



<b>SHOW:</b>	Amarillo - Versatility
<b>CLASS:</b>	#10 - SHTX OPLS - Open Pleasure
<b>DATE:</b>	07/20/2019

**VERSATILITY RANCH HORSE - RANCH RIDING**

- |  |  |
|--|--|
| <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Break of gait at walk</li> <li>- Trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Out of lead or cross-cantering more than two strides when changing leads</li> <li>- Trotting more than three strides when making a simple lead change</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> </ul> | <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between tomal reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul> |
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MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		3	4	2	5	9	8	6	2	1	10				
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
1	331	PENALTY		OP <sub>3</sub>					3 <sup>OP</sup>				6	56	OP <sub>2</sub>
		CONTENT	-1 1/2	-1	-1	-1/2	-1	-1/2	-1/2	-1	0	0			
2	401	PENALTY	1			1	1	1		1			5	59 1/2	
		CONTENT	-1	-1	+1/2	-1	-1	-1	0	0	-1	0			
3	352	PENALTY												69 1/2	
		CONTENT	0	-1/2	+1/2	0	0	0	0	-1/2	0	0			
4	179	PENALTY												69 1/2	
		CONTENT	-1/2	-1/2	+1/2	-1	0	0	+1/2	0	+1	-1/2			
5	393	PENALTY		3 <sup>OP</sup>	3 <sup>OP</sup>								6	57 1/2	OP <sub>2</sub>
		CONTENT	-1	-1 1/2	-1 1/2	-1/2	-1	-1/2	-1/2	-1/2	0	+1/2			
6	408	PENALTY												71 1/2	
		CONTENT	+1/2	0	+1/2	+1/2	0	0	0	0	0	0			
7	362	PENALTY						1						71	
		CONTENT	0	0	+1/2	+1/2	0	0	+1/2	0	+1/2	0			
8	345	PENALTY												71 1/2	
		CONTENT	+1	0	+1	+1	+1/2	0	0	0	+1/2	+1/2			

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

JUDGE'S SIGNATURE: *L.A. Bal...*



**VERSATILITY RANCH HORSE - RANCH RIDING**

<b>SHOW:</b>	Amarillo - Versatility
<b>CLASS:</b>	#10 - SHTX OPLS - Open Pleasure
<b>DATE:</b>	07/20/2019

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bidled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Break of gait at walk</li> <li>- Trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Out of lead or cross-cantering more than two strides when changing leads</li> <li>- Trotting more than three strides when making a simple lead change</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between romal reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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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		3	4	2	5	9	8	6	7	1	10						
Maneuver Description		Walk	Lope	Ext. Trot	Trot	Stop & Reverse	Trot	Lope	Ext. Lope	Ext. Walk	Stop & Back						
9	395	PENALTY			1										1	66	
		CONTENT	+1/2	-1/2	-1/2	0	-1/2	0	0	+1/2	+1/2	-1					
10	334	PENALTY														71	
		CONTENT	-1/2	-1/2	0	0	+1/2	+1/2	+1/2	0	0	+1/2					
11	155	PENALTY	1												1	75 1/2	
		CONTENT	0	0	+1	+1	+1/2	+1/2	+1	+1/2	+1	+1					
12	471	PENALTY														69 1/2	
		CONTENT	+1	-1/2	0	-1/2	0	-1/2	0	0	0	0					
13	347	PENALTY						3							3	61	
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	0	-1	-1	-1	0					
14	490	PENALTY														69 1/2	
		CONTENT	-1/2	0	0	0	0	0	0	0	0	0					
15	475	PENALTY														69	
		CONTENT	+1/2	-1/2	0	0	0	0	0	-1/2	0	-1/2					
16	442	PENALTY														71	
		CONTENT	0	-1/2	+1/2	+1/2	0	+1/2	0	0	0	0					

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

JUDGE'S SIGNATURE: *RABL* \_\_\_\_\_ *HW*



## VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Amarillo - Versatility  
**CLASS:** #10 - SHTX OPLS - Open Pleasure  
**DATE:** 07/20/2019

**1 Point Penalties:**

- Over-bidded (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 romal reins

**Disqualification (DQ):**

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

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		3	4	2	5	4	8	6	7	1	10						
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back						
17	328	PENALTY		2 3 3				3 3							18	44 1/2	
		CONTENT	-1	-1 1/2	-1	-1/2	-1/2	-1/2	-1	-1	0	-1/2					
18	105	PENALTY															
		CONTENT	+1/2	0	+1	+1	+1/2	+1/2	+1/2	0	0	+1/2					74 1/2
19	369	PENALTY															
		CONTENT	0	0	+1/2	0	+1/2	+1/2	+1/2	0	0	+1/2					72 1/2
20	402	PENALTY															
		CONTENT	0	-1/2	0	-1/2	0	-1/2	-1/2	-1/2	-1/2	0					67
21	364	PENALTY															
		CONTENT	-1	-1	-1/2	-1/2	-1/2	-1	-1/2	-1	-1/2	-1/2					62
22	404	PENALTY															
		CONTENT	-1	-1	0	-1/2	0	0	0	0	+1/2	0					68
23	386	PENALTY															
		CONTENT	-1	-1	-1/2	-1/2	-1/2	-1	-1	-1/2	-1/2	-1/2			1		62
24	325	PENALTY															
		CONTENT	+1/2	-1	0	0	+1/2	+1/2	+1/2	-1/2	-1	-1/2		3		3	66

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

JUDGE'S SIGNATURE: *L.A. Burt*



**VERSATILITY RANCH HORSE - RANCH RIDING**

<b>SHOW:</b>	Amarillo - Versatility
<b>CLASS:</b>	#10 - SHTX OPLS - Open Pleasure
<b>DATE:</b>	07/20/2019

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Break of gait at walk</li> <li>- Trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Out of lead or cross-cantering more than two strides when changing leads</li> <li>- Trotting more than three strides when making a simple lead change</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between tomal reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
Maneuver Description															
25	353	PENALTY													
		CONTENT	-1/2	0	+1	+1/2	0	+1/2	+1	+1	+1/2	+1/2			71 1/2
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

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

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

*D.A. Baker*

*HSW*





## VERSATILITY RANCH HORSE - TRAIL

SHOW: Amarillo - Versatility

CLASS: #13 - SHHX OTRL - Open Trail

DATE: 07/20/2019

**1 Point Penalties:**

- Over-bridged (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in 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 assist leap/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 hackamore)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

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

**OBSTACLE SCORES**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.  
-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		7	5	6	1	3	4	2	8								
Obstacle Description		Walk Bridge	Back Chute	SP Left	Lope Logs	rot/Box/Stop	360 in box	Trot/ Drag	Walk/ Gate								
1	401	PENALTY			3	5		1							10	56	
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1/2	0	0							
2	352	PENALTY		1		5									6	62 1/2	
		CONTENT	-1/2	0	-1/2	-1/2	0	-1/2	+1/2	0							
3	179	PENALTY				3									6	64 1/2	
		CONTENT	+1/2	0	0	-1	0	-1/2	+1	+1/2							
4	393	PENALTY				OP											(68) OP
		CONTENT	-1/2	0	0	-1/2	0	0	0	0							
5	408	PENALTY															71
		CONTENT	+1/2	+1/2	0	-1/2	-1/2	0	+1/2	+1/2							
6	362	PENALTY															75
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1							
7	345	PENALTY			1												2 71
		CONTENT	+1	+1/2	-1	0	+1/2	0	+1	+1							
8	395	PENALTY				3	3	3									10 54
		CONTENT	-1	-1/2	-1	-1/2	-1/2	-1/2	0	-1							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *L.A. Bal.*



**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** Amarillo - Versatility

**CLASS:** #13 - SHTX OTRL - Open Trail

**DATE:** 07/20/2019

**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 insult/tease/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
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- Failure to dally and remain dalled during the drag
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- More than one finger between split reins or any fingers between roman reins

**Disqualification (DQ):**

- Abuse
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		1	2	3	4	5	6	7	8	9	10						
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Obstacle Description		Walk Bridge	Back Chute	SP Left	Lope Logs	Trot/Box/Stop	360 in box	Trot/ Drag	Walk/ Gate								
9	334				1										1	71 1/2	
		PENALTY				3 1/2										5	68 1/2
		CONTENT	+1/2	+1	+1/2	-1/2	-1	0	+1	+1							
10	155																
		PENALTY				1										1	68 1/2
		CONTENT	+1/2	+1/2	-1/2	-1/2	-1	-1/2	+1/2	+1/2							
11	471																
		PENALTY															
		CONTENT	+1/2	+1/2	-1/2	-1/2	-1	-1/2	+1/2	+1/2							
12	347																67
		PENALTY															
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	0	0	0							
13	490																
		PENALTY				3										3	64 1/2
		CONTENT	0	0	-1/2	-1	0	-1/2	0	-1/2							
14	475																
		PENALTY		5 1/2		1 1/2										8	59 1/2
		CONTENT	-1/2	-1	-1/2	-1	0	-1/2	+1/2	+1/2							
15	442																
		PENALTY				3										3	68 1/2
		CONTENT	+1/2	+1	-1/2	-1	-1/2	0	+1	+1							
16	328																
		PENALTY				3			5							8	60 1/2
		CONTENT	0	-1/2	0	-1	-1/2	+1/2	0	0							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*L.A. Baker*

SHOW: Amarillo - Versatility

CLASS:#13 - SHTX OTRL - Open Trail

DATE: 07/20/2019

## VERSATILITY RANCH HORSE - TRAIL

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- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground (ie. 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 (ie)

**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
- Lacking go of gait
- 5 or more steps on mount/dismount or ground (ie)

**10 Point Penalty:**

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

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- Breaking pattern
- 3rd refusal
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**Disqualification (DQ):**

- Abuse
- Lameness
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- Illegal equipment
- Fall of horse/ rider
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-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		7	5	6	1	3	4	2	8								
Obstacle Description		Walk Bridge	Back Chute	SP Left	Lope Logs	Trot/Box/Stop	360 in box	Trot/ Drag	Walk/ Gate								
17	105	PENALTY															75 1/2
		CONTENT	+1	+1/2	+1	0	+1/2	0	+1/2	+1							
18	369	PENALTY				3										3	68
		CONTENT	0	+1/2	0	0	+1/2	0	0	0							
19	402	PENALTY				3										3	63 1/2
		CONTENT	-1/2	0	-1/2	-1	-1/2	0	0	-1							
20	364	PENALTY				1 1/2	1									4	61 1/2
		CONTENT	-1	-1/2	0	-1	-1/2	0	-1	-1/2							
21	404	PENALTY						1								1	67 1/2
		CONTENT	0	0	-1/2	-1/2	0	-1/2	-1/2	+1/2							
22	386	PENALTY															67
		CONTENT	-1/2	-1/2	-1/2	-1	0	0	-1/2	0							
23	325	PENALTY			1 1/2	1	OP									3	(64) OP
		CONTENT	0	0	-1/2	-1 1/2	-1/2	0	0	+1/2							
24	353	PENALTY				1										1	71
		CONTENT	+1/2	+1	-1/2	-1/2	0	+1/2	+1/2	+1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *G.A. Bal.*





**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** Amarillo - Versatility

**CLASS:** #13 - SHTX OTRL - Open Trail

**DATE:** 07/20/2019

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridged (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 or two steps on mount/dismount on/over ground tie (except shifting to balance)</li> <li>- Split leg 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>- Three to four steps on mount/dismount on 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>- 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 gait</li> <li>- 5 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>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dalled during the drag</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between round reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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W/O	#	OBSTACLE 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>	7	5	6	1	3	4	2	8						
		<b>Obstacle Description</b>	Walk Bridge	Back Chute	SP Left	Lope Logs	Trot/Box/Stop	360 in box	Trot/ Drag	Walk/ Gate						
25	403	<b>PENALTY</b>														
		<b>CONTENT</b>	+1/2	+1	+1/2	+1	+1	+1	+1/2	+1/2				76		
		<b>PENALTY</b>														
		<b>CONTENT</b>														
		<b>PENALTY</b>														
		<b>CONTENT</b>														
		<b>PENALTY</b>														
		<b>CONTENT</b>														
		<b>PENALTY</b>														
		<b>CONTENT</b>														
		<b>PENALTY</b>														
		<b>CONTENT</b>														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*L.A. Bell*

*AW*





**SHOW:** Amarillo - Versatility

**CLASS:** #16 - SHTX ORNN - Open Reining

**DATE:** 07/20/2019

**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-eps or under-eps 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

**30 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						
<b>Tie-Breaker</b>		1	4	5	2	6	3	7									
<b>Manuever Description</b>		S & B	Right Circles	Left Circles	S	3/2R	S	3/2L									
1	325	PENALTY	1	1 2 1	2									7	59 1/2		*
		CONTENT	∅	-1/2	-1	-1/2	-1/2	-1	∅								
2	352	PENALTY													67		
		CONTENT	-1/2	-1/2	-1/2	-1/2	∅	-1	∅								
3	345	PENALTY													68 1/2		
		CONTENT	-1/2	∅	∅	-1/2	∅	-1/2	∅								
4	443	PENALTY															
		CONTENT															
5	490	PENALTY													69 1/2		
		CONTENT	∅	∅	∅	+1/2	-1/2	∅	-1/2								
6	386	PENALTY	(OP)					22						4	(61)	(OP)	
		CONTENT	-1/2	-1	-1/2	-1	-1/2	-1	-1/2								
7	397	PENALTY													71 1/2		
		CONTENT	∅	+1/2	+1/2	∅	+1/2	∅	∅								
8	334	PENALTY		1				(OP)						1	(67)	(OP)	
		CONTENT	∅	-1/2	-1/2	∅	∅	-1/2	-1/2								

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

Steve Brown

**JUDGE'S SIGNATURE:**



**SHOW:** Amarillo - Versatility

**CLASS:** #16 - SHTX ORNN - Open Reining

**DATE:** 07/20/2019

**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 Penalty:**
- 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			
		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		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L										
9	471	PENALTY														67 1/2		
		CONTENT	-1	∅	∅	-1/2	-1/2	-1/2	∅									
10	1	PENALTY														68 1/2		
		CONTENT	∅	∅	∅	-1/2	-1/2	-1/2	∅									
11	481	PENALTY														70 1/2		
		CONTENT	∅	-1	∅	+1/2	+1/2	∅	+1/2									
12	404	PENALTY														67 1/2		
		CONTENT	-1/2	∅	∅	-1/2	-1/2	-1/2	-1/2									
13	105	PENALTY														71		
		CONTENT	-1/2	∅	∅	+1/2	+1/2	∅	+1/2									
14	442	PENALTY			12										3	63 1/2		
		CONTENT	∅	∅	∅	-1/2	-1	-1	-1									
15	368	PENALTY																
		CONTENT	[Wavy line indicating off-pattern]															
16	470	PENALTY														71 1/2		
		CONTENT	+1/2	-1/2	∅	+1/2	+1/2	∅	+1/2									

JUDGE'S NAME (PRINTED): Steve Brown

JUDGE'S SIGNATURE: [Signature]  
Printed from HSW

**SHOW:** Amarillo - Versatility

**CLASS:** #16 - SHTX ORNN - Open Reining

**DATE:** 07/20/2019

## 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-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> </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 blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between normal 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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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	9	10							
Maneuver Description		S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L										
17	369	PENALTY		2			1						3	68				
		CONTENT	+1/2	0	-1/2	+1/2	0	+1/2	0									
18	362	PENALTY		1									1	69 1/2				
		CONTENT	+1/2	-1/2	0	0	0	0	+1/2									
19	364	PENALTY		1	12								4	(65)	(OP)			
		CONTENT	0	0	0	0	-1/2	-1/2	0									
20	353	PENALTY												70				
		CONTENT	-1/2	0	0	0	0	0	+1/2									
21	415	PENALTY			12								3	66				
		CONTENT	+1/2	0	-1/2	-1/2	-1/2	+1/2	+1/2									
22	401	PENALTY												68 1/2				
		CONTENT	0	0	-1/2	-1/2	0	-1/2	0									
23	155	PENALTY												69				
		CONTENT	-1/2	0	+1/2	0	0	-1/2	-1/2									
24	179	PENALTY												70				
		CONTENT	0	-1/2	0	0	+1/2	+1/2	-1/2									

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

**JUDGE'S SIGNATURE:** \_\_\_\_\_ Printed from HSW





**SHOW:** Amarillo - Versatility

**CLASS:** #16 - SHTX ORNN - Open Reining

**DATE:** 07/20/2019

**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 lops departure on trot-in patterns
- Failure to be in a lops 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

**MANUEVER SCORES**

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

W/O	#	Maneuver Description	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker	S & B	Right Circles	Left Circles	S	3 1/2 R	S	3 1/2 L								
25	367	PENALTY		2	1	22									7	62	
		CONTENT	0	-1	-1/2	0	+1/2	0	0								
26	475	PENALTY														68	
		CONTENT	-1/2	0	0	0	-1/2	-1/2	-1/2								
27	111	PENALTY		12	22										7	61 1/2	
		CONTENT	0	-1	-1	0	0	0	+1/2								
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

Steve Brown

JUDGE'S SIGNATURE:







**SHOW:** Amarillo - Versatility  
**CLASS:** #19 - SHTX OWCH - Open Working Cow  
**DATE:** 07/20/2019

**VERSATILITY RANCH HORSE - RANCH COW WORK**

<p><b>1 Point Penalties:</b> A - Loss of working advantage C - Using the corner or the end of the arena to turn the cow when going down the fence E - Changing sides of arena to turn cow L - For each length horse runs past cow P - Working out of position R - Two-loop catch in amateur and youth classes S - Slipping rein T - Failure to drive cow past middle marker on first turn V - Over-bridged (per maneuver) W - Out of frame (per maneuver)</p> <p><b>2 Point Penalties:</b> A - Going around the corner of the arena before turning cow B - In an open field turn animal gets within 3 feet of the end fence before being turned R - Failure to catch if roping in amateur and youth classes</p>	<p><b>3 Point Penalties:</b> E - Exhausting or overworking the cow before circling or roping H - Hanging up on the fence (refusing to turn) K - Knocking down the cow without having a working advantage R - Two-loop catch when roping in open/cowboy classes</p> <p><b>5 Point Penalties:</b> A - Failure to turn the cow both directions on the fence B - Spurring or hitting in front of cinch at any time C - Blatant disobedience E - Use of either hand to instill fear/praise R - Failure to catch when roping in open/cowboy classes</p> <p><b>10 point Penalty:</b> U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)</p>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <p>A - Turning tail E - Repeated blatant disobedience J - Schooling after entering the arena prior to calling for cow K - Schooling horse between cows, if new cow is awarded N - Failure to attempt any part of the class R - Complete loss of rope in Open/Cowboy class H - Use of two hands (except in snaffle bit or hackamore) M - More than one finger between split reins or any fingers between roman reins</p> <p><b>Disqualification (DQ):</b> A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/ rider N - Improper western attire H - Leaving arena before run is complete J - Bringing the cow straight over backwards landing on its back or head</p>
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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 Excellent Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent										2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL			
		6 BOXING	7 RATING	FENCE TURNING (Form & Quality)		4 CIRCLING		4 ROPING		2 POSITION & CONTROL	1 DEGREE OF DIFFICULTY								8 EYE APPEAL
L	R	L	R	TRACK & RATE	STOP & HOLD														
		Tie-Breaker																	
17	404	PENALTY																	
		CONTENT	-1/2	φ	-1/2	φ	-1/2	-1/2				φ	+1/2	φ					68 1/2
18	179	PENALTY			A														
		CONTENT	φ	0	φ	+1/2	φ	+1/2			φ	φ	φ						70
19	401	PENALTY																	
		CONTENT	φ	B	φ	φ				R	φ				A	Do Not Pet Horse			61 1/2
20	386	PENALTY																	
		CONTENT	φ	φ	φ	φ	+1/2	φ			+1/2	φ	φ						71
21	415	PENALTY																	
		CONTENT	+1/2	φ	+1/2	φ	+1/2	φ			φ	φ	φ						71 1/2
22	334	PENALTY			A														
		CONTENT	φ	φ	-1	-1				+1/2	+1/2	φ	+1/2						68 1/2
23	111	PENALTY																	
		CONTENT	φ	φ	-1/2	+1/2	-1/2	φ			φ	+1/2	φ						70
24	475	PENALTY			E														
		CONTENT	φ	-1/2	-1	-1				+1/2	φ	-1			B				64

JUDGE'S NAME (PRINTED): Sandy Collins

JUDGE'S SIGNATURE: Sandy Collins



**VERSATILITY RANCH HORSE - RANCH COW WORK**

<b>SHOW:</b> Amarillo - Versatility
<b>CLASS:</b> #19 - SHTX OWCH - Open Working Cow
<b>DATE:</b> 07/20/2019

- 1 Point Penalties:**
- A - Loss of working advantage
  - C - Using the corner or the end of the arena to turn the cow when going down the fence
  - E - Changing sides of arena to turn cow
  - L - For each length horse runs past cow
  - P - Working out of position
  - R - Two-loop catch in amateur and youth classes
  - S - Slipping rein
  - T - Failure to drive cow past middle marker on first turn
  - V - Over-bridged (per maneuver)
  - W - Out of frame (per maneuver)
- 2 Point Penalties:**
- A - Going around the corner of the arena before turning cow
  - B - In an open field turn animal gets within 3 feet of the end fence before being turned
  - R - Failure to catch if roping in amateur and youth classes

- 3 Point Penalties:**
- E - Exhausting or overworking the cow before circling or roping
  - H - Hanging up on the fence (refusing to turn)
  - K - Knocking down the cow without having a working advantage
  - R - Two-loop catch when roping in open/cowboy classes
- 5 Point Penalties:**
- A - Failure to turn the cow both directions on the fence
  - B - Spurring or hitting in front of cinch at any time
  - C - Blatant disobedience
  - E - Use of either hand to instill fear/praise
  - R - Failure to catch when roping in open/cowboy classes
- 10 point Penalty:**
- J - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in every maneuver)

- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- A - Turning tail
  - E - Repeated blatant disobedience
  - J - Schooling after entering the arena prior to calling for cow
  - K - Schooling horse between cows, if new cow is awarded
  - N - Failure to attempt any part of the class
  - R - Complete loss of rope in Open/Cowboy class
  - H - Use of two hands (except in snaffle bit or hackamore)
  - M - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**
- A - Abuse
  - B - Lameness
  - D - Disrespect or misconduct
  - G - Illegal equipment
  - F - Fall of horse/rider
  - N - Improper western attire
  - H - Leaving arena before run is complete
  - J - Bringing the cow straight over backwards landing on its back or head

W/O	#	RUN CONTENT										PENALTIES					SCORE	OP						
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																						
		BOXING	RATING	FENCE TURNS (Left & Right)		CIRCLING		4 ROPING		5	2 POSITION & CONTROL	1 DEGREE OF DIFFICULTY	8 EYE APPEAL	2 POINTS	3 POINTS	5 POINTS			10 POINTS	TOTAL				
		Tie-Breaker																						
25	325	PENALTY																						
		CONTENT	0	-1/2	0	0	X																	
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