		CONTENT: -½ -½ +½	0	0	0	0	0	-½	0						
3	713	PENALTY:						A						4	64½
		CONTENT: 0 0 0	-½	0	0	-1	-½	+½	L						
4	656	PENALTY: AAA						A	A					5	62
		CONTENT: -1 -1 0	0	0	0	-½	-½	0							
5	742	PENALTY:						A						1	65½
		CONTENT: -½ -1 0	0	-½	0	-½	-1	0							
6	469	PENALTY:												0	70
		CONTENT: 0 0 0	0	0	0	0	0	0	0	0					
7	728	PENALTY:												0	71
		CONTENT: 0 0 0	+½	0	0	+½	0	0							
8	486	PENALTY:						A						4	66
		CONTENT: +½ 0 0	0	0	+½	-1	0	0	L						

JUDGE'S NAME (PRINTED): Marilyn Peters

JUDGE'S SIGNATURE: *Marilyn Peters*

SHOW: San Antonio-VRH

CLASS: #43 - SHTX JWCH - Junior Working Cow

DATE: 05/06/2017

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

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														
9	714	PENALTY														
		CONTENT	0	0	0	+1	0	0	1/2	0	0			0	7 1/2	
10	733	PENALTY	A													
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0			1	72	
11	445	PENALTY														
		CONTENT	-1	-1	0	-1/2	0	0	-1	-1/2	0			0	66	
12	507	PENALTY	A						AA							
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	0	-1	-1/2	+1/2	L		6	61	
13	745	PENALTY	A						A							
		CONTENT	0	0	+1	1/2	0	+1/2	-1/2	0	+1	L		5	67 1/2	
14	471	PENALTY							A							
		CONTENT	0	0	0	+1/2	0	+1/2	-1/2	0	+1/2	L		4	67	
15	682	PENALTY														
		CONTENT	1/2	+1/2	+1/2	-1/2	0	0	-1/2	0	+1/2	L		3	68	
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Marilyn Peters

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