



**SHOW:** [REDACTED]  
**CLASS:** SHTX/VRNN - Novice Reining  
**DATE:** 10/26/2019

**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 inflame 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 scaffold 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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each rider/teem 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	3	4	5	6	7	8	9	10					
Manuever Description		Left Circles	Right Circles	Stop	3 1/2 L	Stop	3 1/2 R	Stop & Back								
1	778	PENALTY	2	2	1	2								9	54.5	
		CONTENT	-1/2	-1	-1	-1	-1	-1	-1							
2	827	PENALTY													68	
		CONTENT	0	-1/2	-1/2	0	-1/2	0	-1/2							
3	833	PENALTY				1/2								1/2	68	
		CONTENT	0	0	0	-1/2	-1/2	-1/2	0							
4	756	PENALTY													69.5	
		CONTENT	0	+1/2	0	-1/2	0	-1/2	0							
5	810	PENALTY													72	
		CONTENT	+1/2	0	0	0	+1/2	+1/2	+1/2							
6	704	PENALTY	1	2	2			2						9	55.5	
		CONTENT	-1/2	-1/2	-1	-1	-1	-1	-1/2							
7	765	PENALTY	2	2						1/2					62	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						
8	636	PENALTY		1	2		1/2								64	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2						

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:

*Dolly R Chayer*

**VERSATILITY RANCH HORSE - REINING**

<p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-briddled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- 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</li> <li>- Over or under spinning 1/8 to 1/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spine or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Bistant 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>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</li> <li>- Repeated bistant 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 roman reins (except two rein)</li> <li>- Trotting in excess of 1/2 circle or 1/2 length of the arena</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/holder</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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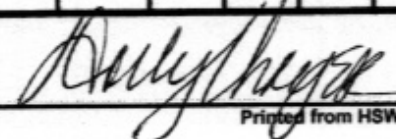
W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
		Each horse/holder team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
		<b>Tie-Breaker</b>	7	1	3	4	5	6	7								
		<b>Maneuver Description</b>	Left Circles	Right Circles	Stop	3 1/2 L	Stop	3 1/2 R	Stop & Back								
9	763	PENALTY	2	2 1/2	2									7	58.5		
		CONTENT	0	-1/2	-1	-1	-1/2	-1/2	-1								
10	727	PENALTY		1 1/2											65		
		CONTENT	+1/2	-1/2	+1/2	-1/2	-1/2	-1/2	0								
11	819	PENALTY													68.5		
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2								
12	738	PENALTY													70.5		
		CONTENT	+1/2	+1/2	-1/2	0	0	0	0								
13	788	PENALTY	1/2											1/2	73	1	
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1								
14	789	PENALTY	2	2											4	61	1
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1/2	-1								
15	776	PENALTY													73		
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2								
16	642	PENALTY		1											1	69	
		CONTENT	0	0	0	0	-1/2	0	+1/2								

NAIK in  
NAIK in

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:



Printed from HSW



**SHOW:** World Show #2

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 10/28/2019

**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 normal 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 Rider/Team is scored between 0-100 points and automatically begins the run with a score of 70 (0RE -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>	2	1	3	4	5	6	7								
		<b>Maneuver Description</b>	Left Circles	Right Circles	Stop	3 1/2 L	Stop	3 1/2 R	Stop & Back								
17	780	PENALTY	2	(32)											12	50.5	1
		CONTENT	-1	(-1/2)	-1	-1	-1	-1	-1								
18	640	PENALTY	1/2				2								2.5	65.5	
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	0								
19	785	PENALTY	(22)	2											0	57	1
		CONTENT	(-1)	-1/2	-1	-1/2	-1	-1	-1								
20	795	PENALTY														60	
		CONTENT	0	0	-1	-1/2	-1	-1/2	-1								
21	630	PENALTY	1													69.5	
		CONTENT	-1/2	+1/2	0	0	0	0	+1/2								
22	799	PENALTY														71	
		CONTENT	0	0	+1/2	0	0	0	+1/2								
23	625	PENALTY			2										2	64.5	1
		CONTENT	0	0	-1	-1	-1/2	(-1)	0								
24	679	PENALTY														68.5	
		CONTENT	0	0	-1/2	0	-1	0	0								

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:



**SHOW:** World Show #2

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 10/26/2019

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Tie-Breaker		1	2	3	4	5	6	7	8	9	10						
Maneuver Description		Left Circles	Right Circles	Stop	3 1/2 L	Stop	3 1/2 R	Stop & Back									
25	796																
26	614		2 2 2											6	60.5		
27	784		2	1 2 2 2										9	54.5		
28	794		2	2 2										6	60.5		
29	754		1 2 1 2	2										8	57.5		
30	840		2											2	70		
31	670		1											1	69.5		
32	823		2	2										4	61		

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:

*Dolly Chayer*  
Printed from MSW

SHOW: World Show #2

CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 10/26/2019

## 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:**

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- Out of frame (per maneuver)
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- Slipping rein

**2 Point Penalties:**

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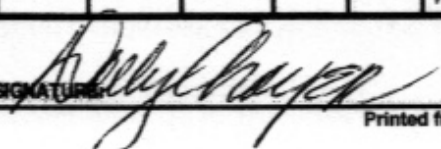
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
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		<b>Tie-Breaker</b>	2	1	3	4	5	6	7								
		<b>Manuever Description</b>	Left Circles	Right Circles	Stop	3 1/2 L	Stop	3 1/2 R	Stop & Back								
33	623	PENALTY														72	
		CONTENT	+1/2	+1/2	+1/2	0	0	0	+1/2								
34	774	PENALTY	2	2											4	625	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1	0								
35	861	PENALTY		4 2 1 2	2	( )	1/2	( )							11.5	53 2	
		CONTENT	0	-1	-1	(-1)	-1	(-1)	-1/2								
36	838	PENALTY	1	1											2	67	
		CONTENT	0	0	-1	+1/2	-1/2	+1/2	-1/2								
37	722	PENALTY	1 2		2										5	60.5	
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1	-1/2								
38	724	PENALTY	2	2											4	64.5	
		CONTENT	0	-1/2	0	0	-1/2	0	-1/2								
39	652	PENALTY														68	
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	0								
40	621	PENALTY														70	
		CONTENT	0	0	0	0	0	+1/2	-1/2								

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:



Printed from HSW



**SHOW:** World Show #2

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 10/26/2019

**VERSATILITY RANCH HORSE - REINING**

<p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-briddled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- 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</li> <li>- Over or under spinning 1/8 to 1/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spins or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Bistant 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>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</li> <li>- Repeated bistant 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 roma! reins (except two rein)</li> <li>- Trotting in excess of 1/2 circle or 1/2 length of the arena</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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WFO	#	MANUEVER 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	3	4	5	6	7	8	9	10						
Maneuver Description		Left Circles	Right Circles	Stop	3 1/2 L	Stop	3 1/2 R	Stop & Back									
41	793	PENALTY		1									1	69			
		CONTENT	0	-1/2	-1/2	0	+1/2	0	+1/2								
42	777	PENALTY	2	2			2						6	61			
		CONTENT	0	0	-1	-1/2	-1/2	-1/2	-1/2								
43	834	PENALTY		2	1								4	63			
		CONTENT	+1/2	-1	-1/2	-1	-1/2	0	-1/2								
44	677	PENALTY												72.5			
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2								
45	632	PENALTY	2	2	1	2							7	59.5			
		CONTENT	0	-1/2	-1	-1	-1/2	-1/2	0								
46	655	PENALTY	2	2									4	64			
		CONTENT	-1/2	0	-1/2	0	0	-1/2	-1/2								
47	601	PENALTY	1										1	64.5	1		
		CONTENT	-1	-1/2	-1/2	-1/2	-1/2	-1	-1/2								
48	641	PENALTY	1											66			
		CONTENT	-1/2	0	-1	0	-1/2	-1	0								

**JUDGE'S NAME (PRINTED):** Dolly R Chayer

**JUDGE'S SIGNATURE:** *Dolly R Chayer*  
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**SHOW:** World Show #2

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 10/26/2019

**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)
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**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 (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															
		<b>Tie-Breaker</b>	2	1	3	4	5	6	7								
		<b>Manuever Description</b>	Left Circles	Right Circles	Stop	3 1/2 L	Stop	3 1/2 R	Stop & Back								
49	668	PENALTY														67.5	
		CONTENT	0	0	-1	0	-1/2	-1/2	-1/2								
50	775	PENALTY	2	2											4	64.5	
		CONTENT	0	0	-1	-1	-1	-1	-1/2								
51	671	PENALTY	1/2												1/2	68.5	
		CONTENT	-1/2	+1/2	-1/2	+1/2	-1	0	0								
52	675	PENALTY														73.5	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2								
53	631	PENALTY	1/2	12	3											60	
		CONTENT	0	-1	-1	-1/2	0	-1/2	-1/2								
54	626	PENALTY		3	3										6	58	
		CONTENT	0	-1	-1	-1	-1	-1	-1								
55	746	PENALTY													5	65	
		CONTENT	0	-1/2	-1/2	-1	-1	-1	-1							6	
56	811	PENALTY			12	1/2										68	
		CONTENT	+1/2	+1/2	-1/2	+1/2	0	-1	+1/2					3.5		1	

**JUDGE'S NAME (PRINTED):**

Dolly R Chayer

**JUDGE'S SIGNATURE:**

*Dolly R Chayer*  
Printed from HSW

**SHOW:** World Show #2

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 10/26/2019

**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 frameover)
- 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 scuffle 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):**

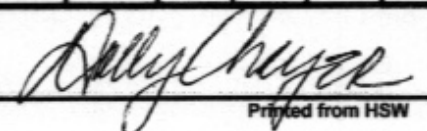
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

WO	#	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>	2	1	3	4	5	6	7								
		<b>Maneuver Description</b>	Left Circles	Right Circles	Stop	3 1/2 L	Stop	3 1/2 R	Stop & Back								
57	716	PENALTY	1/2	1													
		CONTENT	-1/2	-1/2	-1/2	+1/2	-1	-1/2	-1/2					4	62	1	
58	800	PENALTY															
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	-1/2	0							71.5	
59	824	PENALTY															
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2							73	
60	696	PENALTY	1/2		1 1/2												
		CONTENT	0	0	-1	-1	-1/2	-1	-1/2					5.5	60.5	2	
61	735	PENALTY															
		CONTENT	0	0	-1/2	0	+1/2	0	+1/2							70.5	
62	797	PENALTY							1/2								
		CONTENT	+1/2	0	-1/2	0	0	-1/2	0					1/2	69		
63	828	PENALTY							1/2								
		CONTENT	+1/2	+1/2	-1/2	-1	0	-1/2	-1/2					1/2	68	1	
		PENALTY															
		CONTENT															

**JUDGE'S NAME (PRINTED):**

Dolly R Chayer

**JUDGE'S SIGNATURE:**







**SHOW:** World Show #2  
**CLASS:** #73 - SHTX VWCH - Novice Working Cow  
**DATE:** 10/26/2019

## NOVICE/YOUTH COW WORK

**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
- D - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- F - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

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

- A- Turning tail
- B- Repeated blatant disobedience
- C- 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 normal reins (except two rein)

**DQ:**

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H - Leaving arena before run is complete
- I- Fall horse/ rider, run ends; credit will be given for work done

W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES						NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
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-Breakers >											
1	833	-1/2	0	0	+1	+1/2						71	
2	797	-1	0	-1	0	-1	AA				2	65	
3	655	-1/2	0	-1	0	-1/2						68	
5	774	+1/2	0	+1/2	+1/2	+1/2						72	
6	675	0	0	0	0	0						70	
7	789	-1/2	0	-1/2	-1/2	-1/2						68	
8	636	-1/2	0	-1/2	0	0						69	
9	838	-1/2	-1/2	-1/2	0	0						68 1/2	
10	722	0	-1	-1/2	-1/2	+1/2						66 1/2	
11	765	-1	0	-1	0	-1		L			3	64	



**SHOW:** World Show #2  
**CLASS:** #73 - SHTX VWCH - Novice Working Cow  
**DATE:** 10/26/2019

## NOVICE/YOUTH COW WORK

- 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
- 6 Point Penalties:**
- B- Spurring in front of cinch
  - C- Blatant disobedience
  - D- Use of either hand to instill fear/pain
  - H- Use of two hands (except in snaffle bit or hackamore) per maneuver
  - F- 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
  - B- Repeated blatant disobedience
  - C- 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 romal reins (except two rein)
- DQ:**
- A- Abuse
  - B- Lameness
  - D- Disrespect or misconduct
  - G- Illegal equipment
  - M- Improper western attire
  - H- Leaving arena before run is complete
  - I- Fall horse/rider, run ends; credit will be given for work done

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
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-Breakers &gt;</b>															
		2	3	1	4	5									
12	724	+1/2	+1/2	+1/2	0	0								71 1/2	
13	626	-1/2	-1	-1/2	-1/2	+1/2	*						1	66	
14	811	0	+1/2	+1/2	+1/2	+1/2								72	
15	834	+1/2	+1/2	0	+1/2	+1/2								72	
16	763	-1	0	-1	0	-1	*	L					4	63	
17	704	-1	0	-1	0	-1								67	
18	793	+1/2	+1/2	+1	+1/2	+1								73 1/2	
19	795	-1	0	-1/2	-1	-1								65 1/2	
20	727	-1/2	0	0	0	0	**						2	67 1/2	
21	800	+1/2	+1	+1/2	+1/2	+1/2								73	

**SHOW:** World Show #2

**CLASS:** #73 - SHTX VWCH - Novice Working Cow

**DATE:** 10/26/2019

**NOVICE/YOUTH COW WORK**

- 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
  - D- Use of either hand to instill fear/praise
  - H- Use of two hands (except in snaffle bit or hackamore) per maneuver
  - F- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver
- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- A- Turning tail
  - B- Repeated blatant disobedience
  - C- 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 normal reins (except two rein)
- DC:**
- A- Abuse
  - B- Lameness
  - D- Disrespect or misconduct
  - G- Illegal equipment
  - M- Improper western attire
  - H- Leaving arena before run is complete
  - I- Fall horse/rider, run ends; credit will be given for work done

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
<b>Tie-Breakers &gt;</b>		2	3	1	4	5									
22	631	+1/2	0	+1/2	+1/2	+1/2									TZ
23	614	0	-1/2	0	0	0									69 1/2
24	861	-1/2	-1/2	0	0	0									69
25	671	-1/2	0	-1/2	-1/2	-1/2									68
26	756	-1/2	-1	-1	0	-1									60 1/2
27	738	-1	0	-1	0	0	RA						2		60
28	716	-1	0	0	0	-1/2		L					3		65 1/2
29	621	0	+1/2	0	0	+1/2									71
30	819	0	-1	-1 1/2	0	-1/2									67
31	632	-1/2	0	-1/2	0	-1/2									68 1/2

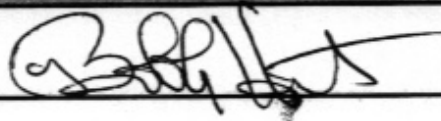


<b>SHOW:</b>	World Show #2
<b>CLASS:</b>	#73 - SHTX VVCH - Novice Working Cow
<b>DATE:</b>	10/26/2019

**NOVICE/YOUTH COW WORK**

- |  |   |
|--|---|
| <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- A- Loss of working advantage</li> <li>- P- Working out of position</li> <li>- S- Slipping rein</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- K- Knocking down the cow without having a working advantage</li> <li>- L- Losing a cow while boxing</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- B- Spurring in front of cinch</li> <li>- C- Blatant disobedience</li> <li>- D- Use of either hand to instill fear/praise</li> <li>- H- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- F- More than one finger between split reins or any fingers between romal reins (except two rein) per 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>- A- Turning tail</li> <li>- B- Repeated blatant disobedience</li> <li>- C- Schooling after entering the arena prior to calling for cow</li> <li>- K- Schooling horse between cows, if new cow is awarded</li> <li>- N- Failure to attempt any part of the class</li> <li>- H- Use of two hands (except in snaffle bit or hackamore)</li> <li>- M- More than one finger between split reins or any fingers between romal reins (except two rein)</li> </ul> <p><b>OO:</b></p> <ul style="list-style-type: none"> <li>- A- Abuse</li> <li>- B- Lameness</li> <li>- D- Disrespect or misconduct</li> <li>- G- Illegal equipment</li> <li>- M- Improper western attire</li> <li>- H- Leaving arena before run is complete</li> <li>- I- Fall horse/ rider, run ends; credit will be given for work done</li> </ul> |
|--|---|

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
<p>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</p>															
<b>Tie-Breakers &gt;</b>															
		2	3	1	4	5									
32	754	-1	0	-1	0	-1	A						1	66	
33	735	-1/2	0	0	-1/2	-1/2								68 1/2	
34	840	-1	0	-1	-1	0	A	L					4	63	
35	776	+1/2	0	+1/2	0	+1/2								71 1/2	
36	642	0	0	-1/2	0	0								69 1/2	
37	777	0	0	0	0	+1/2								70 1/2	
38	670	+1	0	+1	+1/2	+1/2								73	
39	828	-1/2	0	+1/2	+1/2	0	A							69 1/2	
40	746	-1	0	-1	0	-1/2	A						1	66 1/2	
41	696	-1	0	-1/2	-1/2	0	X						1	66	



<b>SHOW:</b>	World Show #2
<b>CLASS:</b>	#73-SHTX VWCH- Novice Working Cow
<b>DATE:</b>	10/26/2019

## NOVICE/YOUTH COW WORK

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- A- Loss of working advantage</li> <li>- P- Working out of position</li> <li>- S- Slipping rein</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- K- Knocking down the cow without having a working advantage</li> <li>- L- Losing a cow while boxing</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- B- Spurring in front of cinch</li> <li>- C- Blatant disobedience</li> <li>- D- Use of either hand to instill fear/praise</li> <li>- H- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- F- More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver</li> </ul>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- A- Turning tail</li> <li>- B- Repeated blatant disobedience</li> <li>- C- Schooling after entering the arena prior to calling for cow</li> <li>- K- Schooling horse between cows, if new cow is awarded</li> <li>- N- Failure to attempt any part of the class</li> <li>- H- Use of two hands (except in snaffle bit or hackamore)</li> <li>- M- More than one finger between split reins or any fingers between normal reins (except two rein)</li> </ul> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- A- Abuse</li> <li>- B- Lameness</li> <li>- D- Disrespect or misconduct</li> <li>- G- Illegal equipment</li> <li>- M- Improper western attire</li> <li>- H- Leaving arena before run is complete</li> <li>- I- Fall horse/rider, run ends; credit will be given for work done</li> </ul>
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W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE/APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
<b>Tie-Breakers &gt;</b>		2	3	1	4	5									
42	677	-1/2	0	-1/2	0	0								69	
43	788	-1	0	-1	0	-1		L				3	64		
44	623	+1	+1	+1	+1/2	+1/2								76	
45	799	0	0	0	+1/2	0								70 1/2	
46	823	-1	0	-1/2	0	0	AA					2	66 1/2		
47	778	-1/2	0	-1	-1/2	0	A					1	67		
48	794	-1	0	-1	0	-1	A	L				4	63		
49	641	-1/2	0	0	+1/2	0	A					1	69		
50	780	-1	-1	-1	0	-1	AA					3	63		
51	810	-1	+1/2	+1	0	0	A					1	69 1/2		



<b>SHOW:</b>	World Show #2
<b>CLASS:</b>	#73 - SHTX VWCH - Novice Working Cow
<b>DATE:</b>	10/26/2019

## NOVICE/YOUTH COW WORK

### 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
- D - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- F - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

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

- A - Turning tail
- B - Repeated blatant disobedience
- C - 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 normal reins (except two rein)

### DO:

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- M - Improper western attire
- H - Leaving arena before run is complete
- I - Fall horse/ rider, run ends; credit will be given for work done

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
Tie-Breakers >															
52	827	2	3	1	4	5								72 1/2	
53	601	-1	0	-1	-1/2	-1	AH						2	64 1/2	
54	630	0	0	0	+1/2	0								70 1/2	
55	824	-1/2	0	-1/2	0	0	K						1	68	
56	668	-0	-1/2	0	0	0								68 1/2	
57	625	0	-1/2	-1	0	0								68 1/2	
58	697	0	0	-1/2	0	0								69 1/2	
59	640	-1/2	-1	-1/2	0	-1								65	
60	679	-1	0	-1/2	-1	-1				C			5	61 1/2	