

**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 normal reins per maneuver
- 1st or 2nd cumulative refusal

**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

**Disqualification (DQ):**

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

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		Ext Walk	Trot	Ext Trot	Lope	Glop 180	Walk	Lope	Ext Lope	Trot	Glop & Back				
Maneuver Description															
1	920	PENALTY													
		CONTENT	+1/2	0	-1/2	+1/2	+1/2	0	0	0	+1	0			72
2	991	PENALTY													
		CONTENT	0	0	-1	0	-1/2	0	0	-1/2	-1/2	0			67 1/2
3	982	PENALTY													
		CONTENT	0	0	-1	+1/2	0	0	+1/2	-1/2	0	+1/2			70
4	992	PENALTY													
		CONTENT	0	+1/2	-1	+1/2	0	0	0	+1/2	0	0			70 1/2
5	102	PENALTY													
		CONTENT	+1	+1	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	+1/2			75
6	819	PENALTY													
		CONTENT	0	-1/2	+1/2	0	0	-1/2	-1/2	0	0	-1/2			68 1/2
7	996	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	-1/2	0			72 1/2
8	871	PENALTY													
		CONTENT	0	0	-1/2	+1/2	-1/2	0	+1/2	-1/2	-1/2	0			69

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Bryce Rogers*

mat

**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

**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

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- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
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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		Ext Walk	Trot	Ext Trot	Lope	Stop 100	Walk	Lope	Ext Lope	Trot	Stop & Back					
Maneuver Description																
9	820	PENALTY		-1		OP								1	65	OP
		CONTENT	0	-1/2	-1	0	-1/2	0	0	-1/2	-1/2	0				
10	917	PENALTY		-1					-3					4	62 1/2	
		CONTENT	0	0	-1/2	0	0	0	-1/2	-1/2	0					
11	105	PENALTY													67 1/2	
		CONTENT	+1/2	+1/2	-1/2	-1/2	0	0	-1/2	-1/2	-1/2	0				
12	97	PENALTY													68 1/2	
		CONTENT	0	0	0	0	-1/2	-1/2	0	-1/2	0	0				
13	947	PENALTY													73	
		CONTENT	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0				
14	893	PENALTY													71 1/2	
		CONTENT	+1/2	+1/2	0	0	0	0	0	+1/2	0	0				
15	880	PENALTY			-1				-3					4	65 1/2	
		CONTENT	0	+1/2	-1/2	0	0	+1/2	+1/2	-1	0	-1/2				
16	13	PENALTY			-1				-3	-3				7	61 1/2	
		CONTENT	+1/2	0	-1/2	0	+1/2	0	-1/2	-1/2	0	0				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Bozo Rogers*

*max*

**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #41 - SHOOT JTRL - Junior Trail  
**DATE:** 03/03/2018

<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>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or failing to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One step on mount/dismount or ground tie (except shifting to balance)</li> <li>- Split pole in lope over</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>- Two-three steps on mount/dismount or ground tie</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> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between roman reins per maneuver</li> <li>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- Four or more steps on mount/dismount or ground tie</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):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dalled during the drag</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> </ul>
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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					
<b>Tie-Breaker</b>		1	1	5	6	2	3	4	8							
<b>Obstacle Description</b>		RH Push Gate	LLL Logs	Walk, SP R & L	Trot Serpentine	Drag at walk	Ext Trot, Back thru	rot out, logs	Walk Bridge							
1	13	PENALTY	13	1								5	63.5			
		CONTENT	0	-1	-1/2	+1/2	0	-1/2	+1/2	-1/2						
2	102	PENALTY		X		OP						1	69.5	OP		
		CONTENT	0	+X	0	0	-1/2	0	+1/2	+1/2						
3	105	PENALTY		5	1				1	1		8	57.5			
		CONTENT	-1	-1/2	-1	-1/2	-1/2	-1/2	-1/2	0						
4	819	PENALTY			OP		5		1			6	64.5	OP		
		CONTENT	+1/2	+1/2	0	-1/2	0	0	0	0						
5	871	PENALTY		13	OP	OP			1			6	61	OP OP OP		
		CONTENT	0	-1	-1	0	-1/2	0	+1/2	0						
6	880	PENALTY		1	OP							1	69	OP		
		CONTENT	0	-1/2	-1	0	+1/2	0	+1/2	+1/2						
7	893	PENALTY		3								3	69			
		CONTENT	+1/2	-1	0	0	+1	+1/2	+1/2	+1/2						
8	917	PENALTY			1							1	72			
		CONTENT	0	+1/2	+1/2	0	+1/2	0	+1	+1/2						

JUDGE'S NAME (PRINTED): Jerry Sawinich

JUDGE'S SIGNATURE: [Signature]  
Printed from HSW

**VERSATILITY RANCH HORSE - TRAIL**

<b>SHOW:</b> Bryan Kickoff Classic-VRH
<b>CLASS:</b> #41 - SHOOTX JTRL - Junior Trail
<b>DATE:</b> 03/03/2018

<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>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or failing to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One step on mount/dismount or ground tie (except shifting to balance)</li> <li>- Split pole in lope over</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>- Two-three steps on mount/dismount or ground tie</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> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- Four or more steps on mount/dismount or ground tie</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):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dalled during the drag</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> </ul>
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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															
Tie-Breaker		1	2	3	4	5	6	7	8	9	10						
Obstacle Description		RH Push Gate	LLL Logs	Walk, SPR & L	Trot Serpentine	Drag at walk	Ext Trot, Back thru	rot out, logs	Walk Bridge								
		PENALTY															
		CONTENT															
9	920		1/2	1									1/2	70			
10	947		0	+1/2	OP 1/2	0	+1/2	-1/2	+1/2	+1/2			70	OP			
11	982		0	+1	1	0	-1/2	+1	+1	-1/2			1	71			
12	991		0	3/4	1	0	+1/2	0	+1/2	+1/2			5	64.5			
13	992		0	1/2	1/2	0	-1/2	0	0	+1/2			6	62			
14	996		+1/2	0	OP 1/2	+1/2	+1/2	+1/2	+1/2	+1/2			2	70.5	OP		
15	97		+1/2	0	OP 1	0	0	0	+1/2	-1/2			1	68.5	OP		

JUDGE'S NAME (PRINTED): Debra Sawyer

JUDGE'S SIGNATURE: [Signature]  
Printed from HSW

**VERSATILITY RANCH HORSE - REINING**

**PATTERN 10**

<b>SHOW:</b>	Bryan Kickoff Classic VPH
<b>CLASS:</b>	#42 - SHTX JRNN - Junior Reining
<b>DATE:</b>	03/03/2018

<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-bridled (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>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver</li> <li>- Attempt to alter tension or length of reins from the bridle to the rein hand</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, blocking more than two strides)</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</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> </ul>
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W/O	#	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					
Maneuver Description		RC <sup>L</sup>	LC <sup>S</sup>	S	3/2 L	S	3/2 R	SB						
1	880	PENALTY	1									1	69.5	
		CONTENT	0	0	+1/2	0	+1/2	0	-1/2					
2	14	PENALTY							1/2			1/2	71.5	
		CONTENT	+1/2	+1/2	+1/2	0	0	+1/2	0					
3	893	PENALTY	2	2	1			1/2				8.5	57.5	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2					
4	917	PENALTY		1								1	68	
		CONTENT	0	0	0	-1/2	0	-1/2	0					
5	871	PENALTY		1					2			3	63.5	
		CONTENT	+1/2	0	-1/2	-1	-1	-1	-1/2					
6	947	PENALTY		1		1/2						1.5	67.5	
		CONTENT	0	-1/2	-1/2	-1/2	0	+1/2	0					
7	824	PENALTY	1									1	71	
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1/2					
8	819	PENALTY					1/2					1/2	67.5	
		CONTENT	0	-1/2	-1/2	0	-1/2	0	-1/2					

JUDGE'S NAME (PRINTED): Marilyn Peters

JUDGE'S SIGNATURE: Marilyn Peters  
Printed from HSW

**VERSATILITY RANCH HORSE - REINING**

PATTERN 10

SHOW:	Bryan Kickoff Classic-VCH
CLASS:	#42 - SHTX JRNN - Junior Reining
DATE:	03/03/2018

<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-bridled (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>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver</li> <li>- Attempt to alter tension or length of reins from the bridle to the rein hand</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>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</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> </ul>
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W/O	#	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				
Maneuver Description		4	5	6	2	7	3	1					
9	991	PENALTY	1/2			1/2				3.5	64		
		CONTENT	-1	-1/2	-1/2	-1/2	0	0	0				
10	982	PENALTY	2	2						4	64.5		
		CONTENT	-1/2	-1/2	-1/2	0	0	0	0				
11	13	PENALTY								69.5			
		CONTENT	+1/2	0	0	-1/2	0	0	-1/2				
12	920	PENALTY						1/2		1/2	69.5		
		CONTENT	0	0	0	0	0	0	0				
13	105	PENALTY	1							1	68.5		
		CONTENT	0	0	0	0	0	0	-1/2				
14	996	PENALTY								70			
		CONTENT	+1/2	0	0	0	-1/2	0	0				
15	992	PENALTY	1							1	68.5		
		CONTENT	0	+1/2	-1/2	0	0	-1/2	0				
		PENALTY											
		CONTENT											

JUDGE'S NAME (PRINTED): Marilyn Peters

JUDGE'S SIGNATURE: Marilyn Peters  
Printed from HSW

**SHOW:** Bryan Kistoff Classic-VRH  
**CLASS:** #43 - SHTX JWCH - Junior Working Cow  
**DATE:** 03/03/2018

**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)

**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 - Bistant 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

**10 Point Penalty:**

- U - Unnatural Ranch Horse Appearance (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 bistant disobedience
- H - Leaving arena before run is complete
- 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

**Disqualification (DQ):**

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

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 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												3 POINTS	5 POINTS	10 POINTS	TOTAL			
		BOXING			DRIVE			BOXING			DRIVE									
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.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.						
Tie-Breaker		7	8	9	1	2	3	10	11	12	4	5	6							
1	105	PENALTY	AA																	
		CONTENT	-1/2	-1	0	+1/2	-1/2	0	-1/2	-1/2	0	+1/2	0	0					2	66
2	996	PENALTY												D						
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1	+1/2	0	0					1	74
3	982	PENALTY	AA											OP						
		CONTENT	0	-1/2	0	+1/2	0	0	0	0	0	-1 1/2	-1 1/2	-1 1/2					2	63 1/2 OP
4	991	PENALTY																		
		CONTENT	0	0	0	-1/2	0	0	0	0	0	0	0	0						69 1/2
5	947	PENALTY																		
		CONTENT	0	0	0	0	0	0	0	0	+1/2	+1/2	0	0						71
6	920	PENALTY	A																	
		CONTENT	0	-1	0	-1/2	0	+1/2	0	0	0	0	0	+1/2					1	68 1/2
7	880	PENALTY												OP						
		CONTENT	-1/2	0	-1/2	-1	0	0	-1/2	0	0	-1 1/2	-1 1/2	-1 1/2					3	60 OP
8	820	PENALTY							P					OP						
		CONTENT	0	0	0	-1	-1/2	0	-1/2	-1/2	0	-1 1/2	-1 1/2	-1 1/2					1	62 OP

JUDGE'S NAME (PRINTED): Frank R Craighead

JUDGE'S SIGNATURE: Frank Craighead  
Printed from HSW

**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)

**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

**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
- H - Leaving arena before run is complete
- 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

**Disqualification (DQ):**

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

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 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												3 POINTS	5 POINTS	10 POINTS	TOTAL		
		BOXING			DRIVE			BOXING			DRIVE								
POS. & CNTL	EYE APPEAL	DEG OF DIFF.	P.U.S. & 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.					
<b>Tie-Breaker</b>		7	8	9	1	2	3	10	11	12	4	5	6						
9	824	PENALTY																	
		CONTENT		+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0		1	74		
10	992	PENALTY																	
		CONTENT		0	0	+1/2	+1/2	0	0	-1/2	0	+1/2	-1/2	-1/2	-1/2		3	63 1/2 OP	
11	917	PENALTY		A															
		CONTENT		-1	-1/2	0	0	0	0	0	0	0	0	0	0		1	66 1/2	
12	893	PENALTY								A									
		CONTENT		0	0	0	-1/2	0	0	0	0	0	-1/2	+1/2	-1/2		1	64 OP	
13	819	PENALTY		A															
		CONTENT		-1/2	0	0	-1	-1/2	0	-1/2	0	+1/2	-1/2	-1/2	0		4	63	
14	13	PENALTY								A									
		CONTENT		0	0	0	0	0	+1/2	0	0	+1/2	-1/2	-1/2	-1/2		4	62 1/2 OP	
15	14	PENALTY								P									
		CONTENT		0	-1/2	0	+1/2	+1/2	+1/2	-1	0	0	-1/2	+1/2	+1/2		4	61 1/2 OP	
16	885	PENALTY																	
		CONTENT		0	-1/2	0	0	-1/2	0	-1/2	0	0	-1/2	-1/2	+1/2		3	61 OP	

JUDGE'S NAME (PRINTED): Frank Craighead

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**VRH - LIMITED COW WORK (Amateur/Youth)**

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #43 - SHTX JWCH - Junior Working Cow  
**DATE:** 03/03/2018

- 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)
- 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

- 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  
H - Leaving arena before run is complete  
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
- Disqualification (DQ):**  
A - Abuse  
B - Lameness  
D - Disrespect or misconduct  
G - Illegal equipment  
F - Fall of horse/rider  
N - Improper western attire

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 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												3 POINTS	5 POINTS	10 POINTS	TOTAL		
		BOXING			DRIVE			BOXING			DRIVE								
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.	3 POINTS	5 POINTS	10 POINTS	TOTAL	SCORE	OP		
		Tie-Breaker																	
17	884	PENALTY	A	A			P		OP										
		CONTENT	0	-1	0	-1	-1	0	-1/2	+1/2	-1/2	+1/2	-1/2	+1/2		3	55	OP	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

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