

VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	Bryan Kickoff Classic-VRH
CLASS:	#50 - SHTX LNPP - Ltd Non Pro Pleasure
DATE:	03/04/2018

- 1 Point Penalties:**
- Over-bridled (per maneuver)
 - Out of frame (per maneuver)
 - Too slow (per maneuver)
 - Gapping mouth
 - Break of gait at walk or trot for two (2) strides or less
- 3 Point Penalties:**
- Wrong lead or out of lead
 - Draped reins
 - Break of gait at lope
 - Break of gait at walk or trot for more than two (2) strides
- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
 - Use of two hands (except in snaffle bit or hackamore) per maneuver
 - More than one finger between split reins or any fingers between romal reins per maneuver
 - 1st or 2nd cumulative refusal

- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- Off-Pattern (OP): Cannot place above others who complete pattern correctly:**
- Breaking pattern
 - Leaving arena before pattern is complete
 - Repeated blatant disobedience
- Disqualification (DQ):**
- Abuse
 - Lameness
 - Disrespect or misconduct
 - Illegal equipment
 - Fall of horse/rider
 - Improper western attire

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		2	5	1	6	7	8	3	4	9	10						
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop 100	Walk	Lope	Ext Lope	Trot	Stop & Back						
1	1	PENALTY															74 1/2
		CONTENT	+1/2	+1/2	+1	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2						
2	10	PENALTY															74
		CONTENT	0	0	+1	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2					
3	32	PENALTY															74
		CONTENT	+1	0	+1	0	+1/2	0	+1/2	+1	+1/2	-1/2					
4	41	PENALTY															73
		CONTENT	+1/2	0	+1	0	+1/2	+1/2	+1/2	+1/2	0	-1/2					
5	42	PENALTY															69 1/2
		CONTENT	0	0	+1/2	0	0	0	0	-1/2	0	-1/2					
6	44	PENALTY															70
		CONTENT	0	0	0	0	0	+1/2	0	-1/2	0	0					
7	50	PENALTY					-5										5 64
		CONTENT	0	0	+1/2	+1/2	-1/2	-1/2	+1/2	0	0	-1/2					
8	54	PENALTY					OP										68 OP
		CONTENT	+1/2	0	0	-1/2	-1	+1/2	-1	0	-1/2	0					

JUDGE'S NAME (PRINTED): M. Peters

JUDGE'S SIGNATURE: Marilyn Peters

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Tie-Breaker		Ext Walk	Trot	Ext Trot	Lope	Stop 100	Walk	Lope	Ext Lope	Trot	Stop & Back					
Maneuver Description																
9	99	PENALTY	1											1	90	
		CONTENT	-1/2	+1/2	0	-1/2	+1/2	+1/2	-1/2	0	+1	0				
10	103	PENALTY						3						3	69 1/2	
		CONTENT	0	+1/2	+1/2	+1/2	0	0	-1/2	+1/2	+1/2	+1/2				
11	123	PENALTY													71 1/2	
		CONTENT	0	+1/2	0	0	0	+1/2	+1/2	0	0	0				
12	832	PENALTY													71 1/2	
		CONTENT	0	+1/2	0	+1/2	-1/2	0	0	+1/2	+1/2	0				
13	840	PENALTY													75 1/2	
		CONTENT	0	+1/2	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1	+1/2				
14	841	PENALTY	No show													
		CONTENT														
15	852	PENALTY							3					3	90 1/2	
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0	-1/2	+1/2	0				
16	853	PENALTY													73 1/2	
		CONTENT	+1/2	+1/2	0	-1/2	+1/2	+1/2	0	0	+1	+1/2				

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Tie-Breaker		2	5	1	6	7	8	3	4	9	10							
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop 100	Walk	Lope	Ext Lope	Trot	Stop & Back							
17	858	PENALTY															73	
		CONTENT	+1/2	+1/2	+1/2	0	-1/2	+1/2	0	+1/2	+1/2	+1/2						
18	873	PENALTY																72
		CONTENT	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	-1/2	0	0						
19	895	PENALTY			3											3		67 1/2
		CONTENT	+1/2	0	-1	0	0	+1/2	0	0	0	+1/2						
20	897	PENALTY																71 1/2
		CONTENT	+1/2	0	+1/2	0	+1/2	-1/2	+1/2	0	0	0						
21	898	PENALTY																71
		CONTENT	0	0	0	0	0	+1/2	0	0	+1/2	0						
22	900	PENALTY																74
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1	+1/2	-1	+1	+1/2						
23	904	PENALTY																72
		CONTENT	0	0	0	+1/2	+1/2	0	+1/2	+1/2	0	0						
24	914	PENALTY																74 1/2
		CONTENT	0	+1/2	0	+1/2	+1	+1/2	+1/2	+1	+1/2	0						

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Tie-Breaker		2	5	1	6	7	8	3	4	9	10																																																																																																																																																																																																																																																																																				
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop 180	Walk	Lope	Ext Lope	Trot	Stop & Back																																																																																																																																																																																																																																																																																				
25	915	PENALTY																		CONTENT	-1/2	0	0	-1/2	-1/2	0	0	-1/2	0	0					68	26	916	PENALTY					3									3				CONTENT	-1/2	0	0	-1/2	+1/2	-1	-1/2	+1/2	0	0					65 1/2	27	919	PENALTY			3											3				CONTENT	0	0	+1	-1	+1/2	+1/2	0	+1/2	0	+1/2					69	28	932	PENALTY																		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	+1	+1/2					96 1/2	29	942	PENALTY	1			3	0									4				CONTENT	-1/2	+1/2	-1/2	-1/2	0	+1/2	+1/2	0	0	+1/2					66 1/2	30	946	PENALTY																		CONTENT	0	0	0	0	+1/2	-1/2	0	0	0	+1/2					70 1/2	31	949	PENALTY																		CONTENT	+1/2	0	0	-1/2	0	0	0	+1/2	0	-1/2					70	32	956	PENALTY																		CONTENT	0	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	0					74
		CONTENT	-1/2	0	0	-1/2	-1/2	0	0	-1/2	0	0					68																																																																																																																																																																																																																																																																														
26	916	PENALTY					3									3				CONTENT	-1/2	0	0	-1/2	+1/2	-1	-1/2	+1/2	0	0					65 1/2	27	919	PENALTY			3											3				CONTENT	0	0	+1	-1	+1/2	+1/2	0	+1/2	0	+1/2					69	28	932	PENALTY																		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	+1	+1/2					96 1/2	29	942	PENALTY	1			3	0									4				CONTENT	-1/2	+1/2	-1/2	-1/2	0	+1/2	+1/2	0	0	+1/2					66 1/2	30	946	PENALTY																		CONTENT	0	0	0	0	+1/2	-1/2	0	0	0	+1/2					70 1/2	31	949	PENALTY																		CONTENT	+1/2	0	0	-1/2	0	0	0	+1/2	0	-1/2					70	32	956	PENALTY																		CONTENT	0	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	0					74																																				
		CONTENT	-1/2	0	0	-1/2	+1/2	-1	-1/2	+1/2	0	0					65 1/2																																																																																																																																																																																																																																																																														
27	919	PENALTY			3											3				CONTENT	0	0	+1	-1	+1/2	+1/2	0	+1/2	0	+1/2					69	28	932	PENALTY																		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	+1	+1/2					96 1/2	29	942	PENALTY	1			3	0									4				CONTENT	-1/2	+1/2	-1/2	-1/2	0	+1/2	+1/2	0	0	+1/2					66 1/2	30	946	PENALTY																		CONTENT	0	0	0	0	+1/2	-1/2	0	0	0	+1/2					70 1/2	31	949	PENALTY																		CONTENT	+1/2	0	0	-1/2	0	0	0	+1/2	0	-1/2					70	32	956	PENALTY																		CONTENT	0	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	0					74																																																																								
		CONTENT	0	0	+1	-1	+1/2	+1/2	0	+1/2	0	+1/2					69																																																																																																																																																																																																																																																																														
28	932	PENALTY																		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	+1	+1/2					96 1/2	29	942	PENALTY	1			3	0									4				CONTENT	-1/2	+1/2	-1/2	-1/2	0	+1/2	+1/2	0	0	+1/2					66 1/2	30	946	PENALTY																		CONTENT	0	0	0	0	+1/2	-1/2	0	0	0	+1/2					70 1/2	31	949	PENALTY																		CONTENT	+1/2	0	0	-1/2	0	0	0	+1/2	0	-1/2					70	32	956	PENALTY																		CONTENT	0	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	0					74																																																																																																												
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	+1	+1/2					96 1/2																																																																																																																																																																																																																																																																														
29	942	PENALTY	1			3	0									4				CONTENT	-1/2	+1/2	-1/2	-1/2	0	+1/2	+1/2	0	0	+1/2					66 1/2	30	946	PENALTY																		CONTENT	0	0	0	0	+1/2	-1/2	0	0	0	+1/2					70 1/2	31	949	PENALTY																		CONTENT	+1/2	0	0	-1/2	0	0	0	+1/2	0	-1/2					70	32	956	PENALTY																		CONTENT	0	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	0					74																																																																																																																																																
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30	946	PENALTY																		CONTENT	0	0	0	0	+1/2	-1/2	0	0	0	+1/2					70 1/2	31	949	PENALTY																		CONTENT	+1/2	0	0	-1/2	0	0	0	+1/2	0	-1/2					70	32	956	PENALTY																		CONTENT	0	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	0					74																																																																																																																																																																																				
		CONTENT	0	0	0	0	+1/2	-1/2	0	0	0	+1/2					70 1/2																																																																																																																																																																																																																																																																														
31	949	PENALTY																		CONTENT	+1/2	0	0	-1/2	0	0	0	+1/2	0	-1/2					70	32	956	PENALTY																		CONTENT	0	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	0					74																																																																																																																																																																																																																								
		CONTENT	+1/2	0	0	-1/2	0	0	0	+1/2	0	-1/2					70																																																																																																																																																																																																																																																																														
32	956	PENALTY																		CONTENT	0	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	0					74																																																																																																																																																																																																																																																												
		CONTENT	0	+1/2	+1/2	+1	0	+1/2	+1/2	+1/2	+1/2	0					74																																																																																																																																																																																																																																																																														

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Maneuver Description		Exit Walk	Trot	Exit Trot	Lope	Stop 100	Walk	Lope	Exit Lope	Trot	Stop & Back							
33	962	PENALTY															72	
		CONTENT	+1/2	0	0	+1/2	0	+1/2	0	0	0	+1/2						
34	979	PENALTY		1,3	3,1			3									7	62 1/2
		CONTENT	0	0	-1	0	0	+1/2	-1/2	0	+1/2	0						
35	999	PENALTY																71
		CONTENT	-1/2	+1/2	0	0	0	0	+1/2	0	0	+1/2						
36	928	PENALTY																
		CONTENT																
37		PENALTY																
		CONTENT	-1/2															
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

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VERSATILITY RANCH HORSE - TRAIL

SHOW: Bryan Kickoff Classic-VRH

CLASS: #52 - SHTX LNPT - Ltd Non Pro Trail

DATE: 03/04/2018

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 step on mount/dismount or ground tie (except shifting to balance) - Split pole in lope over <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 - Two-three steps on mount/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 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 - Four or more steps on mount/dismount or ground tie <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) 	<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 - Repeated blatant disobedience - Failure to dally and remain dalled during the drag <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire
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W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Obstacle Description		RH Push Gate	L LL Logs	Walk, SP R & L	Trot Serpentine	Drag at walk	Ext Trot, Back thru	rot out, logs	Walk Bridge						
1	1 -	PENALTY	3, 1, 3					1						8	64 1/2
		CONTENT	+1/2	-1	+1/2	+1/2	+1/2	+1	0	+1/2					
2	10 -	PENALTY													75
		CONTENT	0	+1	+1/2	+1/2	+1/2	+1/2	+1	+1					
3	32 -	PENALTY			1		5		1, 1					8	62 1/2
		CONTENT	+1	0	0	0	-1 1/2	+1/2	0	+1/2					
4	41 -	PENALTY		3	1									4	68 1/2
		CONTENT	+1	0	0	0	+1/2	-1/2	+1	+1/2					
5	42 -	PENALTY		1					1					2	70.5
		CONTENT	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2					
6	50 -	PENALTY		1, 1	1									3	69
		CONTENT	+1	-1/2	-1/2	+1/2	+1/2	+1/2	+1/2	0					
7	54 -	PENALTY		1	1		OP		1, 1					4	63
		CONTENT	0	-1	-1/2	0	-1 1/2	+1/2	0	+1/2					
8	99 -	PENALTY		3										3	70 1/2
		CONTENT	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1					

JUDGE'S NAME (PRINTED):

Frank R Craigh ead

JUDGE'S SIGNATURE:

Frank Craigh ead

VERSATILITY RANCH HORSE - TRAIL

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 step on mount/dismount or ground tie (except shifting to balance)
- Split pole 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
- Two-three steps on mount/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
- Four 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
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag

Disqualification (DQ):

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

OBSTACLE 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	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																	
Obstacle Description		RH Push Gate	L LL Logs	Walk, SPR & L	Trot Serpentine	Drag at walk	Ext Trot, Back thru	rot out, logs	Walk Bridge								
9	103-	PENALTY	3,1												4	68	
		CONTENT	-1/2	-1/2	+1/2	0	+1/2	+1/2	+1	+1/2							
10	123-	PENALTY	3					1	1						5	66	
		CONTENT	+1/2	-1/2	0	0	+1/2	0	0	+1/2							
11	840-	PENALTY														75	
		CONTENT	+1/2	+1	+1/2	0	+1/2	+1	+1	+1/2							
12	841-	PENALTY			1				1						2	72 1/2	
		CONTENT	+1/2	+1	0	+1/2	+1/2	0	+1	+1							
13	852-	PENALTY													77 1/2		
		CONTENT	+1/2	+1 1/2	+1	+1	+1/2	+1	+1	+1							
14	853-	PENALTY			1				1						2	71	
		CONTENT	0	+1/2	0	+1/2	+1/2	+1/2	0	+1							
15	858-	PENALTY													76		
		CONTENT	+1/2	+1 1/2	-1/2	+1/2	+1	+1	+1	+1							
16	873-	PENALTY		1	1									2	70 1/2		
		CONTENT	0	-1/2	0	+1/2	+1/2	+1/2	+1	+1/2							

JUDGE'S NAME (PRINTED): Frank Craighoad

JUDGE'S SIGNATURE: Frank Craighoad

SHOW: Bryan Kickoff Classic-VRH
CLASS:#52 - SHTX LNPT - Ltd Non Pro Trai
DATE: 03/04/2018

VERSATILITY RANCH HORSE - TRAIL

- | | | |
|--|--|---|
| <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 falling to step into required space - Incorrect number of strides, if specified - One step on mount/dismount or ground tie (except shifting to balance) - Split pole in lope over <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 - Two-three steps on mount/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 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 - Four or more steps on mount/dismount or ground tie <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) | <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 - Repeated blatant disobedience - Failure to dally and remain dalled during the drag <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire |
|--|--|---|

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
Tie-Breaker		1	2	3	4	5	6	7	8	9	10						
Obstacle Description		RH Push Gate	L LL Logs	Walk, SP R & L	Trot Serpentine	Drag at walk	Ext Trot, Back thru	rot out, logs	Walk bridge								
		PENALTY															
		CONTENT															
17	895		+1/2	+1/2	-1/2	0	+1/2	+1	+1	+1/2			2	71 1/2			
18	897		+1/2	0	-1/2	0	+1/2	+1/2	0	+1/2			2	69 1/2			
19	898		+1/2	1,1,3	1	0	0	0	-1/2	+1/2	+1/2		6	64 1/2			
20	900		+1	+1	0	+1	+1	+1	0	+1			2	74			
21	904		+1/2	1,1,1	-1/2	+1/2	+1/2	+1/2	+1	+1	+1/2		3	71			
22	914		+1	3	0	0	+1/2	0	+1	+1	+1		4	70 1/2			
23	919		+1/2	3	1,1	OP	0	+1/2	+1/2	+1/2	+1/2		5	65 1/2 OP			
24	932		+1	+1	-1/2	+1	+1	+1/2	+1	+1			2	74			

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Frank [Signature]*
Printed from HSW

SHOW: Bryan Kickoff Classic-VRH

CLASS:#52 - SHTX LNPT - Ltd Non Pro Trail

DATE: 03/04/2018

VERSATILITY RANCH HORSE - TRAIL

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 step on mount/dismount or ground tie (except shifting to balance)
- Split pole in loop 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
- Two-three steps on mount/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
- Four 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
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag

Disqualification (DQ):

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

OBSTACLE 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	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																	
Obstacle Description		RH Push Gate	L, LL Logs	Walk, SPR & L	Trot Serpentine	Drag at walk	Ext Trot, Back thru	rot out, logs	Walk Bridge								
		PENALTY															
25	942-	CONTENT	+1	+1/2	+1	+1/2	+1	+1/2	+1	+1							FF 1/2
		PENALTY															
26	946-	CONTENT	+1/2	+1/2	0	0	+1/2	+1/2	-1/2	-1/2					2	70	
		PENALTY															
27	949-	CONTENT	+1/2	0	0	+1/2	+1	+1/2	-1/2	+1/2					6	60 1/2	
		PENALTY															
28	956-	CONTENT	+1	0	0	+1/2	+1	+1/2	+1	+1					2	73	
		PENALTY															
29	979-	CONTENT	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1							73.5
		PENALTY															
30	999-	CONTENT	+1/2	3, 1	0	+1/2	+1/2	+1/2	0	+1/2					8	64	
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Frank Cuyler*
Printed from HSW

VERSATILITY RANCH HORSE - REINING

PATTERN 10

SHOW:	Bryan Kickoff Classic-YRH
CLASS:	#54 - SHTX LNPR - Ltr Non Pro Reining
DATE:	03/04/2018

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 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
- 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
- Attempt to alter tension or length of reins from the saddle to the rein hand

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

Disqualification (DQ):

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

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											
Tie-Breaker		1	2	3	4	5	6	7	8				
Maneuver Description		RR	LL	S	3/4L	S	3/4R	S/B					
1	832	PENALTY	-1/2								1	68	
		CONTENT	0	0	0	-1/2	-1/2	0	0				
2	50	PENALTY	-2	-2				OP			4	63	OP
		CONTENT	-1	0	0	-1/2	-1/2	-1/2	+1/2				
3	41	PENALTY		-1/2							1/2	69	
		CONTENT	+1/2	-1/2	0	-1	+1/2	-1/2	+1/2				
4	895	PENALTY										76 1/2	
		CONTENT	+1	+1	+1	+1/2	+1	+1	+1				
5	932	PENALTY										72	
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	0				
6	44	PENALTY		-2							2	65	
		CONTENT	0	-1/2	-1	0	-1	0	-1/2				
7	840	PENALTY	-1								1	68	
		CONTENT	-1	-1/2	0	0	0	+1/2	0				
8	873	PENALTY		-2-2							4	62	
		CONTENT	-1/2	-1/2	0	-1	0	-1	0				

JUDGE'S NAME (PRINTED):

Debbay Santolucetti

JUDGE'S SIGNATURE:

[Signature]

VERSATILITY RANCH HORSE - REINING

PATTERN 10

SHOW:	Bryan Kickoff Classic-YRH
CLASS:	#54 - SHTX LNPR - LTM Non Pro Reining
DATE:	03/04/2018

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
- 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
- Attempt to alter tension or length of reins from the bridle to the rein hand

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

Disqualification (DQ):

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

64 1/2
64 1/2
58

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				
Tie-Breaker		7	5	4	3	2	1	6					
Maneuver Description		Rr	LL	S	3 1/2 L	S	3 1/2 R	S/B					
9	914	PENALTY	-1 2	-1							H	64	
		CONTENT	-1	-1/2	-1/2	0	0	0	0				
10	123	PENALTY	-1/2	-2							57	57 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	0				
11	54	PENALTY					-1/2				1/2	66 1/2	
		CONTENT	0	0	-1/2	-1/2	-1	-1/2	-1/2				
12	900	PENALTY										70	
		CONTENT	-1/2	0	0	0	0	+1/2	0				
13	42	PENALTY							OP			65 1/2	OP
		CONTENT	-1/2	0	-1/2	-1	-1/2	-1/2	-1/2				
14	942	PENALTY		-5							5	64 1/2	
		CONTENT	+1/2	-1 1/2	-1/2	-1/2	+1/2	+1/2	+1/2				
15	949	PENALTY										67 1/2	
		CONTENT	0	+1/2	-1/2	-1/2	-1/2	-1	-1/2				
16	915	PENALTY										65 1/2	OP
		CONTENT	-1/2	-1/2	-1/2	OP	-1 1/2	-1/2	-1	0			

JUDGE'S NAME (PRINTED):

Jerry Sammons

JUDGE'S SIGNATURE:

[Signature]

VERSATILITY RANCH HORSE - REINING

PATTERN 10

SHOW:	Bryan Kickoff Classic-VRH
CLASS:	#54 - SHTX LNPR - Ltd Non Pro Reining
DATE:	03/04/2018

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
- 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
- Attempt to alter tension or length of reins from the saddle to the rein hand

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

Disqualification (DQ):

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

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											
		1	2	3	4	5	6	7	8				
		Tie-Breaker	7	5	4	3	2	1	6				
		Maneuver Description	RR	LL	S	3 1/2 L SWAR	3 1/2 R SIB						
33	1	PENALTY										71 1/2	
		CONTENT	+1/2	+1/2	+1/2	-1/2	+1/2	-1/2	+1/2				
34	841	PENALTY		OP								71	OP
		CONTENT	+1/2	-1 1/2	+1/2	-1/2	+1/2	+1/2	+1				
35	853	PENALTY										72	
		CONTENT	0	+1/2	0	0	+1/2	+1/2	+1/2				
		PENALTY											
		CONTENT											
		PENALTY											
		CONTENT											
		PENALTY											
		CONTENT											

JUDGE'S NAME (PRINTED): Debbi Swain

JUDGE'S SIGNATURE: Debbi Swain

VERSATILITY RANCH HORSE - REINING

PATTERN 10

SHOW:	Bryan Kickoff Classic-VRH
CLASS:	#54 - SHTX LNPR - Ltn Non Pro Reining
DATE:	03/04/2018

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
- 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
- Attempt to alter tension or length of reins from the middle to the rein hand

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

Disqualification (DQ):

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

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											
		1	2	3	4	5	6	7	8				
		Tie-Breaker	7	5	4	3	2	1	6				
		Maneuver Description	Rr	LL	S	3 1/2 L	S	3 1/2 R	S/B				
17	898	PENALTY										70	
		CONTENT	0	0	0	-1/2	0	0	+1/2				
18	916	PENALTY		-1								1	71
		CONTENT	0	0	+1/2	0	+1/2	+1/2	+1/2				
19	956	PENALTY		-1								1	68 1/2
		CONTENT	0	-1/2	-1/2	+1/2	0	-1/2	+1/2				
20	979	PENALTY											72
		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2	0				
21	32	PENALTY											76
		CONTENT	+1/2	+1/2	+1	+1/2	+1	+1	+1 1/2				
22	904	PENALTY											73 1/2
		CONTENT	0	+1/2	0	+1/2	+1/2	+1	+1				
23	946	PENALTY											74
		CONTENT	+1/2	+1/2	+1	0	+1/2	+1/2	+1				
24	919	PENALTY	-2									4	63
		CONTENT	-1/2	0	0	-1/2	-1	-1/2	-1/2				

JUDGE'S NAME (PRINTED):

Debby Sanguinetti

JUDGE'S SIGNATURE:

Debby Sanguinetti

VERSATILITY RANCH HORSE - REINING

PATTERN 10

SHOW:	Bryan Kickoff Classic-YRH
CLASS:	#54 - SHTX LNPR - Ltd Non Pro Reining
DATE:	03/04/2018

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
- 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
- Attempt to alter tension or length of reins from the saddle to the rein hand

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

Disqualification (DQ):

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

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					
		Tie-Breaker												
		Maneuver Description												
25	852											69 1/2		
		PENALTY												
		CONTENT												
26	99											1/2	69	
		PENALTY												
		CONTENT												
27	103												70	
		PENALTY												
		CONTENT												
28	897											2	69 1/2	
		PENALTY												
		CONTENT												
29	858												69	
		PENALTY												
		CONTENT												
30	10											1/2	73	
		PENALTY												
		CONTENT												
31	999												69 1/2	
		PENALTY												
		CONTENT												
32	962												69 1/2	
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

DABBY SANBURNELLI

JUDGE'S SIGNATURE:

Dabby Sanburnelli

SHOW: Bryan Kickoff Classic-VRH

CLASS: #56-SHTXLNPW-Ltd Non Pro Working Cow

DATE: 03/04/2018

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

3 Point Penalties:

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

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

10 Point Penalty:

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

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

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

Disqualification (DQ):

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

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												3 POINTS	5 POINTS	10 POINTS	TOTAL		
		BOXING			DRIVE			BOXING			DRIVE								
POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	3 POINTS	5 POINTS	10 POINTS	TOTAL				
Tie-Breaker																			
17	41	PENALTY																	
		CONTENT	0	0	0	+1/2	0	0	+1/2	0	0	0	0	0				71	
18	900	PENALTY																	
		CONTENT	+1	+1/2	+1/2	+1	+1/2	+1/2	+1	+1/2	+1/2	+1	0	0				77	
19	916	PENALTY				AA													
		CONTENT	+1/2	0	0	-1	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2			2	58	Ⓢ
20	873	PENALTY																	
		CONTENT	0	0	0	+1/2	0	+1/2	-1/2	-1/2	+1/2	-1/2	-1/2	+1/2	L		3	63	Ⓢ
21	103	PENALTY				A													
		CONTENT	+1	0	0	-1/2	0	0	-1	0	+1/2	-1/2	-1/2	-1/2	L		4	61.5	Ⓢ
22	32	PENALTY																	
		CONTENT	+1	+1	+1	+1	+1/2	+1/2	+1	+1	+1/2	+1/2	0	+1/2				78.5	
23	1	PENALTY																	
		CONTENT	0	0	+1/2	0	0	0	-1	0	0	+1/2	0	0	L		3	67	
24	999	PENALTY																	
		CONTENT	+1/2	0	0	-1/2	0	0	0	0	0	0	0	0				70	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Judding Reynolds
Printed from HSW

SHOW: Bryan Kickoff Classic-VRH

CLASS: #56-SHTXLNPW-Ltd Non Pro Working Cow

DATE: 03/04/2018

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

3 Point Penalties:

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

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

10 Point Penalty:

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

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

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

Disqualification (DQ):

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

W/O	#	RUN CONTENT											PENALTIES				SCORE	OP
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											3 POINTS	5 POINTS	10 POINTS	TOTAL		
		BOXING			DRIVE			BOXING			DRIVE							
POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	3 POINTS	5 POINTS	10 POINTS	TOTAL	SCORE	OP	
Tie-Breaker																		
25	54	PENALTY				A										1	65.5	
		CONTENT	-1/2	0	0	-1	-1	0	-1/2	-1/2	0	0	0	0				
26	853	PENALTY															70.5	
		CONTENT	+1/2	+1/2	0	0	0	0	+1/2	0	0	-1	0	0				
27	897	PENALTY														1	70.5	
		CONTENT	+1/2	0	0	+1	0	+1/2	0	0	0	-1/2	0	0				
28	99	PENALTY															73	
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	0	0	+1/2	0	0				
29	841	PENALTY				AA										2	58.5	(D)
		CONTENT	+1/2	0	0	-1	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2				
30	956	PENALTY															74	
		CONTENT	+1	+1/2	+1	0	0	0	+1/2	0	+1/2	+1/2	0	0				
31	914	PENALTY															73	
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	0	0	+1/2	0	0				
32	895	PENALTY															77	
		CONTENT	+1	0	+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2	+1	+1/2	0				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Judith Rogers HSW
Printed from HSW



SHOW: Bryan Kickoff Classic-VRH
CLASS: #56 - SHTXLNPW - Ltd Non Pro Working Cow
DATE: 03/04/2018

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:
 A - Loss of working advantage
 D - Failure to drive cow passed middle marker on second drive before time expires
 P - Working out of position
 S - Slipping rein
 V - Over-bridled (per maneuver)
 W - Out of frame (per maneuver)

3 Point Penalties:
 K - Knocking down the cow without having a working advantage
 L - Losing a cow while boxing

5 Point Penalties:
 B - Spurring in front of cinch
 C - Blatant disobedience
 E - Use of either hand to instill fear/praise
 H - Use of two hands (except in snaffle bit or hackamore) per maneuver
 M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

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

Off-Pattern (OP): Cannot place above others who complete pattern correctly
 A - Turning tail
 E - Repeated blatant disobedience
 H - Leaving arena before run is complete
 J - Schooling after entering the arena prior to calling for cow
 K - Schooling horse between cows, if new cow is awarded
 N - Failure to attempt any part of the class

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

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												3 POINTS	5 POINTS	10 POINTS	TOTAL		
		BOXING			DRIVE			BOXING			DRIVE								
POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	POS. & CNTL.	EYE APPEAL	DEG OF DIFF.	3 POINTS	5 POINTS	10 POINTS	TOTAL				
Tie-Breaker																			
33	946	PENALTY																	
		CONTENT	+1/2	0	+1/2	0	+1/2	0	+1	+1/2	+1	+1	0	+1/2				75.5	
34	962	PENALTY	AP			APP													
		CONTENT	-1/2	-1/2	0	-1	-1/2	0	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2			5	53.5 (OP)	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Fulding Rogers*
 Printed from HSW