



SHOW: Bryan - Versatility  
CLASS: #72 - SHTX VRNN - Novice Reining  
DATE: 12/28/2019

**VERSATILITY RANCH HORSE - REINING**

**1/8 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

tie breaker

**MANUEVER SCORES**

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker														
		Maneuver Description														
		Left Circles, Right Circles, Stop, 3 1/2 R, Stop, 3 1/2 L, Stop & Back														
1	905	1	1 2 2					OP						6	58	OP
		PENALTY														
		CONTENT	-1	-1/2	0	-1/2	-1/2	-1/2	-1							
2	570														67 1/2	
		PENALTY														
		CONTENT	+1/2	0	-1/2	0	-1/2	-1	-1							
3	534													3	64 1/2	
		PENALTY	1 1 1													
		CONTENT	-1	0	0	-1/2	-1	0	0							
4	874													4	66	
		PENALTY	2								2 marks					
		CONTENT	+1/2	+1/2	0	0	-1/2	0	-1/2							
5	501													4	59 1/2	
		PENALTY		1 2				-1/2	-1/2							
		CONTENT	-1	-1	-1	0	-1	-1/2	-1							
6	979													4	63	
		PENALTY	1	1 1 1												
		CONTENT	-1	-1	0	-1/2	0	-1/2	0							
7	862													5	57	
		PENALTY		1 2 2												
		CONTENT	-1	-1	-1	-1/2	-1	-1/2	-1							
8	896													16	45 1/2	OP
		PENALTY	2 0 2 5	2 2 1 2												
		CONTENT	-1 1/2	-1/2	-1/2	-1	-1	-1	-1							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

SOH



**SHOW:** Bryan - Versatility

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 09/28/2019

**VERSATILITY RANCH HORSE - REINING**

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- Over-spin or under-spin up to 1/8 turn

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- Blatant disobedience
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		1	2	3	4	5	6	7	8	9	10										
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																			
		<b>Tie-Breaker</b>		Left Circles, Chug		Right Circles, Chug		Stop		3 1/2 R		Stop		3 1/2 L		Stop & Back					
9	866	PENALTY		1 2 2														5	62		
		CONTENT	-1	-1	0	0	0	-1/2	-1/2												
10	575	PENALTY	1																	67	
		CONTENT	0	0	-1/2	-1/2	0	-1/2	-1/2												
11	569	PENALTY																		72	
		CONTENT	+1/2	+1/2	0	+1/2	0	0	+1/2												
12	582	PENALTY	1/2															1/2	69		
		CONTENT	0	0	0	0	0	0	-1/2												
13	526	PENALTY																			
		CONTENT																			
14	580	PENALTY							1/2									1/2	70 1/2		
		CONTENT	+1/2	+1/2	0	+1	0	-1	0												
15	576	PENALTY										2						2	70 1/2		
		CONTENT	+1/2	+1/2	0	+1/2	0	+1/2	+1/2												
16	594	PENALTY	2	2														4	62		
		CONTENT	-1/2	-1/2	-1/2	-1	-1	0	-1/2												

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*[Handwritten Signature]*  
SCK



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**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 09/28/2019

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W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>																	
<b>Manuever Description</b>		Left Circles, Chng	Right Circles, Chng	Stop	3 1/2 R	Stop	3 1/2 L	Stop & Back									
17	853	PENALTY 1	1	11										4	62 1/2		
		CONTENT -1/2	-1	-1/2	0	-1/2	-1	0									
18	873	PENALTY	1				2							3	61 1/2		
		CONTENT -1/2	-1/2	-1	-1	-1	-1	-1/2									
19	517	PENALTY			OP										69 1/2	OP	
		CONTENT -1/2	+1/2	-1/2	0	+1/2	0	-1/2									
20	898	PENALTY 1	1	2										4	60 1/2		
		CONTENT -1	0	-1	-1	-1	-1	-1/2									
21	884	PENALTY													67 1/2		
		CONTENT -1/2	0	-1/2	+1/2	-1/2	-1	-1/2									
22	892	PENALTY	1	1		1/2	1/2							3	61		
		CONTENT 0	-1	-1/2	-1/2	-1	-1	-1									
23	948 <del>944</del>	PENALTY 1111								2				6	59		
		CONTENT -1	-1	-1/2	-1/2	-1	-1	0									
24	911 <del>908</del>	PENALTY 2		1112	1/2		OP							7 1/2	56	OP	
		CONTENT -1/2	-1	-1	-1/2	-1	-1 1/2	-1									

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: 

SKK

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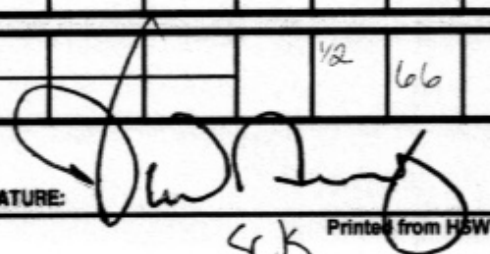
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			1	2	3	4	5	6	7	8	9	10						
		<b>Tie-Breaker</b>																
		<b>Manuever Description</b>	Left Circles, Chng	Right Circles, Chng	Stop	3 1/2 R	Stop	3 1/2 L	Stop & Back									
25	872	PENALTY		51													6	60
		CONTENT	0	-1	-1	0	0	-1 1/2	-1/2									
26	902	PENALTY	2	11212	2		2										11	51 1/2
		CONTENT	-1	-1	-1	-1 1/2	-1	-1	-1									
27	878	PENALTY	2	2													4	62
		CONTENT	-1/2	-1	-1	-1/2	-1/2	-1/2	0									
28	528	PENALTY	1/22	5			1/2										8	54
		CONTENT	-1	-1	-1	-1 1/2	-1	-1 1/2	-1									
29	880	PENALTY	2212	22													11	51 1/2
		CONTENT	-1	-1	-1	-1	-1	-1 1/2	-1									
30	999	PENALTY																72 1/2
		CONTENT	0	+1/2	0	+1/2	+1/2	+1/2	+1/2									
31	963	PENALTY	2	1112		OP											7	54 1/2 OP
		CONTENT	-1	-1	-1 1/2	-1 1/2	-1	-1 1/2	-1 1/2									
32	931	PENALTY					1/2										1/2	66
		CONTENT	0	+1/2	-1	-1/2	-1	-1 1/2	-1									

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SK Printed from H5W



**SHOW:** Bryan - Versatility

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 09/28/2019

**VERSATILITY RANCH HORSE - REINING**

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WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN						
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		Tie-Breaker		Left Circles, Chug		Right Circles, Chug		Stop		3 1/2 R		Stop		3 1/2 L		Stop & Back					
33	515	PENALTY						OP			OP							4	(58)	OP	
		CONTENT	-1/2	-1/2	-1	-1 1/2	-1	-1 1/2	-1												
34	938	PENALTY																		73	
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2												
35	976	PENALTY	1															1	68 1/2		
		CONTENT	0	0	-1/2	-1/2	+1/2	0	0												
36	946	PENALTY	2	2														4	62		
		CONTENT	0	0	-1	-1	-1/2	-1	-1/2												
37	941	PENALTY	1 2 2	2			2 OP											9	(52 1/2)	OP	
		CONTENT	-1	-1	-1	-1 1/2	-1	-1 1/2	-1 1/2												
38	537	PENALTY																			
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40	924	PENALTY																			
		CONTENT																			

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from HSW

SCK



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41	530	PENALTY: 22	1111	OP5	OP	2	OP	2						17	62 1/2	OP	
		CONTENT: -1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2									
42	865	PENALTY: 1				1/2	1/2							2	65 1/2		
		CONTENT: -1/2	0	-1/2	0	-1/2	-1/2	-1/2									
43	977	PENALTY: 1111						OP						4	62		
		CONTENT: -1	0	-1/2	0	-1	-1	-1/2									
44	968	PENALTY:													70 1/2		
		CONTENT: 0	-1/2	+1/2	0	-1/2	+1/2	+1/2									
45	841	PENALTY:													69		
		CONTENT: +1/2	+1/2	-1/2	0	-1/2	-1	0									
46	857	PENALTY:		2										2	65 1/2		
		CONTENT: 0	0	-1/2	0	-1	-1/2	-1/2									
47	844	PENALTY:	<b>SECRET</b>														
		CONTENT:	<b>SECRET</b>														
48	883	PENALTY:													66		
		CONTENT: 0	0	-1	-1	-1	-1/2	-1/2									

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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

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

**Disqualification (DQ):**

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

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
<b>Tie-Breaker</b>		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
<b>Maneuver Description</b>		Left Circles, Chug	Right Circles, Chug	Stop	3 1/2 R	Stop	3 1/2 L	Stop & Back								
49	518	PENALTY 2	2 2											7	53 1/2	
		CONTENT -1	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1								
50	962	PENALTY IIII	2 2			1/2								8 1/2	55	
		CONTENT -1 1/2	-1 1/2	-1 1/2	0	-1 1/2	-1 1/2	-1								
51	519	PENALTY 1	2 2											5	58 1/2	
		CONTENT -1	-1	-1	-1 1/2	-1	-1	-1								
52	566	PENALTY					1/2							1/2	63	
		CONTENT -1	-1 1/2	-1	0	-1 1/2	-1	-1 1/2								
53	955	PENALTY 1	2 2			1/2								6 1/2	55	
		CONTENT -1	-1 1/2	-1	-1	-1	-1 1/2	-1 1/2								
54	869	PENALTY II				2								4	58	
		CONTENT -1	-1	-1	-1	-1 1/2	-1	-1 1/2	-1							
55	863	PENALTY 2	2		OP									4	58 1/2	OP
		CONTENT -1	-1	-1	-1 1/2	-1	-1	-1								
56	503	PENALTY OP														DQ
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**SHOW:** Bryan - Versatility

**CLASS:** #72 - SHTX VRNN - Novice Reining

**DATE:** 09/28/2019

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

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

**Disqualification (DQ):**

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

**MANUEVER SCORES**

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

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		<p><b>Tie-Breaker</b></p> <p><b>Maneuver Description</b> Left Circles, Right Circles, Stop, 3 1/2 R, Stop, 3 1/2 L, Stop &amp; Back</p>														
57	544	PENALTY	2	2								2		10	51	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1	-1							
58	849	PENALTY														
		CONTENT														
59	511	PENALTY													71	
		CONTENT	+1/2	0	0	-1/2	0	+1/2	+1/2							
60	558	PENALTY														
		CONTENT														
	537	PENALTY	2	2	2	OP				OP				12	48	OP
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





SHOW: Bryan - Versatility

CLASS: #73 - SHTX VVCH - Novice Working Cow

DATE: 09/28/2010

**NOVICE/YOUTH COW WORK**

**1 Point Penalties:**

- A- Loss of working advantage
- P- Working out of position
- S- Slipping rein

**3 Point Penalties:**

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

**5 Point Penalties:**

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

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

- A- Turning tail
- B- Repeated blatant disobedience
- C- Schooling after entering the arena prior to calling for cow
- K- Schooling horse between cows, if new cow is awarded
- N- Failure to attempt any part of the class
- H- Use of two hands (except in snaffle bit or hackamore)
- M- More than one finger between split reins or any fingers between romal reins (except two rein)

**DO:**

- X- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H- Leaving arena before run is complete
- I- Fall horse/ rider; run ends; credit will be given for work done

W/O	#	RUN CONTENT							PENALTY TOTAL	SCORE	OP			
		BOXING MANEUVERS					PENALTIES					NOTES		
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS						
<b>Tie-Breakers &gt;</b>		4	5	6	7	8	1	2	3					
1	841	-1/2	-1	-1/2	-1/2	0	AP	L			6	59 1/2		
2	501	-1/2	0	-1/2	0	0	AA	P			3	64		
3	869	+1/2	0	0	+1/2	0						71		
4	905	<b>SCRATCH</b>												
5	569	+1/2	0	+1/2	+1/2	+1/2						72		
6	582	0	+1/2	0	+1/2	0						71		
7	517	+1/2	0	+1/2	+1/2	+1/2						72		
8	544	-1/2	0	-1/2	-1	-1	AP	L			6	59		
9	502	-1/2	-1	-1	-1/2	0	AA	P			3	63		
10	558	<b>SCRATCH</b>												

JUDGE'S SIGNATURE:



**SHOW:** Bryan - Versatility  
**CLASS:** #73 - SHTX VWCH - Novice Working Cow  
**DATE:** 09/28/2019

## NOVICE/YOUTH COW WORK

**1 Point Penalties:**

- A- Loss of working advantage
- P- Working out of position
- S- Slipping rein

**3 Point Penalties:**

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

**5 Point Penalties:**

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

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

- A- Turning tail
- B- Repeated blatant disobedience
- C- Schooling after entering the arena prior to calling for cow
- K- Schooling horse between cows, if new cow is awarded
- N- Failure to attempt any part of the class
- H- Use of two hands (except in snaffle bit or hackamore)
- M- More than one finger between split reins or any fingers between romal reins (except two rein)

**DO:**

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H- Leaving arena before run is complete
- I- Fall horse/ rider, sun ends; credit will be given for work done

W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES						NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
<p>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</p>													
<p><b>Tie-Breakers &gt;</b></p>													
11	884	4	5	6	7	8	1	2	3		2	67	
12	999	0	0	0	0	0						70	
13	534	0	0	-1/2	-1/2	0						69	
14	530	-1/2	-1/2	-1/2	-1/2	-1/2	PA	L			5	57 1/2	
15	853	-1/2	0	-1/2	0	0	A				1	68	
16	594	-1/2	0	-1	-1	0						67 1/2	
17	946	-1	0	-1/2	0	0		L			3	65 1/2	
18	902	+1/2	0	0	0	0						70 1/2	
19	575	+1/2	0	+1/2	0	+1/2						71 1/2	
20	883	0	+1/2	0	+1/2	0		L			3	68	

JUDGE'S SIGNATURE:



**SHOW:** Bryan - Versatility

**CLASS:** #73 - SHTX VWCH - Novice Working Cow

**DATE:** 09/28/2019

**NOVICE/YOUTH COW WORK**

**1 Point Penalties:**

- A- Loss of working advantage
- P- Working out of position
- S- Slipping rein

**3 Point Penalties:**

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

**5 Point Penalties:**

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

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

- A- Turning tail
- B- Repeated blatant disobedience
- C- Schooling after entering the arena prior to calling for cow
- K- Schooling horse between cows, if new cow is awarded
- N- Failure to attempt any part of the class
- H- Use of two hands (except in snaffle bit or hackamore)
- M- More than one finger between split reins or any fingers between romal reins (except two rein)

**DQ:**

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H- Leaving arena before run is complete
- I- Fall horse/rider; run ends; credit will be given for work done

W/O	#	RUN CONTENT							PENALTY TOTAL	SCORE	OP		
		BOXING MANEUVERS					PENALTIES					NOTES	
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS					5 POINTS
<b>Tie-Breakers &gt;</b>		4	5	6	7	8	1	2	3				
21	570	0	0	0	0	0	A				1	69	
22	873	-1/2	0	-1/2	0	-1/2	AA P				3	63 1/2	
23	962	-1/2	+1	-1	-1	-1/2		L			3	64	
24	896	-1	0	-1	-1/2	0	PA				2	65 1/2	
25	968	+1/2	0	0	+1/2	0						71	
26	938	0	0	-1/2	-1	0				L		68 1/2	
27	862	0	0	-1	0	0				HC	10	59	
28	948	+1	0	+1/2	+1/2	+1/2						72 1/2	
29	511	+1/2	+1/2	+1/2	+1	+1/2						73	
30	894	0	+1/2	0	+1/2	0	P				1	70	

JUDGE'S SIGNATURE: 



**SHOW:** Bryan - Versatility

**CLASS:** #73 - SHTX VWCH - Novice Working Cow

**DATE:** 09/28/2019

## NOVICE/YOUTH COW WORK

**1 Point Penalties:**

- A - Loss of working advantage
- P - Working out of position
- S - Slipping rein

**3 Point Penalties:**

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

**5 Point Penalties:**

- B - Spurring in front of cinch
- C - Blatant disobedience
- D - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
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- C - Schooling after entering the arena prior to calling for cow
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- N - Failure to attempt any part of the class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between normal reins (except two rein)

**DQ:**

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- M - Improper western attire
- H - Leaving arena before run is complete
- I - Fall horse/rider; run ends; credit will be given for work done

W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP		
		BOXING MANEUVERS					PENALTIES						NOTES	
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS					
<b>Tie-Breakers &gt;</b>		4	5	6	7	8	1	2	3					
31	555	-1/2	0	0	-1	0	AP				2	60 1/2		
32	976	0	0	+1/2	+1/2	0	AA				2	69		
33	877	SCRATCH												
34	865	-1	0	-1	0	0			C	OP:A	5	63	OP A	
35	566	-1/2	0	-1/2	0	0	PA		C		8	59		
36	898	-1	0	-1/2	-1/2	0	AP				2	60		
37	503								C	DQ:D			DQ	
38	519	-1	-1/2	0	0	0		L			3	65 1/2		
39	857	-1/2	0	-1	-1/2	0	AP	L			5	62		
40	874	+1/2	0	+1/2	0	0						71		

JUDGE'S SIGNATURE: 



**SHOW:** Bryan - Versatility  
**CLASS:** #73 - SHTX VWCH - Novice Working Cow  
**DATE:** 09/28/2019

**NOVICE/YOUTH COW WORK**

- 1 Point Penalties:**
- A - Loss of working advantage
  - P - Working out of position
  - S - Slipping rein
- 3 Point Penalties:**
- K - Knocking down the cow without having a working advantage
  - L - Losing a cow while boxing
- 5 Point Penalties:**
- B - Spurring in front of cinch
  - C - Balant disobedience
  - D - Use of either hand to irritate fear/raise
  - H - Use of two hands (except in snaffle bit or hackamore) per maneuver
  - F - More than one finger between split reins or any fingers between romal reins; (except two rein) per maneuver
- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- A - Turning tail
  - B - Repeated blatant disobedience
  - C - Schooling after entering the arena prior to calling for cow
  - K - Schooling horse between cows, if new cow is awarded
  - N - Failure to attempt any part of the class
  - H - Use of two hands (except in snaffle bit or hackamore)
  - M - More than one finger between split reins or any fingers between romal reins (except two rein)
- DQ:**
- X - Abuse
  - B - Lameness
  - D - Disrespect or misconduct
  - G - Illegal equipment
  - M - Improper western attire
  - H - Leaving arena before run is complete
  - I - Fall horse/ rider, run ends; credit will be given for work done

W/O	#	RUN CONTENT							PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES					NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS				
Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
<b>Tie-Breakers &gt;</b>		4	5	6	7	8	1	2	3			
41	979	+1/2	+1/2	+1/2	+1	+1/2					73	
42	576	+1	+1/2	+1/2	0	+1/2					72 1/2	
43	911	+1/2	0	+1/2	0	0					71	
44	878	SCRATCH										
45	977	+1/2	+1/2	0	+1/2	+1/2					72	
46	528	-1/2	0	-1/2	-1/2	0					68 1/2	
47	880	-1/2	+1	-1/2	-1/2	0					69 1/2	
48	866	-1/2	0	-1/2	0	0	A				1 68	
49	872	-1/2	0	-1/2	0	0	A	L			4 64	
50	515	0	+1/2	-1	-1	0					68 1/2	

JUDGE'S SIGNATURE: 

<b>SHOW:</b> Bryan - Versatility
<b>CLASS:</b> #73 - SHTX VWCH - Novice Working Cow
<b>DATE:</b> 09/28/2019

**NOVICE/YOUTH COW WORK**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- A- Loss of working advantage</li> <li>- P- Working out of position</li> <li>- S- Slipping rein</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- K- Knocking down the cow without having a working advantage</li> <li>- L- Losing a cow while boxing</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- B- Spurring in front of cinch</li> <li>- C- Blatant disobedience</li> <li>- D- Use of either hand to instill fear/praise</li> <li>- H- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- F- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver</li> </ul>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- A- Turning tail</li> <li>- B- Repeated blatant disobedience</li> <li>- C- Schooling after entering the arena prior to calling for cow</li> <li>- K- Schooling horse between cows, if new cow is awarded</li> <li>- N- Failure to attempt any part of the class</li> <li>- H- Use of two hands (except in snaffle bit or hackamore)</li> <li>- M- More than one finger between split reins or any fingers between romal reins (except two rein)</li> </ul> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- A- Abuse</li> <li>- B- Larceny</li> <li>- D- Disrespect or misconduct</li> <li>- G- Illegal equipment</li> <li>- M- Improper western attire</li> <li>- H- Leaving arena before run is complete</li> <li>- I- Fall horse/rider, run ends; credit will be given for work done</li> </ul>
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W/O	#	RUN CONTENT							PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES					NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS				
<b>Tie-Breakers &gt;</b>		4	5	6	7	8	1	2	3			
51	955	-1	-1/2	-1	0	0					67 1/2	
52	580	-1	0	+1/2	0	0		L		3	66 1/2	

JUDGE'S SIGNATURE: 