

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

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

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

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 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		6	5	4	7	1	8	9	2	10	3			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back			
1	537			3.3									6	62 1/2
		0	0	-1/2	0	-1/2	0	0	-1/2	0	0			
		70	70	63 1/2	70	63	70	70	62 1/2	70	62 1/2			
2	535							3					3	66
		0	0	0	0	0	-1/2	-1/2	0	0	0			
		70	70	70	70	70	68 1/2	68	66	66	66			
3	528												0	72 1/2
		0	+1/2	+1/2	0	+1/2	0	0	+1/2	+1/2	0			
		70	70 1/2	71	71	71 1/2	71 1/2	71 1/2	72	72 1/2	72 1/2			
4	390												0	72 1/2
		+1/2	0	+1/2	+1/2	+1/2	+1/2	0	0	0	0			
		70 1/2	70 1/2	71	71 1/2	72	72 1/2	72 1/2	72 1/2	72 1/2	72 1/2			
5	464												0	66 1/2
		+1/2	0	-1/2	-1/2	-1	0	-1/2	-1/2	-1/2	-1/2			
		70 1/2	70 1/2	69	68 1/2	67 1/2	67	66 1/2	66 1/2	66 1/2	66 1/2			
6	436			3									3	67
		0	0	0	0	+1/2	0	0	-1/2	0	0			
		70	70	67	67	68 1/2	68 1/2	68 1/2	67	67	67			
7	417			1									2	66 1/2
		+1/2	0	-1/2	0	0	-1	0	-1/2	0	0			
		70 1/2	70 1/2	69	69	69	67	67	66 1/2	66 1/2	66 1/2			
8	440												0	73
		+1/2	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	0	0			
		70 1/2	70 1/2	71	71 1/2	72	72	72 1/2	73	73	73			

JUDGE'S NAME (PRINTED): A Walton

JUDGE'S SIGNATURE: 

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MANEUVER SCORES												PENALTY TOTAL	SCORE	OP	
W/O	#	Each horse/riders team is scored between 1-100 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 180	Walk	Lope	Ext Lope	Trot	Stop & Back			
Maneuver Description															
9	✓ 446	PENALTY CONTENT	1 -1/2	0 0	0 0	0 0	0 0	0 -1/2	-1/2 -1/2	0 0	0 0		1	67 1/2	
			64 1/2	65 1/2	66 1/2	67 1/2	68 1/2	69	70 1/2	71 1/2	72				
10	✓ 453	PENALTY CONTENT	+1/2 +1/2	+1/2 +1/2	+1 +1	+1/2 +1/2	0 0	0 +1/2	+1/2 +1/2	+1/2 +1/2	+1/2 +1/2		0	74 1/2	
			70 1/2	71	72	73 1/2	74 1/2	75	76 1/2	77	78 1/2				
11	547	PENALTY CONTENT	scratch												
12	✓ 433	PENALTY CONTENT	-1/2 -1/2	-1/2 -1/2	-1 -1	33 -1	1 -1/2	33 -1/2	-1 -1	-1 -1	-1/2 -1/2		14	48 1/2	
			64 1/2	65	67	68	69 1/2	70	71	72	73 1/2				
13	✓ 425	PENALTY CONTENT	0 0	0 0	-1/2 -1/2	-1/2 -1/2	0 0	-1/2 0	0 0	0 0	0 0		0	68 1/2	
			70	70	69 1/2	69	69	68 1/2	68 1/2	68 1/2	68 1/2				
14	✓ 526	PENALTY CONTENT	-1/2 -1/2	0 0	-1/2 -1/2	-1/2 -1/2	-1 -1	-1/2 -1/2	-1 -1	-1 -1	-1/2 -1/2	1G	1	63	
			64 1/2	64 1/2	64	63 1/2	63 1/2	63	62	61	60	60			
15	✓ 565	PENALTY CONTENT	+1/2 +1/2	0 0	+1/2 +1/2	+1/2 +1/2	+1/2 +1/2	0 0	+1/2 +1/2	+1/2 +1/2	+1/2 +1/2		0	74	
			70 1/2	70 1/2	71	71 1/2	72	72	73 1/2	73	73 1/2	74			
16	✓ 377	PENALTY CONTENT	0 0	0 0	0 0	-1/2 -1/2	0 0	-1/2 0	0 0	0 +1/2	0 0		1	68 1/2	
			70	70	70	69 1/2	69 1/2	68	68	68	68 1/2				

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Tie-Breaker		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back			
Maneuver Description														
17	✓ 381	PENALTY												
		CONTENT	+1/2	0	+1/2	0	+1/2	0	0	-1/2	0	+1/2	0	70 1/2
			70 1/2	70	70 1/2	70	70 1/2	70	70	69 1/2	70	70 1/2	70	
18	✓ 512	PENALTY												
		CONTENT	0	0	0	0	0	0	-1/2	-1/2	0	0	0	69
			70	70	70	70	70	70	69 1/2	69	70	70	70	
19	✓ 409	PENALTY												
		CONTENT	0	0	+1/2	0	0	0	0	0	0	0	0	70 1/2
			70	70	70 1/2	70	70	70	70	70	70	70	70	
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

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VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan -- Versatility

CLASS: #62 - SHTX ITRL - Intermediate Trail

DATE: 09/22/2017

1 Point Penalties:

- 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 step on dismount or ground tie except shifting to balance
- Split pole at lope

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
- 2-3 steps on dismount or ground tie

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
- 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
- 4 or more steps on dismount or ground tie

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

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- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

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- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP				
		Each horse/rider team is scored between 1-100 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		H Push Gate	SP Right	Trot Logs	Trot Ditch	Lope LL Logs	Drag Fig 8 Walk	Ex Trot L, Back L	Walk Bridge, Ditch									
1	436																	
		PENALTY																
		CONTENT	+1/2	+1/2	+1/2	0	0	+1	+1/2	+1/2								73 1/2
			70 1/2	71	71 1/2			72 1/2	73	73 1/2								
2	440																	
		PENALTY							1									
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1	-1	+1/2								71 1/2
			71			72		73	71									wrong time of travel
3	565																	
		PENALTY						3										
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1	+1	+1/2	+1/2								70
			71	71 1/2	72	68	69	69 1/2	70									
4	464																	
		PENALTY																
		CONTENT	+1/2	0	+1/2	-1	-1	+1	-1/2	0								69 1/2
			72 1/2		71	70	69	70	69 1/2									wrong time of travel
5	528																	
		PENALTY																
		CONTENT	+1/2	+1/2	+1/2	0	0	+1	+1/2	+1/2								73 1/2
			71 1/2	71	71 1/2			72 1/2	73	73 1/2								wrong time of travel
6	433																	
		PENALTY																
		CONTENT	+1/2	+1/2	0	-1/2	-1	-1	-1	+1/2								62
			71			70 1/2	66 1/2	65 1/2	61 1/2	62								wrong time of travel
7	409																	
		PENALTY																
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	+1	+1	+1								74 1/2
			71			72	71 1/2	72 1/2	73 1/2	74 1/2								
8	390																	
		PENALTY																
		CONTENT	+1/2	+1/2	0	+1/2	-1	+1	+1/2	+1/2								68 1/2
			70 1/2	71		71 1/2	66 1/2	67 1/2	68									wrong time of travel

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- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Split pole at lope

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
- 2-3 steps on dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
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Tie-Breaker		1	2	3	4	5	6	7	8	9	10			
Obstacle Description		H Push Gate	SP Right	Trot Logs	Trot Ditch	Lope LL Logs	Drag Fig 8 Walk	Ex Trot L, Back L	Walk Bridge, Ditch					
9	446	PENALTY												
		CONTENT	+1/2	+1/2	0	0	-1/2		-1	0				
			70 1/2	71			70 1/2		69 1/2				69 1/2	3rd refusal of drag
10	453	PENALTY					1						1	
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	-1/2	+1/2	+1/2				
			71		72	71	70 1/2	71	71 1/2					
11	381	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2				75
			71	71 1/2	72	72 1/2	73 1/2	74 1/2						
12	377	PENALTY												
		CONTENT												
13	425	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2				73 1/2
			71		72			73						wrong time of travel
14	512	PENALTY							1				1	
		CONTENT	+1/2	+1/2	-1/2	+1/2	0	+1	+1/2	+1/2				72
			71	70 1/2	71			72	71 1/2	72				wrong time of travel
15	526	PENALTY					3		111				6	
		CONTENT	-1	-1 1/2	-1/2	0	-1	-1	-1	-1				57
			69	67 1/2	68		64	63	59	58				wrong time of travel
16	535	PENALTY					3						3	
		CONTENT	+1/2	+1/2	0	0	-1	0	0	0				67
			70 1/2	71			67							wrong time of travel

17 497
JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

18 519

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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- 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

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 (except two rein) per maneuver

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- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DD:

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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		1	2	3	4	5	6	7								
Maneuver Description		2 Circles Right	2 Circles Left	Stop	3 1/2 Left	Stop	3 1/2 Right	Stop & Back								
1	464	PENALTY 2,2,2	2					2						10	55 1/2	
		CONTENT -1	-1/2	-1/2	-1/2	-1/2	-1	-1/2								
			63	60 1/2	60	59 1/2	59	58								
2	409	PENALTY													68	
		CONTENT 0	-1/2	-1/2	0	-1/2	0	-1/2								
			69 1/2	69		68 1/2										
3	381	PENALTY					1/2							1/2	68 1/2	
		CONTENT 0	0	0	-1/2	0	0	-1/2	0							
					69 1/2											
4	565	PENALTY	1											1	72	
		CONTENT +1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2							
			70 1/2	69 1/2	70	70 1/2	71	71 1/2								
5	425	PENALTY		5		1/2		5,2						12 1/2	54	
		CONTENT 0	-1/2	-1	0	-1/2	0	-1 1/2								
			69 1/2	63 1/2		62 1/2										
6	453	PENALTY													69 1/2	
		CONTENT 0	0	0	0	0	-1/2	0	0							
							69 1/2									
7	440	PENALTY							2					2	65 1/2	
		CONTENT +1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2							
			70	69 1/2	69	68 1/2	68	65 1/2								
8	512	PENALTY		2										2	66 1/2	
		CONTENT -1/2	-1/2	0	0	0	0	-1/2								
			69	69				66 1/2								

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Tie-Breaker																
Maneuver Description		2 Circles Right	2 Circles Left	Stop	3 1/2 Left	Stop	3 1/2 Right	Stop & Back								
9	390	PENALTY														
		CONTENT	-1/2	0	0	0	-1/2	-1/2	-1/2							68
			69 1/2				69	68 1/2								
10	446	PENALTY	2,2	2,1,2				1/2								
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2							9 1/2
			65 1/2	60												57 1/2
11	537	PENALTY						OP	2							
		CONTENT	0	-1/2	-1	0	-1/2	0	-1/2							2
			69 1/2	68 1/2			68		65 1/2							65 1/2 X
12	417	PENALTY		1												
		CONTENT	0	-1/2	0	0	-1/2	0	0							1
			68 1/2	68			68									68
13	535	PENALTY		1/2						2						
		CONTENT	0	-1/2	-1/2	0	-1/2	-1/2	-1/2							2 1/2
			69	68 1/2			68	67 1/2								65
14	433	PENALTY	2,2	DQ	Disrespect											
		CONTENT														DQ X
15	436	PENALTY	2													
		CONTENT	-1/2	0	0	0	-1/2	0	-1/2							2
			69 1/2				67									66 1/2
16	528	PENALTY	2,2													
		CONTENT	-1/2	0	-1/2	0	-1/2	-1/2	0							4
			65 1/2		65		64 1/2	64								64

JUDGE'S NAME (PRINTED):



JUDGE'S SIGNATURE:

SHOW: Bryan -- Versatility

CLASS: #66-SHTXIWCH-IntermediateWorkingCow

DATE: 09/22/2017

VRH - LIMITED RANCH COW WORK (Amateur)

<p>1 Point Penalties: A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p>3 Point Penalties: K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p>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</p>	<p>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</p> <p>DQ: A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/rider; run ends N - Improper western attire</p>
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W/O	#	RUN CONTENT									PENALTIES			SCORE	OP
		Each horse/rider team is scored between 1-100 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	TOTAL		
		BOXING			DRIVE			BOXING							
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY							
Tie-Breaker		1	7	4	2	8	5	3	9	6					
1	446	PENALTY													
		CONTENT	+1/2	0	0	-1	0	0	+1/2	0	+1/2				70 1/2
2	535	PENALTY													
		CONTENT	+1/2	+1/2	0	0	0	0	+1/2	+1/2	0				72
3	433	PENALTY													
		CONTENT	0	0	0	-1	0	0	0	0	0				69
4	425	PENALTY													
		CONTENT	-1/2	-1/2	0	-1	0	0	+1/2	0	0				68 1/2
5	528	PENALTY													
		CONTENT	-1/2	0	+1	-1	0	0	+1/2	0	+1/2	L			67 1/2
6	390	PENALTY													
		CONTENT	0	0	0	0	-1/2	0	-1/2	-1/2	0				68 1/2
7	464	PENALTY	P			AA									
		CONTENT	-1/2	-1	0	-1	-1	0	-1	-1	-1				60 1/2
8	526	PENALTY	P												
		CONTENT	-1/2	0	0	-1	0	0	+1/2	0	+1/2				68 1/2

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Bryan Rogers
Printed from HSW

VRH - LIMITED RANCH COW WORK (Amateur)

SHOW: Bryan -- Versatility

CLASS: #66-SHTXIWCH-IntermediateWorkingCow

DATE: 09/22/2017

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
- 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

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

DS:

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

W/O	#	RUN CONTENT									PENALTIES			SCORE	OP
		Each horse/rider team is scored between 1-100 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	TOTAL		
		BOXING			DRIVE			BOXING							
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY							
Tie-Breaker		1	7	4	2	8	5	3	9	6					
9	453	PENALTY													
		CONTENT	+1/2	0	0	+1/2	0	0	-1/2	0	+1/2	L			68
10	565	PENALTY													
		CONTENT	0	0	0	+1/2	0	0	+1/2	0	0				71
11	440	PENALTY	P												
		CONTENT	-1/2	-1/2	0	-1	0	0	-1	-1	0	L	C		57
12	537	PENALTY													
		CONTENT	-1/2	0	0	-1/2	-1/2	0	-1/2	-1/2	0				67 1/2
13	512	PENALTY	P												
		CONTENT	0	-1/2	0	+1/2	0	0	0	0	0				69
14	436	PENALTY				P									
		CONTENT	+1/2	0	0	-1/2	-1/2	0	-1	-1/2	0				67
15	417	PENALTY													
		CONTENT	+1/2	0	0	0	0	0	+1/2	+1/2	0				71 1/2
16	409	PENALTY	P												
		CONTENT	-1	-1	+1	-1/2	-1	-1	-1/2	-1/2	-1/2	L	H	H	48 OP

17.5 19 20 1/2 22

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Bozo Rogers*

Printed from HSW

SHOW: Bryan -- Versatility

CLASS: #66-SHTXIWCH-IntermediateWorkingCow

DATE: 09/22/2017

<p>1 Point Penalties: A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p>3 Point Penalties: K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p>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</p>	<p>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</p> <p>DD: A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/rider; run ends N - Improper western attire</p>
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W/O	#	RUN CONTENT									PENALTIES			SCORE	OP		
		BOXING			DRIVE			BOXING			3 POINTS	5 POINTS	TOTAL				
		POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY							
<small>Each horse/rider team is scored between 1-100 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		1	7	4	2	8	5	3	9	6					
17	381	PENALTY															
		CONTENT	+1/2	-1/2	0	+1/2	0	0	+1/2	0	+1/2						71 1/2
18	387	PENALTY															
		CONTENT	+1/2	0	0	+1/2	0	0	0	0	0						71
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Bog Rogner
Printed from HSW

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