

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 reins) per 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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

OP:

- Lateness
- Abuse
- Fall of horse/riders run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

MANUEVER SCORES

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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		5	6	3	1	4	2	7								
Manuever Description		2 Circles Left Lead/Clng	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Track								
1	64 ✓	PENALTY	1											1	69 1/2	
		CONTENT	0	-1	+1/2	0	0	+1/2	+1/2							
3	142 ✓	PENALTY	2	2			-1/2							4 1/2	61	
		CONTENT	-	-1/2	-1/2	-1/2	-1	-1/2	-1/2							
4	110 ✓	PENALTY		1					2 OP	2				5	58	OP
		CONTENT	-1/2	-1	-1	-1/2	-1	-1/2	-1/2							
5	2 ✓	PENALTY													70 1/2	
		CONTENT	0	+1/2	+1/2	0	-1/2	0	0							
6	10 ✓	PENALTY													68 1/2	
		CONTENT	-1/2	0	0	+1/2	-1	0	-1/2							
7	84 ✓	PENALTY	1, 2, 2, 2			OP	2	OP	2					11	50	OP
		CONTENT	-1/2	-1/2	-1	+1	-1/2	-1/2	-1							
8	123 ✓	PENALTY	2, 2	3, 2				1/2						9 1/2	54 1/2	
		CONTENT	-1/2	-1/2	-1	-1/2	0	-1/2	-1							
10	40 ✓	PENALTY	1, 2	1											65	
		CONTENT	-1/2	-1/2	-1	+1/2	0	+1/2	0							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - REINING

10 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/punish
- 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 reins) per 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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

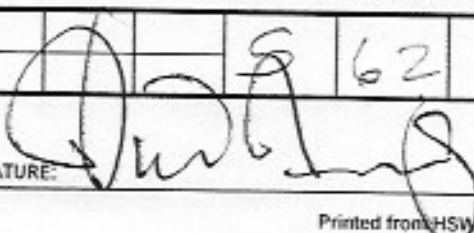
- Lameness
- Abuse
- Fall of horse/rider: run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

MANUEVER SCORES

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, +3 1/2 Excellent

W/O	#	PENALTY	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
			1	2	3	4	5	6	7	8	9	10					
Tie-Breaker			5	6	3	1	4	2	7								
Maneuver Description			2 Circles Left Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back								
11	128	CONTENT	0	0	+1/2	+1/2	0	+1/2	0							71 1/2	
A+ end of page																	
12	91	CONTENT															
14	29	CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0							72	
15	70	CONTENT	-1	-1	-1/2	-1	-1	-1/2	-1						8	55	
16	85	CONTENT	-1	-1/2	-1												
17	80	CONTENT	0	-1/2	0	0	0	0	0						2	67 1/2	
18	86	CONTENT	-1/2	-1/2	-1										9	52	OP
19	117	CONTENT	0	-1	-1	0	-1	+1/2	-1/2							62	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

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 normal reins (except two rein) per 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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

00:

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

MANEUVER SCORES

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

W/O	#	PENALTY	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
			1	2	3	4	5	6	7	8	9	10			
			1	2	3	4	5	6	7	8	9	10			
			5	6	3	1	4	2	7						
			2 Circles Left Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back						
20	106		scratch												
21	68		OP	2, 2, 6 ^{OP}									10	49 1/2	OP
			-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						
22	72		0	2, 5		OP		OP	2				9	58	OP
			0	-1	+1/2	-1/2	+1/2	-1/2	0						
23	65		2	2									4	60	
			-1	-1	-1	-1	-1/2	-1	-1/2						
24	125		1	1					OP				2	63 1/2	OP
			-1	-1/2	-1/2	-1/2	0	-1	-						
25	54		2	2									4	58	
			-1	-1	-1	-1/2	-1	-1/2	-1						
26	23		0	0										65	
			0	0	-1	-1	-1	-1	-1						
27	50			8										53 1/2	
			-1	-1/2	-1	-1/2	-1	-1/2	-1						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or asking 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 roman reins (except two rein) per 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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

DS:

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

MANUEVER SCORES

Each horse/ride 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

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		5	6	3	1	4	2	7								
Manuever Description		2 Circles Left Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	stop & Back								
28	✓ 131	PENALTY -1/2						2						2 1/2	108 1/2	
		CONTENT 0	0	0	+1/2	-1/2	+1/2	+1/2								
12	91	PENALTY				5.5 ^{OP}								15	49 1/2	OP
		CONTENT -1	-1/2	-1/2	0	-1 1/2	-1	-1								
2	62	PENALTY 2	2		-1/2									4 1/2	58 1/2	
		CONTENT -1/2	-1/2	-1	-1	-1	-1	0								
13	60	PENALTY OP		OP	2, 1									3	58	OP
		CONTENT -1 1/2	-1/2	-1/2	-1/2	-1	-1	-1								
9	61	PENALTY 2	2					2						6	56	
		CONTENT -1/2	-1	-1	-1	-1	-1 1/2	-1								
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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 or 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

DO:

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

MANEUVER SCORES

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

W/O	#	MANEUVER SCORES											PENALTY TOTAL	SCORE	OP
		Tie-Breaker	5	6	1	7	8	9	10	2	3	4			
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
9	125	PENALTY													
		CONTENT	+1/2	0	+1/2	+1/2	0	0	+1/2	0	0	0			71
10	142	PENALTY													
		CONTENT	+1/2	+1/2	0	0	-1	-1/2	0	-1/2	0	0			69
11	141	PENALTY													
		CONTENT	-1/2	0	0	-1/2	-1/2	0	-1	+1/2	0	0			68
12	54	PENALTY			-3		OP								
		CONTENT	0	0	-1	0	-1 1/2	0	0	0	0	0			-3 64 1/2 OP
13	50	PENALTY													
		CONTENT	-1/2	+1/2	0	-1/2	-1/2	+1/2	-1/2	+1/2	-1	0			3 65 1/2
14	23	PENALTY													
		CONTENT	-1/2	0	0	+1/2	0	0	-1/2	0	0	0			3 66 1/2
15	72	PENALTY													
		CONTENT	-1/2	0	0	0	-1/2	0	0	-1/2	0	0	0		68 1/2
16	61	PENALTY													
		CONTENT	-1/2	-1/2	+1/2	0	-1	-1/2	-1	-1/2	0	+1/2			-3 64

JUDGE'S NAME (PRINTED):

Debra Saubert

JUDGE'S SIGNATURE:

Debra Saubert

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bent 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 irritate feet/hooves
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman 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

DD:

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

29.5
24.5
5

MANEUVER SCORES

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

WID	#	MANEUVER SCORES											PENALTY TOTAL	SCORE	OP
Tie-Breaker		5	6	1	7	8	9	10	2	3	4				
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
17	110			-3		OP				-1			4	63	OP
		CONTENT	+1/2	0	-1	+1/2	-1 1/2	0	0	-1	-1	+1/2			
						66 1/2	67	65 1/2		64 1/2	62 1/2	63			
18	143		-1	-5 OP	-5 OP								11	49	OP
		CONTENT	+1/2	-1	-1 1/2	-1	-1 1/2	-1/2	-1 1/2	-1 1/2	-1	-1			
19	18								OP	OP				68	OP
		CONTENT	-1/2	0	+1/2	0	0	+1/2	-1 1/2	-1 1/2	0	+1/2			
						70									
20	64													71 1/2	
		CONTENT	-1/2	0	+1	+1/2	-1/2	0	+1/2	+1/2	0	0			
						69 1/2			70	70 1/2					
21	131													75 1/2	
		CONTENT	0	+1/2	+1 1/2	+1/2	+1	0	0	+1/2	+1/2	+1			
						72 1/2									
22	40													55	OP
		CONTENT	1 1/2	1 1/2	1 1/2	1 1/2	1 1/2	1 1/2	1 1/2	1 1/2	1 1/2	1 1/2			
23	11													70	
		CONTENT	-1/2	0	0	0	0	0	0	+1/2	0	0			
						69 1/2				70					
24	29													73 1/2	
		CONTENT	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2			
						71 1/2									

JUDGE'S NAME (PRINTED): Dorothy Ann Cornett

JUDGE'S SIGNATURE: Dorothy Ann Cornett

VERSATILITY RANCH HORSE - RANCH RIDING

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to install lead/raise - Use of two hands (except in snaffle bit or hackamore) per maneuver - More than one finger between split reins or any fingers between roman reins per maneuver - 1st or 2nd cumulative refusal 	<p>Dis-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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WO	#	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		5	6	1	7	8	9	10	2	3	4				
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
25	80	PENALTY													
		CONTENT	0	-1/2	+1/2	+1/2	0	0	0	+1/2	0				71
26	63	PENALTY	-1			3OP									
		CONTENT	-1/2	0	+1/2	-1/2	+1/2	-1/2	0	-1/2	0	-1/2			4 61 1/2 OP
27	144	PENALTY													
		CONTENT	-1/2	-1/2	-1/2	+1/2	0	0	0	+1/2	+1/2	+1/2			70 1/2
28	68	PENALTY				OP									
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	0	0	-1/2	+1/2	+1/2			66 1/2 OP
29	21	PENALTY													
		CONTENT	-1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2			73
30	88	PENALTY							-3						
		CONTENT	-1/2	0	0	0	-1/2	-1/2	-1/2	0	0	0			-3 64
31	65	PENALTY				-1			OP						
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	+1/2	-1	-1	-1/2	0			1 64 OP
32	84	PENALTY				-3			-5	-5	-5				
		CONTENT	-1/2	-1/2	-1	-1/2	-1	0	-1/2	+1/2	-1/2	0			18 42

JUDGE'S NAME (PRINTED): J Bay Sawcunt H.

JUDGE'S SIGNATURE: [Signature]

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 round 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

DO:

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

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Each horse/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points
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WID	#	MANEUVER SCORES											PENALTY TOTAL	SCORE	OP		
Tie-Breaker		5	6	1	7	8	9	10	2	3	1						
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back						
33	91			-3	-3		-1								7	64	
		PENALTY															
		CONTENT	+1/2	+1/2	-1	-1 1/2	0	-1	0	0	0	+1/2					
34	60															71 1/2	
		PENALTY															
		CONTENT	-1/2	0	0	0	0	+1/2	0	+1/3	+1/2	+1/2					
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Debra Sankwitz

JUDGE'S SIGNATURE: _____

SHOW: Sweetwater-VRH
CLASS: 89 - SHTX YWCH - Youth Working Cow
DATE: 08/05/2017

NOVICE/YOUTH COW WORK

1 Point Penalties:

- Loss of working advantage
- Working out of position
- Slipping rein

3 Point Penalties:

- Knocking down the cow without having a working advantage
- Losing a cow while boxing

5 Point Penalties:

- Spurring in front of cinch
- Blame 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 nasal reins (except two reins) per maneuver

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

- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

DD:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

WID	#	OP	RUN CONTENT					PENALTY TOTAL	SCORE
			BOXING MANEUVERS						
			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES		
Tie-Breaker			1	4	2	3			
1	110	PENALTY	3					3	66 1/2
		CONTENT	-1	-1/2	+1/2	+1/2			
2	70	PENALTY							73 1/2
		CONTENT	+1	+1/2	+1	+1			
3	133	PENALTY							72 1/2
		CONTENT	+1	+1/2	+1/2	+1/2			
4	128	PENALTY							73
		CONTENT	+1	+1	+1/2	+1/2			
5	29	PENALTY							71
		CONTENT	+1/2	0	+1/2	0			
6	11	PENALTY	3					3	66 1/2
		CONTENT	-1	0	+1/2	0			
7	10	PENALTY	1					1	70
		CONTENT	0	0	+1/2	+1/2			
8	80	PENALTY	3					3	67
		CONTENT	-1/2	0	+1/2	0			
9	131	PENALTY							70 1/2
		CONTENT	-1/2	0	+1/2	+1/2			
10	65	PENALTY	3					3	66
		CONTENT	-1	0	0	0			

JUDGE'S SIGNATURE:

Deublin

NOVICE/YOUTH COW WORK

SHOW: Sweetwater-VRH

CLASS: #89 - SHTX YWCH - Youth Working Cow

DATE: 08/05/2017

1 Point Penalties:

- Loss of working advantage
- Working out of position
- Slipping rein

3 Point Penalties:

- Knocking down the cow without having a working advantage
- Losing a cow while boxing

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 round reins (except two rein) per maneuver

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

- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

DO:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

WID	#	OP	RUN CONTENT					PENALTY TOTAL	SCORE	
			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 MANEUVERS							
Tie-Breaker			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES			
11	123	PENALTY								
		CONTENT	0	0	+1/2	+1/2				71
12	91	PENALTY								
		CONTENT	0	-1/2	0	0				69 1/2
13	40	PENALTY								
		CONTENT	0	0	+1/2	0				70 1/2
14	21	PENALTY	1							
		CONTENT	-1/2	0	+1/2	0			1	70
15	84	PENALTY								
		CONTENT	-1/2	-1/2	0	0				69
16	85	PENALTY	1 3							
		CONTENT	-1/2	-1/2	+1/2	0			4	64 1/2
17	64	PENALTY								
		CONTENT	+1/2	+1/2	+1/2	+1/2				72
18	141	PENALTY	1 1 3							
		CONTENT	-1 1/2	-1	0	0			5	62 1/2
19	88	PENALTY								
		CONTENT	-1	-1/2	-1/2	-1/2				67 1/2
20	72	PENALTY	1 1 3							
		CONTENT	-1	-1/2	0	-1/2			5	63

JUDGE'S SIGNATURE:

J. Dublin

SHOW: Sweetwater-VRH

CLASS: #89 - SHTX YWCH - Youth Working Cow

DATE: 08/05/2017

NOVICE/YOUTH COW WORK

1 Point Penalties:

- Loss of working advantage
- Working out of position
- Slipping rein

3 Point Penalties:

- Knocking down the cow without having a working advantage
- Losing a cow while boxing

5 Point Penalties:

- Spurring in front of cinch
- Blame 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 isabel reins (except two reins) per maneuver

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

- Turning tail
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done
- Schooling after entering the arena prior to calling for cow
- Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class

DO:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

WD	#	OP	RUN CONTENT					PENALTY TOTAL	SCORE	
			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, -0.5 Poor, 0 Correct, +1.2 Good, +1 Very Good, +1.2 Excellent							
			BOXING MANEUVERS							
Tie-Breaker			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES			
21	125		PENALTY	1					1	69 1/2
			CONTENT	-1/2	0	+1/2	+1/2			
22	23		PENALTY	1 1					2	66 1/2
			CONTENT	-1	-1/2	0	0			
23	68		PENALTY	1 1					2	68 1/2
			CONTENT	-1/2	0	+1/2	+1/2			
24	54		PENALTY							70
			CONTENT	0	0	0	0			
			PENALTY							
			CONTENT							
			PENALTY							
			CONTENT							
			PENALTY							
			CONTENT							
			PENALTY							
			CONTENT							
			PENALTY							
			CONTENT							

JUDGE'S SIGNATURE:

Dublin

SHOW: Sweetwater VRH

CLASS: #91 - AQHA 485000 - Youth VRH Limited
Ranch Cow Work

DATE: 08/05/2017

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/riders; run ends N - Improper western attire</p>
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W/O	#	RUN CONTENT									PENALTIES			SCORE	OP					
		Each horse/ride 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	64	PENALTY									A				L		4	64 1/2		
		CONTENT	+1/2	0	+1/2	-1/2	-1/2	0	-1	-1/2	0									
2	60	PENALTY									A				L		5	64 1/2	A	
		CONTENT	0	0	+1/2	-1/2	-1	+1/2	-1/2	-1/2	0									*
3	23	PENALTY																		
		CONTENT	0	0	+1/2	0	0	0	-1/2	-1/2	0								69 1/2	
4	62	PENALTY													L		6	63 1/2		
		CONTENT	+1/2	0	+1/2	+1/2	0	0	-1 1/2	-1	+1/2									
5	21	PENALTY									AA				L		5	59 1/2		
		CONTENT	-1/2	-1/2	0	0	0	0	-1 1/2	-1 1/2	-1 1/2									
6	61	PENALTY													L		3	67 1/2		
		CONTENT	+1/2	0	+1/2	+1/2	0	0	-1	-1/2	+1/2									
7	29	PENALTY																		
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2								73	
8	10	PENALTY									A									
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	-1/2	0	+1/2								71 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Dublin*

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Sweetwater-VRH
 CLASS: #90 - AQHA 483000 - Youth VRH Working Ranch Horse
 DATE: 08/05/2017

- 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
 S - Slipping rein
 T - Failure to drive cow past middle marker on first turn
- 2 Point Penalties:**
 A - Going around the corner of the arena before turning cow
 B - In an open field turn animal goes within 3 feet of the end fence before being turned
 C - Failure to catch

- 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
- 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 leaspriase
 H - Use of two hands (except in scuffle bit or hackamores) per maneuver
 M - More than one finger between split reins or any fingers between roman reins (except two reins) per 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
 I - Illegal catch at end of run
 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
- DD:**
 A - Abuse
 B - Lameness
 G - Illegal equipment
 N - Improper western attire
 D - Disrespect or misconduct
 F - Fall of horse/holder

WO	#	RUN CONTENT											PENALTIES				SCORE	OP
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	TOTAL		
				L	R	L	R	TRACK & RATE	STOP & HOLD									
Each horse/holder 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	40	PENALTY																
		CONTENT	+1/2	0	0	0					A						2	
2	128	PENALTY																
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1/2			+1/2	+1/2	+1/2				74	
3	54	PENALTY																
		CONTENT	+1/2	-1/2	-1	-1	-1/2	-1/2			A				m	m	18	
4	88	PENALTY																
		CONTENT	0	-1/2	-1	-1/2	-1/2	-1			A						1	
5	68	PENALTY																
		CONTENT	0	-1/2	-1	-1/2	-1	-1/2			A						2	
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Dublin*

VERSATILITY RANCH HORSE - TRAIL

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 fee 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 renal 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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

DD:

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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		1	2	3	4	5	6	7	8	9	10				
<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		6	4	5	7	8	1	2	3						
Obstacle Description		LH Push	SP R Logs	Walk Bridge	Ex T logs	LL L Logs	Box, 270 R, Back	Trot Stumps	Walk Cones						
1	128	✓													
		PENALTY				-1									
		CONTENT	0	0	-1/2	0	+1/2	0	+1/2	+1/2				1	70
2	21	✓													
		PENALTY				-1 1/2				-1					
		CONTENT	+1/2	+1/2	0	-1	+1/2	+1	+1/2	0				5	67
3	60	✓													
		PENALTY				-1	-3								
		CONTENT	0	+1/2	0	-1/2	-1/2	-1/2	+1/2	0				5	6 1/2
4	50	✓													
		PENALTY				-1	-3	-1 1/2	-1 1/2						
		CONTENT	0	-1/2	0	-1	-1	-1 1/2	0	0				14	52
5	125	✓													
		PENALTY		-1		-3	-1	-1							
		CONTENT	0	-1	0	-1	0	-1	0	0				6	61
6	123	✓													
		PENALTY		-1		-1	-1 1/2			-1					
		CONTENT	+1/2	0	0	-1	-1	0	+1/2	0				7	62
7	63	✓													
		PENALTY				-1	-1	-1							
		CONTENT	0	-1/2	0	-1/2	-1/2	0	0	0				4	6 1/2
8	85	✓													
		PENALTY													
		CONTENT	-1/2	-1/2	-1/2	+1/2	-1	-1 1/2	0	-1/2				5	61

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Melissa O'Neil

mat

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-VRH
CLASS:#83 - SHTX YTRL - Youth Trail
DATE: 08/05/2017

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Each hit, lase, 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 fee 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill leadpraise - Use of two hands (except in snaffle bit or hackamore) per maneuver - More than one finger between split reins or any fingers between roman 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 gait - 4 or more steps on dismount or ground tie 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DS:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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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			LH Push	SP R Logs	Walk Bridge	Ex T logs	LL L Logs	Box, 270 R, Back	Trot Stumps	Walk Cones							
9	18	✓		-5		-1	-1	-1-3	-3						15	51	
			0	-1/2	0	0	-1/2	-1	-1	0							
10	10	✓				-1	-1								2	68	
			0	0	0	0	-1	+1/2	0	+1/2							
11	62	✓				-1	-1	-1							7	62	
			0	+1/2	0	-1/2	-1	0	0	0							
12	72	✓		-1	-5	-1	-1	-1							17	50 1/2	
			0	0	-1/2	-1/2	-1/2	0	0	0							
13	65	✓				-1	-1	-1-1							6	59	
			-1/2	-1/2	0	-1	-1/2	-1	-1/2	-1							
15	23	✓					-1	-3							12	55 1/2	
			0	-1/2	0	0	-1/2	-1 1/2	0	0							
16	68	✓			-5	-1	-5	-3	-3						19	44	
			0	-1	-1/2	-1/2	-1/2	-1	-1	-1/2							
17	70	✓					-3		-1						5	65	
			0	+1/2	0	+1/2	-1/2	0	-1/2	0							

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Melissa [Signature]*

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-VRH

CLASS:#83 - SHTX YTRL - Youth Trail

DATE: 08/05/2017

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 lie 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 lie

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
- 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 lie

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

DO:

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

W/O	#		OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
			1	2	3	4	5	6	7	8	9	10				
Tie-Breaker																
Obstacle Description			LH Push	SP R Logs	Walk Bridge	Ex T logs	LL L Logs	Box, 2/0 R, Back	Trot Stumps	Walk Cones						
18	88	✓ PENALTY CONTENT					-1							1	71	
19	54	✓ PENALTY CONTENT					-1		-1					2	70 1/2	
20	11	✓ PENALTY CONTENT					-1			OP				4	(70) OP	
21	106		5 scratches													
22	40	✓ PENALTY CONTENT					-1	-3	-1					6	68	
23	84	✓ PENALTY CONTENT		-1			-1	-3	-1	-1	-1			13	53	
24	64	✓ PENALTY CONTENT							-1/2					1/2	73 1/2	
25	91	✓ PENALTY CONTENT						-1	-1					3	69 1/2	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Each hit, bite, or stepping on a leg, 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spunting 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 - 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 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DO:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
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																
Obstacle Description																
		LH Push	SP R Logs	Walk Bridge	Ex T logs	LL L Logs	Box, 270 R, Back	Trot Stumps	Walk Cones							
26	29	✓	PENALTY													
			CONTENT	+1	+1	0	0	-1/2	+1	+1/2	+1/2				2	71 1/2
27	61	✓	PENALTY													
			CONTENT	0	+1/2	0	0	-1	-1	+1/2	+1/2	+1/2			4	67 1/2
28	80	✓	PENALTY													
			CONTENT	+1/2	+1/2	0	+1/2	-1/2	0	+1/2	+1/2				4	68
29	131	✓	PENALTY													
			CONTENT	+1/2	+1	0	+1	0	+1	+1	+1					75 1/2
30	139	✓	PENALTY													
			CONTENT	0	+1/2	0	0	-1	-1	0	-1/2				8	60
31	140	✓	PENALTY	-5-1												
			CONTENT	-1	-1/2	0	+1/2	0	+1/2	-1/2	-1				7	61
32	141	✓	PENALTY													
			CONTENT	0	+1/2	0	0	0	0	0	0				1	69 1/2
33	142	✓	PENALTY													
			CONTENT	0	+1/2	-1/2	0	-1/2	-1	0	-1/2				9	59

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Melissa [Signature]
Printed from HSW
met

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-VRH
CLASS: #83 - SHTX YTRL - Youth Trail
DATE: 08/05/2017

1 Point Penalties:

- Each hit, blow, or stepping on a log, cone, plexi 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
- Stepping over or falling to step into required space
- Incorrect number of strides, if specified
- One stop 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 stops 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
- Kneeling 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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

DQ:

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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker																
Obstacle Description		LH Push	SP R Logs	Walk Bridge	Ex T logs	LL L Logs	Box, 270 R, Bank	Trot Stumps	Walk Cones							
34	143	Penalty = 5/5	Penalty = 1/2		Penalty = 1/2	Penalty = 1/2	Penalty = 5/5		Penalty = 1/2	Penalty = 5/5				34	27 1/2	OP
		Content = 1/2	Content = 1/2	0	Content = 1/2	Content = 1/2	Content = 1/2	Content = 1/2	Content = 1/2	Content = 1/2						
35	110	Penalty = 3/3				Penalty = 1/2	Penalty = 1/2							5	65	
		Content = 1/2	Content = 1/2	0	Content = 1/2	Content = 1/2	Content = 1/2	Content = 1/2	Content = 1/2	Content = 1/2						
		Penalty														
		Content														
		Penalty														
		Content														
		Penalty														
		Content														
		Penalty														
		Content														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

Melissa [Signature]

Printed from HSW

mat

34 2 5