



SHOW: Lubbock - Versatility
CLASS: 250 - SMHX JPLS - Junior Pleasure
DATE: 04/06/2019

VERSATILITY RANCH HORSE - RANCH RIDING

- 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 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																																																																																																																																																																																																																																																													
Tie-Breaker		①	②	④	⑥	⑤	⑦	⑧	③	⑨	⑩																																																																																																																																																																																																																																																				
Maneuver Description		EXL	W	S&R	EXI	EXW	EXL	S&B																																																																																																																																																																																																																																																							
1	139	PENALTY																CONTENT	-1	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1	-1	-1	0	0	62.5	2	237	PENALTY		3														CONTENT	-1	-1	-1/2	0	-1/2	-1/2	-1/2	0	-1	-1	0	3	61	3	104	PENALTY		3														CONTENT	OP	-1	OP	OP	OP	-1/2	0	-1/2	OP	OP	0	3	65 ^{OP} _{OP x3} _{OP x2}	4	125	PENALTY																CONTENT	-1/2	0	-1/2	0	0	+1/2	-1/2	0	0	-1/2	0	0	68.5	5	140	PENALTY																CONTENT	-1/2	-1/2	0	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	0	0	66.5	6	238	PENALTY																CONTENT	-1	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0	0	0	65.5	7	127	PENALTY																CONTENT	0	-1/2	0	0	0	0	0	0	0	0	0	0	69.5	8	232	PENALTY																CONTENT	0	0	-1/2	0	0	0	-1/2	0	-1/2	0	0	0	68.5
		CONTENT	-1	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1	-1	-1	0	0	62.5																																																																																																																																																																																																																																																
2	237	PENALTY		3														CONTENT	-1	-1	-1/2	0	-1/2	-1/2	-1/2	0	-1	-1	0	3	61	3	104	PENALTY		3														CONTENT	OP	-1	OP	OP	OP	-1/2	0	-1/2	OP	OP	0	3	65 ^{OP} _{OP x3} _{OP x2}	4	125	PENALTY																CONTENT	-1/2	0	-1/2	0	0	+1/2	-1/2	0	0	-1/2	0	0	68.5	5	140	PENALTY																CONTENT	-1/2	-1/2	0	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	0	0	66.5	6	238	PENALTY																CONTENT	-1	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0	0	0	65.5	7	127	PENALTY																CONTENT	0	-1/2	0	0	0	0	0	0	0	0	0	0	69.5	8	232	PENALTY																CONTENT	0	0	-1/2	0	0	0	-1/2	0	-1/2	0	0	0	68.5																																
		CONTENT	-1	-1	-1/2	0	-1/2	-1/2	-1/2	0	-1	-1	0	3	61																																																																																																																																																																																																																																																
3	104	PENALTY		3														CONTENT	OP	-1	OP	OP	OP	-1/2	0	-1/2	OP	OP	0	3	65 ^{OP} _{OP x3} _{OP x2}	4	125	PENALTY																CONTENT	-1/2	0	-1/2	0	0	+1/2	-1/2	0	0	-1/2	0	0	68.5	5	140	PENALTY																CONTENT	-1/2	-1/2	0	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	0	0	66.5	6	238	PENALTY																CONTENT	-1	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0	0	0	65.5	7	127	PENALTY																CONTENT	0	-1/2	0	0	0	0	0	0	0	0	0	0	69.5	8	232	PENALTY																CONTENT	0	0	-1/2	0	0	0	-1/2	0	-1/2	0	0	0	68.5																																																																
		CONTENT	OP	-1	OP	OP	OP	-1/2	0	-1/2	OP	OP	0	3	65 ^{OP} _{OP x3} _{OP x2}																																																																																																																																																																																																																																																
4	125	PENALTY																CONTENT	-1/2	0	-1/2	0	0	+1/2	-1/2	0	0	-1/2	0	0	68.5	5	140	PENALTY																CONTENT	-1/2	-1/2	0	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	0	0	66.5	6	238	PENALTY																CONTENT	-1	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0	0	0	65.5	7	127	PENALTY																CONTENT	0	-1/2	0	0	0	0	0	0	0	0	0	0	69.5	8	232	PENALTY																CONTENT	0	0	-1/2	0	0	0	-1/2	0	-1/2	0	0	0	68.5																																																																																																
		CONTENT	-1/2	0	-1/2	0	0	+1/2	-1/2	0	0	-1/2	0	0	68.5																																																																																																																																																																																																																																																
5	140	PENALTY																CONTENT	-1/2	-1/2	0	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	0	0	66.5	6	238	PENALTY																CONTENT	-1	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0	0	0	65.5	7	127	PENALTY																CONTENT	0	-1/2	0	0	0	0	0	0	0	0	0	0	69.5	8	232	PENALTY																CONTENT	0	0	-1/2	0	0	0	-1/2	0	-1/2	0	0	0	68.5																																																																																																																																
		CONTENT	-1/2	-1/2	0	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	0	0	66.5																																																																																																																																																																																																																																																
6	238	PENALTY																CONTENT	-1	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0	0	0	65.5	7	127	PENALTY																CONTENT	0	-1/2	0	0	0	0	0	0	0	0	0	0	69.5	8	232	PENALTY																CONTENT	0	0	-1/2	0	0	0	-1/2	0	-1/2	0	0	0	68.5																																																																																																																																																																
		CONTENT	-1	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	0	0	0	65.5																																																																																																																																																																																																																																																
7	127	PENALTY																CONTENT	0	-1/2	0	0	0	0	0	0	0	0	0	0	69.5	8	232	PENALTY																CONTENT	0	0	-1/2	0	0	0	-1/2	0	-1/2	0	0	0	68.5																																																																																																																																																																																																
		CONTENT	0	-1/2	0	0	0	0	0	0	0	0	0	0	69.5																																																																																																																																																																																																																																																
8	232	PENALTY																CONTENT	0	0	-1/2	0	0	0	-1/2	0	-1/2	0	0	0	68.5																																																																																																																																																																																																																																
		CONTENT	0	0	-1/2	0	0	0	-1/2	0	-1/2	0	0	0	68.5																																																																																																																																																																																																																																																

JUDGE'S NAME (PRINTED): Lance Baker

JUDGE'S SIGNATURE: L. Baker KE



SHOW:	Lubbock - Versatility
CLASS:	#40 - SHTX JPLS - Junior Pleasure
DATE:	04/06/2019

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) - Break of gait at walk - 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 - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <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 	<p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <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 - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between roma! reins <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O		#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
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			①	②	④	⑩	⑤	①	⑧	③	⑨	⑩				
Maneuver Description			EXL	W	SR	EXT	EXW	SR								
9	41	PENALTY														
		CONTENT	0	0	0	+1/2	+1/2	+1	+1/2	0	0	0		0	0	72.5
10	261	PENALTY														
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2		0	0	60.0
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Lance Babe

JUDGE'S SIGNATURE: L.A. Babe



VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock - Versatility

CLASS: #41 - ~~STOCK HORSE~~ - Junior Trail

DATE: 04/06/2019

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 lope over <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 - Three to four steps on mount/dismount on 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 - 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 <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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 <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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				
	Tie-Breaker	①	⑤	①	②	④	③	⑦							
	Obstacle Description	RH Gate	LL L Logs	Ex T Serp	Drag	RL L Chute	SP Logs R	W Log & Bridge							
1	261	PENALTY	-3	-1/2				-1, -1				0	-5 1/2	60 1/2	
		CONTENT	+1/2	-1	-1/2	-1/2	-1	0	-1/2						
			69.5	65.5	64.5	64	63	60.5							
2	237	PENALTY	-30				-3					0	-6	59 1/2	OP
		CONTENT	0	-1	-1/2	0	-1	-1	-1/2						
			67	60.5	60.5	62.5	61.5	61							
3	125	PENALTY	-3					-1, -1/2				0	-6 1/2	59	
		CONTENT	0	-1	-1/2	-1	-1/2	-1	-1/2						
			66	65.5	64.5	64	59								
4	139	PENALTY	-3, -3	OP	-5			-5, -1	-1, -1			0	-25	36 1/2	OP
		CONTENT	-1	-1/2	-1/2	-1	-1	-1/2	-1						
			61.5	55.5	54.5	41	38								
5	127	PENALTY			-1, -1							0	-3	67	
		CONTENT	+1/2	+1	-1/2	-1/2	+1/2	-1/2	-1/2						
			70.5	71.5	69	68.5	69	68.5	67						
6	41	PENALTY	-3					-1/2				0	-3 1/2	68	
		CONTENT	+1/2	-1/2	-1/2	+1	0	+1/2	+1/2						
			70.5	67	66.5	67.5		68							
7	104	PENALTY	-30				-3					0	-6	60	OP
		CONTENT	0	-1/2	0	-1	-1	-1/2	0						
			67	66	62	61.5									
8	238	PENALTY		-1								0	-3 1/2	62 1/2	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1	-1						
			68	67	66	62.5									

JUDGE'S NAME (PRINTED):

Laura Baker

JUDGE'S SIGNATURE:

CASL

KC



VERSATILITY RANCH HORSE - TRAIL

SHOW: Lubbock - Versatility

CLASS:#41 - SHTX JTRL - Junior Trail

DATE: 04/06/2019

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
- 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 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 (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 hackamores)
- 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

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		⑩	⑤	①	②	④	③	⑦									
Obstacle Description		RH Gate	LL L Logs	Ex T Sarp	Drag	RL L Chute	SP Logs R	W Log & Bridge									
9	232	PENALTY															
		CONTENT	+1/2	-1/2	-1/2	+1/2	-1/2	-1	-1								
			70.5	67.5	67	67.5	64	58	64.5								
10	140	PENALTY															
		CONTENT	-1/2	-1/2	+1/2	+1/2	0	-1	-1								
			69.5	69	69.5	70		63	60								
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

Lance Baker

JUDGE'S SIGNATURE:

Lance Baker



SHOW: Lubbock, Texas
CLASS: #42 - SHTX JRNN - Junior Reining
DATE: 4/6/2019

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 hackamora)
 - More than one finger between split reins or any fingers between roma reins (except two reins)
 - Trotting in excess of 1/2 circle or 1/2 length of the arena
- Disqualification (DO):**
- 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																	
		Tie-Breaker																	
		Maneuver Description																	
		Run, Stop																	
		3 1/2 Spins Left																	
		Run, Stop																	
		3 1/2 Spins Right																	
		Run, Stop, Back																	
		2 Circles Right, Lead																	
		2 Circles Left, Lead, Stop & Back																	
1	153	PENALTY																	
		CONTENT	-1/2	-1/2	0	-1/2	0	-1/2	0	0							5.5	62.5	
2	232	PENALTY																71	
		CONTENT	+1/2	-1/2	0	0	+1/2	0	+1/2	0									
3	237	PENALTY																	65
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1									
4	127	PENALTY									2							2	63.5
		CONTENT	-1/2	-1	-1/2	-1	-1/2	-1/2	0	0	-1/2	0	-1/2						
5	139	PENALTY																	67
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	0	-1/2	-1/2									
6	111	PENALTY																	
		CONTENT																	
7	261	PENALTY									2	2	-2	-2					
		CONTENT	-1/2	+1/2	-1/2	0	-1/2	-1/2	-1	-1/2								8	59
8	104	PENALTY									-1								
		CONTENT	-1	-1	-1/2	-1/2	-1/2	-1	-1/2	-1/2									63.5

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*



SHOW: Lubbock - Versatility

CLASS: #42 - SHTX JRNN - Junior Reining

DATE: 4/6/2019

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 roman 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

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														
		Tie-Breaker														
		Maneuver Description	Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	Circles Left Lead Change	Stop & Back						
9	140	PENALTY														
		CONTENT	0	0	0	-1/2	-1/2	0	0	0					69	
10	238	PENALTY						2	2							
		CONTENT	-1/2	-1	-1/2	-1/2	0	-1/2	-1/2	-1/2				4	62	
11	41	PENALTY						-1-2	-2							
		CONTENT	-1/2	-1/2	-1/2	0	0	-1/2	-1/2	0				5	62.5	
12	125	PENALTY														
		CONTENT	-1/2	-1/2	0	0	0	-1/2	0	0					68.5	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *M. [Signature]*



SHOW: Lubbock - Versatility

CLASS: #43 - SHTX JWCH - Junior Working Cow

DATE: 4/6/2019

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

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

10 Point Penalty:

- U - 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

- 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
- 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 (except two rein)

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

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP									
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL											
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.															
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	1	5	6	2	7	8	3	9	10	4	11	12														
1	104	PENALTY																	72									
		CONTENT	0	0	0	+1/4	+1/4	0	0	0	0	+1/2	+1/4	0														
2	125	PENALTY							L										71 1/2									
		CONTENT	+1	0	+1/2	+1/2	+1/2	0	-1/2	0	+1	-1/2	-1/2	+1/4					1									
3	238	PENALTY	a																64									
		CONTENT	-1/2	0	0	+1/2	0	0	-1/2	0	0	-1/2	-1/2	+1/4					1									
4	140	PENALTY																	72 1/2									
		CONTENT	+1/2	0	+1/2	+1/2	0	+1/2	0	0	0	0	+1/2															
5	127	PENALTY																	68 1/2									
		CONTENT	0	0	+1/2	0	0	0	-1/2	-1/2	0	-1/2	-1/4	0														
6	153	PENALTY	G						3L										4	58 1/2								
		CONTENT	-1/2	0	0	-1	-1	-1	-1	-1	0	-1	-1	-1														
7	261	PENALTY																	70 1/2									
		CONTENT	+1/2	+1/2	+1/2	0	0	0	1/2	-1/2	0	0	0	0														
8	139	PENALTY							ea			L							5	62 1/2								
		CONTENT	+1/2	0	0	0	0	0	-1	-1	0	-1/2	-1/4	0														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Judith Rogers



SHOW: Lubbock - Versatility

CLASS: #43 - SHTX JWCH - Junior Working Cow

DATE: 4/6/2019

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

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

10 Point Penalty:

- U - 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

- A - Tuning 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
- H - Use of two hands (except in snaffle bit or hackamores)
- M - More than one finger between split reins or any fingers between roman reins (except two rein)

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

W/O	#	PENALTY	RUN CONTENT												PENALTIES				SCORE	OP
			BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL		
			POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.						
Tie-Breaker			1	5	6	2	7	8	3	9	10	4	11	12						
9	237	CONTENT	-1/2	-1	0	0	0	0	-1	0	0	-1	-1/2	0						66
10	232	CONTENT	H	+1/2	+1/2	H	+1/2	+1/2	-1/2	0	+1/2	0	0	0						73
11	41	CONTENT	+1/2	0	0	+1/2	0	0	0	0	0	+1	0	0						72
		CONTENT																		
		CONTENT																		
		CONTENT																		
		CONTENT																		

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Judith Royer*
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