



SHOW: Rona Roundup - VRH

CLASS: #86 - SHTX YRNN - Youth Reining

DATE: 06/20/2020

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

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

1 Point Penalties:

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

2 Point Penalties:

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

5 Point Penalties:

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

10 Point Penalty:

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between 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

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	9	10				
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Rock	2 Circles Right Lead	Circles Left Lead Chop	Stop & Back						
1	341	PENALTY					1							1	69
		CONTENT	-1/2	+1/2	-1/2	-1	0	+1/2	+1/2	+1/2					
2	343	PENALTY													69 1/2
		CONTENT	+1/2	0	-1/2	0	0	0	-1/2	0					
3	460	PENALTY													67
		CONTENT	-1	-1/2	-1/2	0	0	0	-1/2	-1/2					
4	289	PENALTY													71
		CONTENT	+1/2	0	+1/2	0	0	0	0	0					
5	423	PENALTY													
		CONTENT	[Wavy line indicating off-pattern]												
6	482	PENALTY	2	OP	2	OP								4	59 1/2
		CONTENT	-1	-1	-1	-1	-1/2	-1/2	-1/2	-1					
7	293	PENALTY		OP		OP			2	2				4	58 1/2
		CONTENT	-1	-1	-1	-1	-1/2	-1	-1	-1					
8	483	PENALTY												3	63 1/2
		CONTENT	-1/2	-1	-1/2	-1/2	-1/2	0	0	-1/2					

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:

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Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead	2 Circles Left, Lead, Change	Stop & Back						
9	336	PENALTY					1	1/2	2				4	61	
		CONTENT	-1/2	0	-1/2	-1/2	0	0	-1	-1/2					
10	292	PENALTY				2		2	1/2	2			14	48	
		CONTENT	-1	-1	-1	-1	-1	-1	-1	-1					
11	297	PENALTY				OP	2	1/2	5/4				13	51 1/2	✓
		CONTENT	-1/2	0	-1/2	-1	-1	-1	-1	-1/2					
12	518	PENALTY						1					1	68	
		CONTENT	0	0	0	0	0	0	-1/2	-1/2					
13	512	PENALTY		OP										67 1/2	✓
		CONTENT	-1/2	-1	-1/2	0	-1/2	0	0	0					
14	344	PENALTY							1/2				1/2	71	
		CONTENT	+1/2	+1/2	0	+1/2	0	+1/2	-1/2	0					
15	393	PENALTY						2	2 1/2				9	55 1/2	
		CONTENT	-1/2	-1	-1	-1/2	-1/2	-1/2	-1/2	-1					
16	391	PENALTY													
		CONTENT													

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		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																	
Manuever Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead	Stop & Back								
17	420	PENALTY															71
		CONTENT	0	0	0	0	+1/2	0	0	+1/2							
18	349	PENALTY															
		CONTENT															
19	431	PENALTY								OP							70
		CONTENT	0	+1/2	+1/2	0	0	0	0	-1							70 ✓
20	534	PENALTY	1	OP		OP	2		2	1,2						8	
		CONTENT	-1	-1	-1	-1	-1/2	-1/2	-1	-1							55 ✓
21	291	PENALTY					2	1		1						4	
		CONTENT	-1/2	-1/2	-1	-1/2	-1/2	0	0	-1/2							62 1/2
22	501	PENALTY				OP, OP	OP	OP	OP	OP							62
		CONTENT	-1	-1	-1	-1	-1	-1	-1	-1							62 ✓
23	368	PENALTY		OP						1							67 1/2
		CONTENT	0	-1	0	-1/2	0	0	0	0							67 1/2 ✓
24	499	PENALTY															73
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2							73

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Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead	Stop & Back						
25	✓ 320	PENALTY		1/2, 2					1, 2				5 1/2	61 1/2	
		CONTENT	-1/2	0	-1	0	-1/2	0	-1/2	-1/2					
26	✓ 379	PENALTY			5		1/2, 1		1/2, 2				11 1/2	56 1/2	
		CONTENT	+1/2	+1/2	0	-1	0	-1	-1/2	-1/2					
27	✓ 543	PENALTY		0, 1, 5			1		2				8	55	✓
		CONTENT	-1	-1	-1	-1	-1/2	-1	-1/2	-1					
28	✓ 347	PENALTY					2		1/2, 1	1/2			4	66 1/2	
		CONTENT	0	+1/2	-1/2	+1/2	-1/2	+1/2	-1/2	+1/2					
29	✓ 290	PENALTY						1, 1, 1, 1		1			5	61 1/2	
		CONTENT	-1/2	+1/2	-1/2	+1/2	-1/2	-1	-1	-1					
30	✓ 421	PENALTY								1			1	69	
		CONTENT	0	0	-1/2	+1/2	0	0	0	0					
31	✓ 544	PENALTY												67 1/2	
		CONTENT	-1/2	0	-1	-1/2	0	0	-1/2	0					
32	✓ 376	PENALTY								1			1	70	
		CONTENT	+1/2	0	0	0	0	0	0	0	+1/2				

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Tie-Breaker																
Manuever Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	Circles Left Lead Change	Stop & Back							
33	370	Penalty			OP	2		1,2	1,1,1				8	54 1/2	✓	
		Content	-1/2	-1	-1	-1	-1	-1	-1							
34	439	Penalty		OP				1,1,1,1,1,1,1,1,1,1	1,1				12	53 1/2	✓	
		Content	0	-1	-1/2	-1/2	0	-1	-1/2	-1						
35	419	Penalty		OP		OP									DQ	
		Content	0	-1	-1/2	-1		Left Arena								
36	526	Penalty						1	1,2	1,2			7	58		
		Content	-1/2	-1/2	-1/2	-1	-1	0	-1	-1/2						
37	446	Penalty												66		
		Content	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						
38	498	Penalty												72 1/2		
		Content	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2						
39	286	Penalty	OP											72	✓	
		Content	+1/2	+1/2	+1/2	+1/2	0	0	0	0						
40	345	Penalty				1/2			1,2				3 1/2	60 1/2		
		Content	-1	0	-1	-1	-1	-1/2	-1/2	-1						

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		CONTENT	-1/2	-1	-1	0	-1	-1/2	-1/2	-1							
42	✓ 321	PENALTY			1/2				OP	OP				1/2	6 5/2	✓	
		CONTENT	-1/2	0	-1/2	-1/2	0	-1/2	-1	-1							
43	✓ 387	PENALTY									1			1	7 0/2		
		CONTENT	0	0	+1/2	+1/2	0	0	0	+1/2							
44	✓ 394	PENALTY			OP					11	1/2			5	6 0/2	✓	
		CONTENT	0	-1	-1/2	-1	0	-1/2	-1	-1/2							
45	✓ 405	PENALTY			1/2						1/2			3 1/2	6 1/2		
		CONTENT	-1	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2							
46	✓ 458	PENALTY									2	2		4	6 0/2		
		CONTENT	-1/2	-1/2	-1	-1/2	-1	-1/2	-1/2	-1							
47	✓ 380	PENALTY									2	1		3	6 3		
		CONTENT	-1/2	-1/2	-1	-1/2	-1/2	0	-1/2	-1/2							
48	524	PENALTY					OP	1						1	6 4	✓	
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1							

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 - 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

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	9	10				
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Tight Lead	2 Circles Left, Lead Change	Stop & Back						
49	✓ 322	PENALTY			OP, OP			2	2				4	60 1/2	✓
		CONTENT	-1	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1					
50	✓ 326	PENALTY			OP	2, OP		1, 1, 2	1, 1, 2				10	53	✓
		CONTENT	-1	-1/2	-1	-1	-1	-1/2	-1	-1					
51	351	PENALTY													
		CONTENT	[Handwritten scribbles]												
52	✓ 462	PENALTY			1/2		1						1 1/2	66 1/2	
		CONTENT	-1/2	+1/2	-1/2	0	0	-1/2	-1/2	-1/2					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Dolly R Chayer

JUDGE'S SIGNATURE:

Printed from HSW

NOVICE/YOUTH COW WORK

1 Point Penalties:

- A- Loss of working advantage
- P- Wobbling 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 chinch
- 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

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

- A- Turning jail
- 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/riders, 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	DOLDRAGE	TIME WORKED	1 POINT	3 POINTS				
Tie-Breakers >		1	3	5	2	4						
1	423	+1/2	φ	φ	+1	+1					72 1/2	
2	322	-1/2	φ	-1	φ	φ					68 1/2	
3	543	-1 1/2	φ	-1 1/2	φ	-1	H	L		4	62	
4	349	-1/2	φ	-1/2	φ	φ			op-H		69	op
5	379	-1 1/2	φ	-1 1/2	-1	-1	AA			3	62	
6	336	-1	φ	-1	+1/2	φ	AA			2	66 1/2	
7	297	-1 1/2	φ	-1 1/2	φ	φ	H	L	op-H	4	63	op
8	526	φ	φ	-1	φ	+1					70	
9	405	φ	φ	φ	φ	φ					70	
10	290	+1	φ	+1	+1	+1					74	

SHOW: Rona Roundup - VRH
CLASS: #93 - SHTX NYWCH - Novice Youth Working Cow
DATE: 06/20/2020

NOVICE/YOUTH COW WORK

- 1 Point Penalties:**
- A- Loss of working advantage
 - P- Working out of position
 - S- Slipping rein
- 3 Point Penalties:**
- K- Knocking down the cow without having a working advantage
 - L- Losing a cow while boxing
- 5 Point Penalties:**
- B- Spurring in front of cinch
 - C- Excess disobedience
 - D- Use of either hand to assist fearpraise
 - H- Use of two hands (except in snaffle bit or hackamores) per maneuver
 - F- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- 06-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 hackamores)
 - M- More than one finger between split reins or any fingers between romal reins (except two rein)
- 06:**
- 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	DOURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS						
Tie-Breakers >															
11	431	+1/2	+1/2	φ	+1/2	+1/2								72	
12	458	φ	φ	φ	-1/2	-1/2								69	
13	321	-1/2	φ	-1/2	-1	-1								67	
14	439	-1/2	φ	-1	+1/2	+1/2								69 1/2	
15	419	+1/2	φ	φ	+1/2	+1/2								71 1/2	
16	482	-1/2	φ	-1/2	φ	-1	AA	L				5		61	
17	341	φ	φ	φ	φ	φ								70	
18	289	~~~~~													
19	380	-1/2	φ	φ	-1	-1	A					1		66 1/2	
20	391	~~~~~													



SHOW:	Rona Roundup - VRH
CLASS:	#93 - SHTX NYWCH - Novice Youth Working Cow
DATE:	06/20/2020

NOVICE/YOUTH COW WORK

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - A- Loss of working advantage - P- Working out of position - S- Slipping rein <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - K- Knocking down the cow without having a working advantage - L- Losing a cow while boxing <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - B- Spurring in front of snitch - 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 normal reins (except two rein) per maneuver 	<p>0/5 Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - A- Turning tail - B- Repeated blatant disobedience - C- Schooling after entering the arena prior to calling for cow - K- Schooling horse between cows, 1 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 normal reins (except two rein) <p>0/0:</p> <ul style="list-style-type: none"> - A- Abuse - B- Lameness - D- Disrespect or misconduct - G- Illegal equipment - M- Improper western attire - H- Leaving arena before run is complete - I- Fall horse/holder, run ends; credit will be given for work done
--	--

W/O	#	RUN CONTENT										PENALTY TOTAL	SCORE	OP
		BOXING MANEUVERS					PENALTIES			NOTES				
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS					
		Each horse/holder team is scored between 0-100 points and automatically begins the run with a score of 70 points. -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
		Tie-Breakers >												
21	326	-1	3	5	2	4	NA					2	66	
22	544													
23	446	-1 1/2	3	-1 1/2	2	-1 1/2	NA					5	61 1/2	
24	345	-1	3	-1	2	4	NA					3	65	
25	291	+1/2	3	3	2	4							70 1/2	
26	308	-1/2	3	-1	2	4	NA					1	67 1/2	
27	320	-1 1/2	3	-1 1/2	-1	-1	NA					3	62	
28	534	3	3	-1/2	-1/2	4							69	
29	412	-1/2	3	-1/2	2	4	NA					4	65	
30	483	-1	3	-1 1/2	2	4	NA					2	65 1/2	



SHOW: Rona Roundup - VRH
CLASS: #89 - SHTX YWCH - Youth Working Cow
DATE: 06/20/2020

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)
- E - Driving cow down the opposite fence (changing sides)

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

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
- 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
- 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)

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP		
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL				
		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.								
<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>																					
		Tie-Breaker																			
		PENALTY	A																		
1	368	CONTENT	0	-1/2	+1/2	-1	-1/2	0	+1/2	+1/2	0	-1/2	0	0				1	68		
2	351	PENALTY	A												L			4	63		
3	343	CONTENT	+1/2	0	0	+1/2	0	0	+1/2	0	0	0	0	0					7 1/2		
4	420	CONTENT	0	0	0	-1	0	0	0	0	0	-1	0	0					68		
5	344	PENALTY	A	OP	OP	OP			OP		OP							1	51	OP X5	
6	376	CONTENT	0	-1/2	0	-1/2	-1/2	0	0	0	0	-1/2	-1/2	0					66 1/2		
7	512	PENALTY	AAA	A					A						L			8	53 1/2		
8	462	CONTENT	0	-1/2	+1/2	-1	-1	0	-1	-1	+1/2	-1/2	-1	0				2	62		

JUDGE'S NAME (PRINTED):

Chris Benedict

JUDGE'S SIGNATURE:



SHOW: Rona Roundup - VRH

CLASS: #89 - SHTX YWCH - Youth Working Cow

DATE: 06/20/2020

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)
- E - Driving cow down the opposite fence (changing sides)

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

10 Point Penalty:

- J - 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
- 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
- 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)

Disqualification (DO):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP	
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL			
		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.							
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	7	8	9	4	5	6	10	11	12						
9	498	PENALTY																		
		CONTENT	+1/2	+1/2	0	-1	0	0	+1/2	+1/2	0	+1/2	0	0						71 1/2
10	387	PENALTY																		
		CONTENT	0	-1/2	0	-1/2	0	0	0	-1/2	0	-1/2	-1/2	0						67 1/2
11	518	PENALTY																		
		CONTENT	0	0	+1/2	0	0	0	+1/2	0	+1/2	+1/2	0	0						72
12	499	PENALTY																		
		CONTENT	[Handwritten scribbles]																	
13	289	PENALTY							A					E (PH)						
		CONTENT	0	0	0	+1/2	0	0	0	0	0	-1	0	0						5 64 1/2 (OP H)
14	286	PENALTY																		
		CONTENT	0	0	0	+1/2	0	0	+1/2	0	0	+1/2	0	0						71 1/2
15	483	PENALTY	moved to Nov Youth																	
		CONTENT	[Handwritten scribbles]																	
16	544	PENALTY							A					E						
		CONTENT	-1/2	0	0	0	0	0	-1/2	0	0	-1/2	0	0						5 63 1/2

JUDGE'S NAME (PRINTED):

Chris Benedict

JUDGE'S SIGNATURE:



SHOW: Rona Roundup - VRH
CLASS: #89 - SHTX YWCH - Youth Working Cow
DATE: 06/20/2020

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)
 E - Driving cow down the opposite fence (changing sides)
- 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
- 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 - Tying 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
 H - Use of two hands (except in snaffle bit or hackamore)
 M - More than one finger between split reins or any fingers between roman reins (except two rein)
- Disqualification (DQ):**
 A - Abuse
 B - Lameness
 D - Disrespect or misconduct
 G - Illegal equipment
 F - Fall of horse/rider
 N - Improper western attire
 H - Leaving arena before run is complete

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL		
		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.						
Tie-Breaker		1	2	3	7	8	9	4	5	6	10	11	12						
17	421	PENALTY																	
		CONTENT	φ	φ	φ	1/2	φ	φ	1/2	φ	φ	1/2	φ	φ					7 1/2
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Rona Romalops - VRH
CLASS: #90 - AQHA 483000 - VRH Youth
 Making Penalties:
DATE: 06/20/2020

- 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
 - R - Two-loop catch in amateur and youth classes
 - S - Slipping rein
 - T - Failure to drive cow past middle marker on first turn
 - V - Over-bridled (per maneuver)
 - W - Out of frame (per maneuver)
- 2 Point Penalties:**
- A - Going around the corner of the arena before turning cow
 - B - In an open field turn animal gets within 3 feet of the end fence before being turned
 - R - Failure to catch if roping in amateur and youth classes

- 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
 - R - Two-loop catch when roping in open/cowboy classes
- 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 fear/praise
 - R - Failure to catch when roping in open/cowboy classes
- 10 point Penalty:**
- U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly 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
 - 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
 - R - Complete loss of rope in Open/Cowboy 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
- Disqualification (DQ):**
- A - Abuse
 - B - Lameness
 - D - Disrespect or misconduct
 - G - Illegal equipment
 - F - Fall of horse/rider
 - N - Improper western attire
 - H - Leaving arena before run is complete
 - J - Bringing the cow straight over backwards landing on its back or head

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											2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL				
		BOWING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL									
		L	R	L	R	TRACK & RATE	STOP & HOLD														
		Tie-Breaker	1	2	3	4	5	6	7	8	9	10	11								
1	518	PENALTY			A		P														
		CONTENT	+1/2	-1/2	0	0	-1/2	0			-1/2	0	0							2	67
2	460	PENALTY			H		P														
		CONTENT	0	-1	-1	-1	-1/2	-1			-1	0	-1			H				5	58 1/2
3	499	PENALTY																			
		CONTENT	0	+1/2	+1/2	+1/2	0	0			0	0	0								7 1/2
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			

JUDGE'S NAME (PRINTED): Chris Benedict

JUDGE'S SIGNATURE: