**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  
- Dropped 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/punish  
- 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/rider  
- Improper western attire

---

### MANEUVER 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

<table>
<thead>
<tr>
<th>Tie-Breaker</th>
<th>W/O</th>
<th>#</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Cont.</th>
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<th>Ext Trot</th>
<th>Stop 100</th>
<th>Stop 180</th>
<th>Extlope</th>
<th>Extlopeth</th>
<th>Stop &amp; Bed</th>
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**JUDGE'S NAME (PRINTED):** M. Peters  
**JUDGE'S SIGNATURE:** Marilyn Peters  
Printed from HSW
### VERSATILITY RANCH HORSE - RANCH RIDING

**1 Point Penalties:**
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break of gait at walk or trot for two (2) strides or less

**2 Point Penalties:**
- Wrong lead or out of lead
- Dropped 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 normal reins per maneuver
- 1st or 2nd cumulative refusal

### MANEUVER SCORES

**MANEUVER DESCRIPTION**

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<tr>
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<th>Trot</th>
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<th>Walk</th>
<th>Lope</th>
<th>Ext Lope</th>
<th>Trot</th>
<th>Step &amp; Bank</th>
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**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/rope
- Improper western attire

## W/O #

### Tie-Breaker

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**Judge's Name:** M. Peters  
**Judge's Signature:** [Signature]

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

### Versatility Ranch Horse - Ranch Riding

#### 1 Point Penalties:
- Over-briddled (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

#### 1 Point Penalties:
- Wrong lead or out of lead
- Dropped 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/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
- 1st or 2nd cumulative refusal

### Maneuver Scores

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#### Penalties:
- Natural 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
- Disregard or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

**Judge's Name (Printed):** M. Peters  
**Judge's Signature:** [Signature]

Printed from HSW
# VERSATILITY RANCH HORSE - RANCH RIDING

**1 Point Penalties:**
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break of gait at walk or trot for two (2) strides or less

**3 Point Penalties:**
- Wrong lead or out of lead
- Draped reins
- Break of gait at pace
- 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 other hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins per maneuver
- 1st or 2nd cumulative refusal

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**MANEUVER SCORES**

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

<table>
<thead>
<tr>
<th>Maneuver Description</th>
<th>10 POINT PENALTY</th>
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<th>SCORE</th>
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**JUDGE'S NAME (PRINTED):** M. Peters  
**JUDGE'S SIGNATURE:** Marilyn Peters
VERSEATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

5 Point Penalties:
- Spurring in front of cinch
- Bizarre disobedience
- Use of either hand to instill fear
- 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

MANEUVER SCORES

<table>
<thead>
<tr>
<th>Tie-Breaker</th>
<th>Maneuver Description</th>
<th>Penalty</th>
<th>Penalty</th>
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JUDGE'S NAME (PRINTED): M. Peters
JUDGE'S SIGNATURE: Marilyn Peters
### VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- Over-bindered (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

5 Point Penalties:
- Spitting in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/punish
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rosemal 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

3 Point Penalties:
- Wrong lead or out of lead
- Dropped 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

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

---

### OBSTACLE SCORES

Each horse/team is scored between 0-10 points and automatically begins the run with a score of 70 points:

- +1/2 = Extremely Poor
- -1/2 = Very Poor
- 0 = Correct
- +1 = Very Good
- +1 1/2 = Excellent

<table>
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### DOWNPOINTS:
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain dailed during the drag

### DISQUALIFICATIONS:
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
### Obstacle Scores

Each round 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 1/2 Poor
- 2 Correct
- 3 1/2 Good
- 4 Very Good
- 5 1/2 Excellent

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**VERSATILITY RANCH HORSE - TRAIL**

**1 Point Penalties:**
- Over-crowded (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
- Dropped 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
- Bitless disobedience
- Use of either hand to instill 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
- 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**

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

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**OFF PATTERN:**
- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain disabled during the drag

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

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

**JUDGE'S SIGNATURE:**

**SHOW:** Bryan Kickoff Classic-VRH

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

**DATE:** 03/04/2018
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### 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 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 line over

**3 Point Penalties:**
- Wrong lead or out of lead
- Draped reins
- Break of gait at the start
- Break of gaits 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 install, release or remove rein
- Use of two hands (except in small 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 stops 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 every maneuver)

**Obstacle Scores**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 79 points.
1-12 Extremely Poor, -1 Very Poor, -12 Poor, 0 Correct, +12 Good, +1 Very Good, +12 Excellent

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**Penalty Total** 100

**Score** 79
**VERSATILITY RANCH HORSE - REINING**

### 1 Point Penalties:
- Over-bitted (per maneuver)
- Out of frame (per maneuver)
- Out of lead in 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 halt before executing a 1/2 or 3/4 departure on trot-in patterns
- Failure to be in a lope prior to the first marker on roll-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:
- Spurning in front of cinch
- Blatant disobedience
- Use of either hand to instill 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 (except two rein) per maneuver
- Attempt to alter tension or length of reins from the hand 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 without complete pattern correctly
  - Breathing 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

### MANEUVER SCORES

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

**JUDGE'S SIGNATURE:**

Printed from HSW
## Pattern Description

**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-timed (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 trot-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

## Maneuver Scores

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

**JUDGE'S SIGNATURE:**
### Pattern Scores

- **5 Point Penalties:**
  - Spitting in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
  - Use of both hands (except in snaffle bit or hackamore) per maneuver
  - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver
  - Attempt to alter tension or length of reins from the stirrup to the rein hand

- **10 Point Penalty:**
  - Unnatural Ranch Horse Appearance (Horse's tail is obviously 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 (DO):**
  - Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire

### Maneuver Description

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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.

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JUDGE'S NAME (PRINTED): Debby Sorguinetti
JUDGE'S SIGNATURE: [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 stop and/or rollback
- Over-slip or under-slip up to 1/8 turn

**1 Point Penalties:**
- Over-broided (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 or test-in patterns
- Failure to be in a lope prior to the first marker on test-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

### MANEUVER SCORES

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**MANEUVER DESCRIPTION**

- Rr: Rollback
- Ll: Lollipop
- S: Stop
- P: Passage
- T: Trot
- H: Halt

**10 POINT PENALTY**

- Extremity Poor: 1/13
- Very Poor: 1/10
- Poor: 1/8
- Correct: 1/6
- Very Good: 1/4
- Excellent: 1/2

**SCORE**

- 69 2

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

**DATE:** 03/04/2018

**CLASS:** #54 - SXT LNPR - Lt. Non Pro Reining

---

**SHOW:** Bryan Kickoff Classic-YRHD

**PATTERN**

**JUDGE'S NAME (PRINTED):** [Signature]

**PRINTED FROM HSW**
### VRH - LIMITED COW WORK (Amateur/Youth)

**1 Point Penalties:**
- A. Loss of working advantage
- D. Failure to drive cow past middle marker (son 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

**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

**Disqualification (DQ):**
- A. Abuse
- B. Lameness
- D. Disobey or misconduct
- G. Illegal equipment
- P. Fall 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, -1/2 Poor, 0 Coment, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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

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

Printed from HSW
### VRH - LIMITED COW WORK (Amateur/Youth)

#### 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)

#### 10 Point Penalties:
- I - 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
- B - Repeated blatant disobedience
- D - Leaving arena before run is complete
- L - 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
- P - Fall 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 75 points. 
- -1 1/2 Extremely Poor, 1 Very Poor, .5 Poor, 0 Correct, +.5 Good, +1 Very Good, +1 1/2 Excellent

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

**JUDGE'S SIGNATURE:**

Printed from MSW
**VRH - LIMITED COW WORK (Amateur/Youth)**

**RUN CONTENT**
Each contestant team is scored between 90-100 points and automatically begins the run with a score of 70 points.
- 1.25 Extremely Poor, 1 Very Poor, 1.25 Poor, 1.5 Correct, +1.25 Good, +1 Very Good, +1.25 Excellent

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**JUDGE’S NAME (PRINTED):**

**JUDGE’S SIGNATURE:**

**SHOW:** Bryan Kickoff Classic-VRH
**CLASS:** #66-SHTXLNWP-Ltd Non Pro Working Cow
**DATE:** 03/04/2018
## VRH - LIMITED COW WORK (Amateur/Youth)

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

### 10 Point Penalties:
- 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: Desperately or misconduct
- E: Illegal equipment
- F: Fall 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:

- 0-1/2 Extremely Poor, 1 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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### Judge's Name (Printed): [Handwritten Signature]

### Judge's Signature: [Handwritten Signature]
**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #56-SHTXLNPW-Ltd Non Pro Working Cow  
**DATE:** 03/04/2018

### 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-brided (per maneuver)
- W - Out of frame (per maneuver)

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

### 2 Point Penalties:
- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to install tearjerkers
- H - Use of two hands (except in small bit or hackamores) per maneuver
- M - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver

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

### QH Pattern (QP):
- Cannot place above others who complete patterns correctly

### Disqualification (DQ):
- A - Abuse
- B - Lameness
- C - Daresport or misconduct
- G - Illegality of equipment
- F - Fall 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 Very Poor, 1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

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**Score:** 75.5

---

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

**JUDGE'S SIGNATURE:**

Printed from HSW