# AQHA VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #58 - SHTX JPLS - Junior Pleasure  
**DATE:** 03/03/2018

### 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 pinch  
- Blatant disobedience  
- Use of either hand to instill fear/pain  
- Use of two hands (except in snaffle bit or hackamore) per maneuver  
- More than one finger between split reins or any fingers between roman reins per maneuver  
- 1st or 2nd cumulative refusal

## MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

### Tie-Breaker

<table>
<thead>
<tr>
<th>Maneuver Description</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF PATTERN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Walk</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trot</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lope</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Clap 100</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Walk</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lope</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Exit Lope</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trot</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Clap &amp; Back</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Example Maneuver Scores

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>Penalty</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>920</td>
<td>$\frac{1}{2}$</td>
<td>78</td>
</tr>
<tr>
<td>2</td>
<td>991</td>
<td>0</td>
<td>67</td>
</tr>
<tr>
<td>3</td>
<td>982</td>
<td>0</td>
<td>70</td>
</tr>
<tr>
<td>4</td>
<td>992</td>
<td>$\frac{1}{2}$</td>
<td>70</td>
</tr>
<tr>
<td>5</td>
<td>102</td>
<td>$\frac{1}{2}$</td>
<td>75</td>
</tr>
<tr>
<td>6</td>
<td>819</td>
<td>$\frac{1}{2}$</td>
<td>68</td>
</tr>
<tr>
<td>7</td>
<td>996</td>
<td>$\frac{1}{2}$</td>
<td>78</td>
</tr>
<tr>
<td>8</td>
<td>871</td>
<td>$\frac{1}{2}$</td>
<td>69</td>
</tr>
</tbody>
</table>

**JUDGE’S NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**

Printed from HSW
# Versatility Ranch Horse - Ranch Riding

## 1 Point Penalties:
- Over-breded (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Capping 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:
- Sparring in front of scrim
- Blatant disobedience
- Use of either hand to instil fear or praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- 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/ride
- Improper western attire

## MANEUVER SCORES

Each horse/ride team is scored between 0-100 points and automatically begins the run with a score of 70 points.
- 1-12 Extremely Poor
- 13-24 Poor
- 25-36 Fair
- 37-48 Good
- 49-60 Excellent

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalties</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>820</td>
<td>-1 0</td>
<td>0 1 0 1 0 0 0 0</td>
<td>0 0 -1 0 0</td>
<td>65 OP</td>
</tr>
<tr>
<td>10</td>
<td>917</td>
<td>-1 0</td>
<td>0 1 0 0 0 0 0 0</td>
<td>0 0 -1 0 0</td>
<td>62 4</td>
</tr>
<tr>
<td>11</td>
<td>105</td>
<td>-1 0</td>
<td>0 1 0 0 0 0 0 0</td>
<td>0 0 -1 0 0</td>
<td>67 2</td>
</tr>
<tr>
<td>12</td>
<td>97</td>
<td>-1 0</td>
<td>0 1 0 0 0 0 0 0</td>
<td>0 0 -1 0 0</td>
<td>68 2</td>
</tr>
<tr>
<td>13</td>
<td>947</td>
<td>-1 0</td>
<td>0 1 0 0 0 0 0 0</td>
<td>0 0 -1 0 0</td>
<td>73</td>
</tr>
<tr>
<td>14</td>
<td>893</td>
<td>-1 0</td>
<td>0 1 0 0 0 0 0 0</td>
<td>0 0 -1 0 0</td>
<td>71 2</td>
</tr>
<tr>
<td>15</td>
<td>880</td>
<td>-1 0</td>
<td>0 1 0 0 0 0 0 0</td>
<td>0 0 -1 0 0</td>
<td>65 2</td>
</tr>
<tr>
<td>16</td>
<td>13</td>
<td>-1 0</td>
<td>0 1 0 0 0 0 0 0</td>
<td>0 0 -1 0 0</td>
<td>61 2</td>
</tr>
</tbody>
</table>

**Judge's Name (Printed):**

**Judge's Signature:**

Printed from HSW
## VERSATILITY RANCH HORSE - TRAIL

### Point Penalties:
- Over-bried (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
- Slipping over or failing to stop into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in leaps over

### 2 Point Penalties:
- Wrong lead or out of lead
- Groped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Two to three steps on mount/dismount or ground tie

### 5 Point Penalties:
- Sprung in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/pain
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four or more steps on mount/dismount or ground tie

### 10 Point Penalties:
- Unnatural Ranch Horse Appearance (Horse’s tail is obvious and consistently carried in an unnatural manner in every maneuver)

### Off-Pattern (OP):
- Control place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain dailed during the drag

### Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rode
- Improper western attire

### OBSTACLE SCORES

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>13</td>
<td>1, 5</td>
</tr>
<tr>
<td>2</td>
<td>102</td>
<td>44</td>
</tr>
<tr>
<td>3</td>
<td>105</td>
<td>+1/2</td>
</tr>
<tr>
<td>4</td>
<td>619</td>
<td>+1/2</td>
</tr>
<tr>
<td>5</td>
<td>671</td>
<td>0</td>
</tr>
<tr>
<td>6</td>
<td>880</td>
<td>1</td>
</tr>
<tr>
<td>7</td>
<td>803</td>
<td>3</td>
</tr>
<tr>
<td>8</td>
<td>917</td>
<td>1</td>
</tr>
</tbody>
</table>

### Judge’s Name (Printed):
[Signature]

### Judge’s Signature:
[Signature]

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

**Printed from HSW**
### VERSATILITY RANCH HORSE - TRAIL

#### 1 Point Penalties:
- Over-breded (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, 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 walk or trot
- Skipping over or failing to stay to measured space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in loping over

#### 5 Point Penalties:
- Spurring in front of cinch
- Bland disobedience
- Use of either hand to instil fear/pain
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of 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)

#### OBSTACLE SCORES

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>MH Push Gate</td>
<td>+1/2</td>
<td>+1/2</td>
</tr>
<tr>
<td>L Bar Log, Walk, Turn</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trot</td>
<td>+1/2</td>
<td>-1/2</td>
</tr>
<tr>
<td>Drag at walk</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Exit thru gate out</td>
<td>-1/2</td>
<td>+1/2</td>
</tr>
<tr>
<td>Log Walk Bridge</td>
<td>+1/2</td>
<td>+1/2</td>
</tr>
</tbody>
</table>

**W/O #**

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>5</td>
<td>6</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>8</td>
<td></td>
<td></td>
<td>1/2</td>
</tr>
</tbody>
</table>

**Tie-Breaker**

<table>
<thead>
<tr>
<th>Obstacle Description</th>
<th>Penalty</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>MH Push Gate</td>
<td>+1/2</td>
<td>+1/2</td>
</tr>
<tr>
<td>L Bar Log, Walk, Turn</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trot</td>
<td>+1/2</td>
<td>-1/2</td>
</tr>
<tr>
<td>Drag at walk</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Exit thru gate out</td>
<td>-1/2</td>
<td>+1/2</td>
</tr>
<tr>
<td>Log Walk Bridge</td>
<td>+1/2</td>
<td>+1/2</td>
</tr>
</tbody>
</table>

**W/O #**

<table>
<thead>
<tr>
<th>9</th>
<th>920</th>
<th>1/2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**W/O #**

<table>
<thead>
<tr>
<th>10</th>
<th>947</th>
<th>1/2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**W/O #**

<table>
<thead>
<tr>
<th>11</th>
<th>982</th>
<th>1/2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**W/O #**

<table>
<thead>
<tr>
<th>12</th>
<th>991</th>
<th>1/2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**W/O #**

<table>
<thead>
<tr>
<th>13</th>
<th>992</th>
<th>1/2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**W/O #**

<table>
<thead>
<tr>
<th>14</th>
<th>996</th>
<th>1/2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**W/O #**

<table>
<thead>
<tr>
<th>15</th>
<th>97</th>
<th>1/2</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
<table>
<thead>
<tr>
<th>Maneuver Description</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td>-1/2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>+1/2</td>
<td>+1/2</td>
<td>-1/2</td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>0</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>+1/2</td>
<td>0</td>
<td>-1/2</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>0</td>
<td>-1/2</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>+1/2</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>0</td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td>0</td>
<td>+1/2</td>
<td>+1/2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>0</td>
<td>-1/2</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td>0</td>
<td>-1/2</td>
<td></td>
</tr>
</tbody>
</table>

JUDGE'S NAME (PRINTED): Marilyn Peters

JUDGE'S SIGNATURE: 

Printed from HSW
**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 step and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:
- Over-crested (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 normal reins (except two reins) 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):
- Ruse
- Lame
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>10 POINT PENALTY</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OFF-PATTERN</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>991</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>11</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>0</td>
<td>3.5</td>
<td>64</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>082</td>
<td>1</td>
<td>2</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>0</td>
<td>4</td>
<td>64.5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>13</td>
<td>2</td>
<td>2</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>0</td>
<td>4</td>
<td>69.5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>920</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>-1</td>
<td>0</td>
<td></td>
<td>69.5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>105</td>
<td>2</td>
<td>2</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>0</td>
<td></td>
<td>68.5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>996</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>-1</td>
<td>0</td>
<td></td>
<td>70</td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>992</td>
<td>1</td>
<td>2</td>
<td>-1</td>
<td>-1</td>
<td>0</td>
<td>0</td>
<td>-1</td>
<td>0</td>
<td></td>
<td>68.5</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**JUDGE’S NAME (PRINTED):** Marilyn Peters

**JUDGE’S SIGNATURE:** [Signature]
### 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
- I - Working out of position
- S - Slipping rein
- V - Over-bred (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 toying

**5 Point Penalties:**
- B - Spurring in front of cinch
- C - Banten 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 roman reins (except two rein) per maneuver

**10 Point Penalties:**
- I - UNnatural Ranch Horse Appearance (progress is obvious and consistent throughout unnatural manner in every maneuver)
- O - Pattern (OP): Cannot place above others who complete pattern correctly
  - A - Turning tail
  - E - Repeated break down
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 - Laminates
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fail of horse rider
- N - Improper western attire

### RUN CONTENT

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

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>BOXING</th>
<th>DRIVE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>POS. &amp; CNTL.</td>
<td>EYE APPEAL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>POS. &amp; CNTL.</td>
<td>CNTL.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>POS. &amp; CNTL.</td>
<td>EYE APPEAL</td>
</tr>
</tbody>
</table>

### PENALTIES

<table>
<thead>
<tr>
<th>3 POINTS</th>
<th>5 POINTS</th>
<th>10 POINTS</th>
<th>TOTAL</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
</table>

**Tie-Breaker**

- Penalty
- Content

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>BOXING</th>
<th>DRIVE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>POS. &amp; CNTL.</td>
<td>EYE APPEAL</td>
</tr>
<tr>
<td></td>
<td></td>
<td>POS. &amp; CNTL.</td>
<td>CNTL.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>POS. &amp; CNTL.</td>
<td>EYE APPEAL</td>
</tr>
</tbody>
</table>

**JUDGE'S NAME (PRINTED):** Frank Craighead

**JUDGE'S SIGNATURE:** [Signature]

Printed from HSW
### RUN CONTENT
Each horse/rider team is scored between 5-100 points and automatically begins the run with a score of 70 points
- 1-12 Extremely Poor, 13-20 Poor, 21-30 Fair, 31-40 Good, 41-50 Very Good, 51-60 Excellent

### 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-bredled (per maneuver)
- W - Out of frame (per maneuver)
- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

### POINTS
1. Spur in front of crutch
2. Blatant disobedience
3. Use of either hand to instill fear/pain
4. Use of two hands (except in snaffle bit or hackamore) per maneuver
5. More than one finger between split reins or any fingers between roman reins (except two reins) per maneuver

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

### W/O #
<table>
<thead>
<tr>
<th>W/O #</th>
<th>BOXING</th>
<th>DRIVE</th>
<th>BOXING</th>
<th>DRIVE</th>
<th>PENALTIES</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td>7 8 9</td>
<td>1 2 3</td>
<td>1 0 1 2</td>
<td>5 6 0</td>
<td>1 74</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>0 0 0</td>
<td>-1/2</td>
<td>0 0 1</td>
<td>0 1/2</td>
<td>3 63.5 OP</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>1 -1/2</td>
<td>0 0 0</td>
<td>0 0 0 0 0 0</td>
<td>0 0 1 1/2</td>
<td>1 66.5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>0 0 0</td>
<td>-1/2</td>
<td>0 0 1</td>
<td>0 1/2</td>
<td>1 64 OP</td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>1/2 0 0</td>
<td>-1 2 0</td>
<td>0 1/2 -1 2 0</td>
<td>4 63</td>
<td>4 63</td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>0 0 0</td>
<td>0 1/2</td>
<td>0 0 1 1/2</td>
<td>1 1/2</td>
<td>4 62.5 OP</td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>0 1/2 0 1/2 1/2 1/2 1/2 0 1/2 1/2</td>
<td>4 61.5 OP</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>0 1/2 0 1/2 0 1/2 1/2 1/2 1/2</td>
<td>3 61 OP</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**JUDGE'S NAME (PRINTED):** Frank Craighead

**JUDGE'S SIGNATURE:**

Printed from HSW
**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #43 - SHTX JWCH - Junior Working Cow  
**DATE:** 03/03/2016

**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-tired (per maneuver)  
W - Out of frame (per maneuver)

**2 Point Penalties:**  
K - Knocking down the cow without having a working advantage  
L - Losing a cow while boxing  
B - Spurring in front of cinch  
C - Blatant disobedience  
E - Use of either hand to instill fear/pain  
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 normal reins (except two reins) per maneuver  

**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  
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 - Lienerness  
D - Disrespect or misconduct  
G - Illegal equipment  
F - Fall of horse/rider  
N - Impair western attire

<table>
<thead>
<tr>
<th>W/O</th>
<th>#</th>
<th>RUN CONTENT</th>
<th>PENALTIES</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>BOXING:</td>
<td>DRIVE:</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>POS. &amp; ONTL</td>
<td>EYE APPEAL</td>
<td>POS. &amp; ONTL</td>
<td>EYE APPEAL</td>
</tr>
<tr>
<td>17</td>
<td>884</td>
<td>BOXING:</td>
<td>DRIVE:</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>0</td>
<td></td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>-1</td>
<td>-1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Tie-Breaker:**

**JUDGE’S NAME (PRINTED):** Frank Craighead  
**JUDGE’S SIGNATURE:**

Note: The table shows the run content and penalties for the junior working cow event, with each horse/rider team scored between 0-100 points and automatically begins the run with a score of 70 points. The table includes positions, eye appeal, and various penalties and scores.