



SHOW: Bryan - Versatility  
CLASS: #34 - SHTX NPRN - Non Pro  
Reining  
DATE: 09/28/2019

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

**10 Point Penalty:**

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

**MANUEVER SCORES**

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

W/O	#	Tie-Breaker	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8	9	10					
			Left Circles, Chg	Right Circles, Chg	Stop	3 1/2 R	Stop	3 1/2 L	Stop & Back								
1	579		0	-1/2	-1	-1/2	0	+1/2	0					1	67 1/2		↑
2	574		0	-1/2	0	-1/2	-1/2	0	0					3	65 1/2		
3	970		-1/2	-1/2	0	-1/2	0	-1/2	0					12	56		
4	972		0	0	0	0	+1/2	+1/2	+1/2					1	70 1/2		
5	974		0	0	0	+1/2	0	0	+1/2						71		
6	859		SCRATCH														
7	882		0	-1/2	-1/2	0	-1/2	+1/2	0					3	66		
8	978		0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2						73		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*J. K.*



**SHOW:** Bryan - Versatility

**CLASS:** #34 - SHTX NPRN - Non Pro  
Reining

**DATE:** 09/28/2019

## VERSATILITY RANCH HORSE - REINING

**1/2 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

**10 Point Penalty:**

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two reins)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		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														
		<b>Tie-Breaker</b> 1: Left Circles, 2: Right Circles, 3: Stop, 4: 3 1/2 R, 5: Stop, 6: 3 1/2 L, 7: Stop & Back														
9	881															
10	904														68 1/2	
11	973														73 1/2	
12	969													2	68 1/2	
13	1														72	
14	994													1	71 1/2	
15	840														73	
16	992														67 1/2	

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

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



## VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Bryan - Versatility  
**CLASS:** #30 - SHTX NPPL - Non Pro Pleasure  
**DATE:** 09/28/2019

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- 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
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

**10 Point Penalty:**

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

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
W/O	#	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 Contact, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
		Tie-Breaker	10	4	3	5	T2	6	7	8	9	T1				
		Maneuver Description	L	EXL	W	I	S&R	EXT	I	EXW	L	S&B				
1	882	PENALTY														69
		CONTENT	-1/2	+1/2	0	-1/2	-1/2	0	0	+1/2	-1/2	0				
2	1	PENALTY				1		1							2	63
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				
3	969	PENALTY						1							1	67 1/2
		CONTENT	0	0	0	-1/2	0	-1/2	0	-1/2	-1/2	+1/2				
4	904	PENALTY			1	1		1							3	63 1/2
		CONTENT	0	-1/2	-1/2	-1/2	0	-1/2	0	0	-1/2	-1				
5	574	PENALTY			1										1	67
		CONTENT	0	-1/2	-1/2	0	-1/2	+1/2	0	0	-1/2	-1/2				
6	994	PENALTY								1					1	69
		CONTENT	+1/2	+1/2	-1/2	-1/2	0	+1/2	0	-1/2	0	0				
7	840	PENALTY			1,3					1					5	59
		CONTENT	-1	-1/2	-1/2	-1/2	0	0	0	-1/2	-1	0				
8	978	PENALTY						1							1	70 1/2
		CONTENT	0	+1/2	0	0	+1/2	0	0	0	0	+1/2				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Shakir  
Hester*



## VERSATILITY RANCH HORSE - RANCH RIDING

<b>SHOW:</b>	Bryan - Versatility
<b>CLASS:</b>	#30 - SHTX NPPL - Non Pro Pleasure
<b>DATE:</b>	09/28/2019

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Break of gait at walk</li> <li>- Trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Out of lead or cross-cantering more than two strides when changing leads</li> <li>- Trotting more than three strides when making a simple lead change</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between round reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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MANEUVER SCORES													10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breaker		L	EXL	W	T	T2	EXT	EXW	L	T1	S&B					
Maneuver Description						S&R										
9	✓ 974	PENALTY					1									
		CONTENT	0	+1/2	0	0	0	-1/2	-1/2	-1	0	-1/2		1	67	
10	✓ 970	PENALTY														
		CONTENT	0	-1/2	0	-1/2	0	0	0	-1/2	-1/2	0		1	67	
11	✓ 972	PENALTY														
		CONTENT	0	-1/2	0	0	0	0	0	0	0	0			69 1/2	
12	✓ 992	PENALTY														
		CONTENT	-1/2	0	-1/2	-1/2	0	0	-1/2	-1/2	-1	-1/2			66	
13	✓ 579	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2			75 1/2	
14	✓ 973	PENALTY					1	1								
		CONTENT	+1/2	0	+1/2	0	0	0	+1/2	+1/2	+1/2	0		2	70 1/2	
15	✓ 859	PENALTY						1								
		CONTENT	+1/2	+1/2	-1/2	0	0	0	+1/2	+1/2	0	-1/2		1	70	
		PENALTY														
		CONTENT														

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

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

*Shandy*  
*K. J. Jeter*  
Printed from HSW  
SCK



## VERSATILITY RANCH HORSE - TRAIL

SHOW: Brown - Versatility

CLASS:#32 - SHTX NPTR - Non Pro Trail

DATE: 09/28/2019

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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
- Slipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on or ground tie (except shifting to balance)
- Split log in lope over

**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
- Three to four steps on mount/dismount on ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- 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
- 5 or more steps on mount/dismount or ground tie

**10 Point Penalty:**

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

**Off-Pattern Penalties:**

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

OBSTACLE SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	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													
		1	2	3	4	5	6	7	8	9	10				
<b>Tie-Breaker</b>		5	6	1	7	3	2	4							
<b>Obstacle Description</b>		Gate	SP R	L L L Logs	Drag Walk	Ext T, back	L R L Bridge, W	Dismount, tie							
1	840	PENALTY				OP								-	75 OP
		CONTENT	+1	0	+1	+1/2	+1/2	+1	+1						
					72		73								
2	992	PENALTY			3									3	70
		CONTENT	+1/2	+1	-1/2	+1	+1	+1	-1						
					68	69	70								
3	978	PENALTY			1,1			1						3	69
		CONTENT	+1/2	+1	-1/2	+1/2	+1/2	+1	-1						
					69		70	71							
4	969	PENALTY			1									1	69 1/2
		CONTENT	+1/2	+1/2	-1/2	0	+1/2	+1/2	-1						
					71	69 1/2	70								
5	574	PENALTY		1	1									2	67 1/2
		CONTENT	0	-1/2	0	0	+1/2	+1/2	-1						
					67 1/2		68								
6	974	PENALTY												-	78
		CONTENT	+1	+1/2	+1	+1/2	+1/2	+1	+1/2						
					73 1/2	75		76 1/2							
7	994	PENALTY		1,1			1							3	69
		CONTENT	+1/2	-1/2	+1/2	+1/2	-1/2	+1/2	+1						
					68		69	67 1/2	68						
8	904	PENALTY												-	72 1/2
		CONTENT	0	0	+1/2	0	+1	+1/2	+1/2						
							71 1/2	72							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Judith Rosen*



## VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan - Versatility

CLASS:#32 - SHTX NPTR - Non Pro Trail

DATE: 09/28/2019

**1 Point Penalties:**

- Over-bridged (per maneuver)
- Out of frame (per maneuver)
- 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 or two steps on mount/dismount on or ground tie (except shifting to balance)
- Split log in lops over

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lops
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- Bizarre disobedience
- Use of either hand to instill fear/praise
- 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 gait
- 5 or more steps on mount/dismount or ground tie

**10 Point Penalty:**

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

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

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between roman reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

**OBSTACLE SCORES**

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker Obstacle Description: Gate, SP R, L L L Logs, Drag Walk, Ext T, back, L RL Bridge, Dismount,														
9	579			1		1								2	72	
10	1													-	77 1/2	
11	859															
12	973													-	78 1/2	
13	970		1			1	1							3	65	
14	972			1		1								2	67	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Jalby Rosen*  
Printed from FSW

**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:** Bryan - Versatility  
**CLASS:** #36 - SHTX NPWC - Non Pro Working Cow  
**DATE:** 09/28/2019

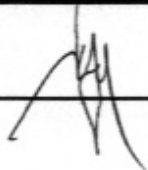
- 1 Point Penalties:**  
A - Loss of working advantage  
C - Using the corner or the end of the arena to turn the cow when going down the fence  
E - Changing sides of arena to turn cow  
L - For each length horse runs past cow  
P - Working out of position  
R - Two-loop catch in amateur and youth classes  
S - Slipping rein  
T - Failure to drive cow past middle marker on first turn  
V - Over-bridged (per maneuver)  
W - Out of frame (per maneuver)
- 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  
R - Failure to catch if roping in amateur and youth classes

- 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  
R - Two-loop catch when roping in open/cowboy classes
- 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 inhibit fear/raise  
R - Failure to catch when roping in open/cowboy classes
- 10 point Penalty:**  
U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in every 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  
R - Complete loss of rope in Open/Cowboy class  
H - Use of two hands (except in snaffle bit or hackamore)  
M - More than one finger between split reins or any fingers between roman reins
- Disqualification (DQ):**  
A - Abuse  
B - Lameness  
D - Disrespect or misconduct  
G - Illegal equipment  
F - Fall of horse/rider  
N - Improper western attire  
H - Leaving arena before run is complete  
J - Bringing the cow straight over backwards landing on its back or head

W/O	#	RUN CONTENT										PENALTIES					SCORE	OP						
		BOXING	RATING	FENCE TURNING (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS			TOTAL					
				L	R	L	R	TRACK & RATE	STOP & HOLD															
		<b>Tie-Breaker</b>	5	6	1	2	3	4	3	4	7	8	9											
1	972	PENALTY																						75
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	+1/2			+1/2	+1/2	+1/2											
2	1	PENALTY			A		A																	266
		CONTENT	0	-1/2	-1/2	0	0	-1/2			-1/2	0	0											
3	970	PENALTY	A		E																			464
		CONTENT	-1/2	0	+1/2	-1/2	-1/2	-1/2			-1/2	0	0	A										
4	978	PENALTY			C	A	A																	366 1/2
		CONTENT	+1/2	0	+1/2	0	-1/2	-1/2			-1/2	0	0											
5	904	PENALTY			AH		A																	563
		CONTENT	0	0	-1/2	-1/2	-1/2	0			-1/2	0	0	A										
6	840	PENALTY			A																			171 1/2
		CONTENT	+1/2	+1/2	0	0	+1/2	+1/2			+1/2	0	0											
7	579	PENALTY			A		A																	268
		CONTENT	+1/2	0	+1/2	0	-1/2	0			-1/2	0	0											
8	974	PENALTY																						072 1/2
		CONTENT	0	0	0	+1/2	+1/2	+1/2			+1/2	0	+1/2											

JUDGE'S NAME (PRINTED):



JUDGE'S SIGNATURE:

# AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION



**NRSHA**  
NATIONAL RANCH AND  
SADDLE HORSE ASSOCIATION

## VERSATILITY RANCH HORSE - RANCH COW WORK

**SHOW:** Bryan - Versatility

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

**DATE:** 09/28/2019

**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
- R - Two-loop catch in amateur and youth classes
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn
- V - Over-bridged (per maneuver)
- W - Out of frame (per maneuver)

**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
- R - Failure to catch if roping in amateur and youth classes

**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
- R - Two-loop catch when roping in open/cowboy classes

**4 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
- R - Failure to catch when roping in open/cowboy classes

**10 point Penalty:**

- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in every 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
- R - Complete loss of rope in Open/Cowboy class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between roman reins

**Disqualification (DQ):**

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

W/O	#	RUN CONTENT										PENALTIES					SCORE	OP		
		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 Contact +1/2 Good, +1 Very Good, +1 1/2 Excellent										2	3	5	10	TOTAL				
		BONING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL	
L	R	L	R	TRACK & RATE	STOP & HOLD															
		<b>Tie-Breaker</b>																		
9	859	PENALTY																		
		CONTENT	0	0	0	-1/2	-1/2	0			-1/2	-1/2	0						3	65
10	994	PENALTY				A														
		CONTENT	0	0	0	0	0	+1/2			-1/2	0	0						1	69
11	574	PENALTY				A														
		CONTENT	0	0	-1/2	-1/2	0	+1/2		0	0	0							1	68 1/2
12	973	PENALTY																		
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0		+1/2	0	+1/2							0	73 1/2
13	992	PENALTY				A	A	A												
		CONTENT	0	0	0	-1/2	-1/2	-1/2			-1/2	-1/2	-1/2						3	64
14	969	PENALTY																		
		CONTENT	0	0	0	-1/2	0	+1/2		0	0	0							0	70
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: