



SHOW: Roma Roundup - VRH

CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 6/20/2020

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

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

1 Point Penalties:

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

2 Point Penalties:

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

5 Point Penalties:

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

10 Point Penalty:

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

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

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

Disqualification (DO):

- 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	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		6	1	2	3	7	4	5	8								
Manuever Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead	Circles Left, Lead Change	Stop & Back								
1	415			2									2	67 1/2			
		PENALTY															
		CONTENT	-1/2	-1/2	-1/2	0	+1/2	0	0	+1/2							
2	447											1,1,1	3	60			
		PENALTY															
		CONTENT	-1	-1	-1	-1	-1	-1	-1/2	-1/2	-1						
3	520			2		2		1,1	1,2				9	56			
		PENALTY															
		CONTENT	-1/2	0	-1	0	-1	-1/2	-1	-1							
4	295					OP		1,2	2				5	58			
		PENALTY															
		CONTENT	-1	-1	-1	-1	-1	0	-1	-1							
5	360							1/2					1/2	64			
		PENALTY															
		CONTENT	-1/2	-1/2	-1	-1	-1/2	-1/2	-1/2	-1							
6	287				1/2			2	2				4 1/2	62			
		PENALTY															
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	0	-1/2	-1							
7	477							1,2,2	1,2	2			12	50			
		PENALTY	2														
		CONTENT	-1	-1	-1	-1	-1	-1	-1	-1							
8	361							2	1	2			5	60 1/2			
		PENALTY															
		CONTENT	0	-1/2	-1/2	-1	-1	-1/2	-1/2	-1/2							

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:

Dolly R Chayer

Printed from HSW



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CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 6/20/2020

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- Freeze up in spins or rollbacks
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5 Point Penalties:

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- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

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- More than one finger between split reins or any fingers between roma reins (except two rein)
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- 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					
<small>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</small>																
Tie-Breaker																
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead	Stop & Back							
9	282	PENALTY											1		62	
		CONTENT	-1	-1/2	-1	-1	-1	-1/2	-1	-1						
10	378	PENALTY													67	
		CONTENT	-1/2	0	-1/2	0	-1	0	-1/2	-1/2						
11	330	PENALTY						1/2						3	61	
		CONTENT	-1	-1/2	-1	-1/2	-1	-1	-1/2	-1/2						
12	314	PENALTY						1	1					2	59 1/2	
		CONTENT	-1	-1 1/2	-1	-1 1/2	-1	-1	-1/2	-1						
13	294	PENALTY							2					2	62 1/2	
		CONTENT	-1/2	-1/2	-1	-1	-1	-1/2	-1/2	-1/2						
14	281	PENALTY						1	1	1				3	60	
		CONTENT	-1	-1	-1	-1/2	-1	-1	-1/2	-1						
15	399	PENALTY						1, 1						2	65 1/2	
		CONTENT	-1/2	0	-1/2	+1/2	0	-1	-1/2	-1/2						
16	396	PENALTY				OP				1, 1, OP				2	63 1/2	
		CONTENT	-1/2	0	-1/2	-1	-1/2	-1/2	-1/2	-1						

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		1	2	3	4	5	6	7	8	9	10						
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Tie-Breaker		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left, Lead Change	Stop & Back								
17	403	PENALTY					1, 2, 1, 2		1, 1, 1				18		44		
		CONTENT	-1	-1	-1	-1	-1/2	1/2 - 1/2	-1	-1							
18	527	PENALTY			2	OP		1/2	2, 1, 1, 2				11	(51)		✓	
		CONTENT	-1	-1	-1	-1	-1	-1	-1	-1	-1						
19	426	PENALTY						2		OP				(61)		✓	
		CONTENT	-1	-1	-1	-1	-1	-1	0	-1							
20	454	PENALTY				OP		1, 1, 1	1	1, 1, 1, OP				(50 1/2)		2	
		CONTENT	-1	0	-1	-1	-1/2	-1	-1	-1							
21	357	PENALTY	55, OP				OP	5, 2		5				27	(35)	2	
		CONTENT	-1	-1	-1	-1	-1	-1	-1	-1							
22	313	PENALTY		OP						1				1	(64)	✓	
		CONTENT	-1/2	-1	-1	0	-1	-1/2	-1/2	-1/2							
23	283	PENALTY							1, 2					3	(65 1/2)		
		CONTENT	-1/2	0	0	0	0	-1/2	-1	+1/2							
24	285	PENALTY						1		2				3	(64)		
		CONTENT	-1/2	0	-1	0	0	-1/2	0	-1							

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		Tie-Breaker	6	7	2	3	7	4	5	8							
		Maneuver Description	Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Left	Circles Left, Lead Change	Stop & Back							
25	315	PENALTY					2		1				3		65		
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	-1/2	0	+1/2							
26	427	PENALTY															
		CONTENT															
27	348	PENALTY			2			1,2,1					6		58		
		CONTENT	-1	-1	-1	-1/2	-1/2	-1	-1/2	-1/2							
28	521	PENALTY					OP		2	2			4	(58 1/2)	✓		
		CONTENT	-1	-1	-1	-1	-1	-1	-1/2	-1							
29	445	PENALTY	OP			OP	OP	1,1,1,1					10	(52 1/2)	3 ✓		
		CONTENT	-1	-1	-1/2	-1	-1	-1/2	-1	-1/2							
30	365	PENALTY		1/2									1/2		64 1/2		
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	-1/2							
31	284	PENALTY															
		CONTENT															
32	529	PENALTY		OP		OP			1,2	1,1,1,2			8	(55)	2 ✓		
		CONTENT	-1	-1	-1	-1	-1	0	-1	-1							

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CLASS: #72 - SHTX VRNN - Novice Reining

DATE: 6/20/2020

VERSATILITY RANCH HORSE - REINING

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		Tie-Breaker	1	2	3	4	5	6	7	8	9	10				
		Maneuver Description	Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead	Stop & Back Lead Change						
33	300	PENALTY						1,2	2	2			7	55		
		CONTENT	-1	-1	-1	-1	-1	-1	-1	-1						
34	398	PENALTY					2, OP	2	1, 1				7	55 1/2	✓	
		CONTENT	-1	-1	-1	-1	-1	-1/2	-1	-1						
35	474	PENALTY			OP			1	2	2			5	60 1/2	✓	
		CONTENT	+1/2	-1/2	-1	-1/2	-1/2	-1/2	-1	-1						
37	515	PENALTY							1, 2				3	65 1/2		
		CONTENT	-1/2	+1/2	-1/2	+1/2	-1/2	0	-1	0						
38	296	PENALTY												65		
		CONTENT	-1	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2						
39	222	PENALTY												70		
		CONTENT	-1/2	+1/2	-1/2	0	0	0	0	+1/2						
40	359	PENALTY		OP					2, 2	2			6	57	✓	
		CONTENT	-1	-1	-1	-1	-1	-1/2	-1	-1/2						
41	305	PENALTY						1, 2, 1, 2					6	60		
		CONTENT	-1	-1/2	-1/2	0	-1/2	-1	-1/2	0						

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		Tie-Breaker														
		Maneuver Description														
		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	Circles Left, Stop & Back	Lead Change							
42	369	PENALTY							1/2				1/2	64 1/2		
		CONTENT	-1	-1	-1	-1/2	0	-1/2	-1/2	-1/2						
43	310	PENALTY	OP					1, 2	2, 2	2			8	53 1/2	✓	
		CONTENT	-1	-1	-1	-1/2	-1/2	-1	-1	-1/2						
44	362	PENALTY					2	2, 1, 1		1, 1, 2			14	50		
		CONTENT	-1/2	-1	-1/2	-1	-1	-1	0	-1						
45	417	PENALTY	2	1/2	2	1/2			2	2, 1, 1			12	51		
		CONTENT	-1	-1	-1	-1	-1/2	-1/2	-1	-1						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:

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SHOW: Rona Roundup - VRH

CLASS: #73 - SHTX VWCH - Novice Working Cow

DATE: 06/20/2020

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 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)
- 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				
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	4	5	3	2							
1	281	-1/2	φ	φ	φ	φ						69 1/2	
2	477	+1/2	φ	+1/2	+1/2	+1/2						72	
3	285	φ	φ	φ	φ	+1/2						70 1/2	
4	520	φ	φ	φ	φ	φ						70	
5	330	-1/2	φ	φ	φ	φ		L			3	66 1/2	
6	315	φ	φ	+1/2	φ	φ						70 1/2	
7	389	-1/2	φ	-1/2	φ	φ						69	
8	527	-1/2	-1/2	-1/2	-1/2	-1/2						67 1/2	
9	282	-1	φ	-1	φ	φ	A	L			4	64	
10	222	φ	φ	φ	+1/2	+1/2						71	



SHOW: Rona Roundup - VRH
CLASS: #73 - SHTX VWCH - Novice Working Cow
DATE: 06/20/2020

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
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OP-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
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		BOXING MANEUVERS					PENALTIES						NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
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Tie-Breakers >													
		1	4	3	3	2							
11	296	-1/2	+1/2	-1	+1/2	+1/2					1	69	
12	398	-1	φ	-1/2	φ	φ	AAA				3	65 1/2	
13	417	-1 1/2	φ	-1 1/2	-1	-1	AAA A				4	64	
14	474	+1	+1/2	+1/2	+1	+1						74	
15	305	φ	φ	φ	+1/2	+1/2						71	
16	348	+1/2	φ	+1/2	+1/2	+1						72 1/2	
17	360	+1/2	φ	+1/2	φ	+1/2						71 1/2	
18	283	φ	+1/2	φ	φ	φ				OP-H		70 1/2 (OP H)	
19	399	φ	φ	-1	φ	φ						69	
20	357	-1/2	φ	-1	-1	-1						66 1/2	

SHOW:	Rona Roundup - VRH
CLASS:	#73 - SHTX VWCH - Novice Working Cow
DATE:	06/20/2020

NOVICE/YOUTH COW WORK

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - A- Loss of working advantage - P- Working out of position - S- Slipping rein <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - K- Knocking down the cow without having a working advantage - L- Losing a cow while boxing <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - 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 romal reins (except two rein) per maneuver 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - 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) <p>DC:</p> <ul style="list-style-type: none"> - 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
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		BOXING MANEUVERS					PENALTIES			NOTES					
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
Tie-Breakers >															
21	403	ϕ	ϕ	-1/2	+1/2	+1/2								70 1/2	
22	378	+1/2	+1/2	+1/2	+1/2	+1/2								72 1/2	
23	369	+1/2	ϕ	+1/2	ϕ	ϕ								71	
24	426	ϕ	ϕ	ϕ	ϕ	+1/2								70 1/2	
25	287	-1/2	ϕ	ϕ	ϕ	ϕ	AAA						3	66 1/2	
26	361	ϕ	ϕ	-1/2	+1/2	+1/2								72 1/2	
27	553	-1/2	ϕ	-1	-1/2	ϕ	A						1	67	
28	454	+1	ϕ	+1/2	+1	+1								73 1/2	
29	521	ϕ	+1/2	ϕ	ϕ	ϕ								70 1/2	
30	415	-1	ϕ	-1/2	ϕ	ϕ	AAA						3	65 1/2	



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		Tie-Breakers >													
		1	4	5	3	2									
31	445	-1	∅	-1	∅	∅								68	
32	284														
33	447	-1	∅	-1	-1	-1/2								66 1/2	
34	294	-1/2	∅	-1/2	-1	-1								67	
35	359	-1 1/2	∅	-1	-1	-1	A	L			(OP H)		4	61 1/2	(OP H)
36	313	-1/2	+1/2	∅	+1	H		L					3	69	
37	314	-1	+1/2	-1	∅	∅	HA				(OP H)		2	66 1/2	(OP H)
38	362	∅	∅	∅	∅	+1/2	A						1	69 1/2	
39	515	∅	∅	∅	∅	∅								70	
40	300	∅	∅	∅	-1/2	∅								69 1/2	

