



VERSATILITY RANCH HORSE - REINING

PATTERN 8

SHOW: Bryan Kick Off Classic - VRH

CLASS: #72-SHTX VRNN - Novice Reining

DATE: 2/29/2020

12 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-brided (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 normal 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#	#		MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			1	2	3	4	5	6	7	8	9	10				
		Tie-Breaker	X	5	7	6	1	3	2							
		Maneuver Description	Circles Left, Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back							
1	38	PENALTY	1	1					2							
1	38	CONTENT	-1	-1	-1/2	-1	-1/2	-1	-1	-1				5	59	
2	67	PENALTY	2	2					OP					4	(60 1/2)	90
2	67	CONTENT	-1	-1	-1/2	-1	-1/2	-1/2	-1 1/2	0						
3	976	PENALTY	2	2 1/2	OP	-1/2		OP						7 1/2	57	X
3	976	CONTENT	-1	-1 1/2	-1/2	-1/2	-1/2	-1 1/2	-1 1/2	0						
4	155	PENALTY	2	1 1/2	2 2									12	54 1/2	
4	155	CONTENT	-1/2	-1 1/2	-1/2	0	0	-1/2	-1/2	0						
5	133	PENALTY	2	1 1/2	OP									5	(62 1/2)	1
5	133	CONTENT	-1	-1	-1/2	0	0	0	0	0						
6	111	PENALTY	2	2										4	64	
6	111	CONTENT	0	-1/2	-1/2	-1/2	0	0	-1/2	0						
7	198	PENALTY														
7	198	CONTENT	-1/2	-1/2	-1/2	+1/2	0	0	0	0						
8	115	PENALTY	-1	-1/2	-1/2	-1/2	0	0	-1/2	-1 1/2				7 1/2	59	
8	115	CONTENT	-1	-1	-1/2											

JUDGE'S NAME (PRINTED):

Richard G Spinks Sr

JUDGE'S SIGNATURE:

R. Spinks
Printed from HSW



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- 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
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- Slipping rein

2 Point Penalties:

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

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

W/O	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Tie-Breaker	4	5	7	10	1	3	2							
		Maneuver Description	Circles Left, 2 Circles Lead Change	2 Circles Right, Lead	Stop Left	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back							
9	159	PENALTY	-2 1													
9	159	CONTENT	0	-1/2	0	0	0	0	+1/2				3	67		
10	220	PENALTY	1/2	1/2	1/2											
10	220	CONTENT	-1/2	-1	-1	0	-1/2	-1	-1/2				5	60%		
11	268	PENALTY														
11	268	CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2							73
12	244	PENALTY														
12	244	CONTENT														No Show
13	141	PENALTY	2	2	2											
13	141	CONTENT	-1/2	-1/2	-1/2	0	-1/2	-1/2	0				6	61 1/2		
14	10	PENALTY		1/2	2											
14	10	CONTENT	0	-1/2	-1/2	0	0	0	0				2 1/2	16 1/2		
15	125	PENALTY			2											
15	125	CONTENT	0	0	0	0	0	0	0				2	68		
16	267	PENALTY														
16	267	CONTENT	-1/2	0	0	0	0	0	0							69 1/2
(p9 1/2)																

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MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
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			Each horse/der 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	4	5	7	4	(3	2						
		Maneuver Description	Circles Left, Lead Change	2 Circles Right, Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back						
17	228	PENALTY				1/2		OP							
17	228	CONTENT	0	-1/2	0	0	0	-1 1/2	0						
17	228		(0 1/2)	(0 1/2)				(0 1/2)							
18	44	PENALTY	2 1/2	2											
18	44	CONTENT	-1 1/2	-1	0	-1/2	0	-1/2	0						
18	44		(0 1/2)	(0 1/2)				(0 1/2)							
19	165	PENALTY	2 1/2	2				2							
19	165	CONTENT	-1	-1	-1/2	0	-1	0	0						
19	165		(0 1/2)	(0 1/2)				(0 1/2)							
20	252	PENALTY	5	0				2	0	2	1				
20	252	CONTENT	0	-1 1/2	0	0	-1 1/2	-1	0						
20	252		(0 1/2)	(0 1/2)				(0 1/2)							
21	90	PENALTY	1 1/2	2 2 1		OP		2							
21	90	CONTENT	-1 1/2	-1 1/2	0	-1 1/2	0	-1 1/2	0						
21	90		(0 1/2)	(0 1/2)				(0 1/2)							
22	257	PENALTY	2	1/2											
22	257	CONTENT	-1/2	0	0	0	0	0	0						
22	257		(0 1/2)	(0 1/2)				(0 1/2)							
23	230	PENALTY	2	2											
23	230	CONTENT	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2						
23	230		(0 1/2)	(0 1/2)				(0 1/2)							
24	196	PENALTY		1											
24	196	CONTENT	-1/2	-1	0	0	0	0	0						
24	196		(0 1/2)	(0 1/2)				(0 1/2)							

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- Leaving arena before pattern is complete

MANEUVER SCORES

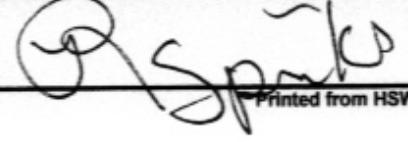
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		Tie-Breaker	4	5	7	10	1	3	2								
		Maneuver Description	Circles Left, Lead Change	2 Circles Right, Lead Change	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back								
25	996	PENALTY	2 1/2														
25	996	CONTENT	-1/2	-1/2	0	0	0	0	0					2 1/2	(66 1/2)		
26	65	PENALTY	-2	2 1/2													
26	65	CONTENT	-1/2	-1/2	-1/2	0	0	0	0	+1/2				9	59		
27	995	PENALTY															
27	995	CONTENT															
28	101	PENALTY	1/2	1/2											1	65	
28	101	CONTENT	-1	-1	-1	0	-1	0	0								
29	140	PENALTY	2	2											4	62	
29	140	CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1/2	0								
30	137	PENALTY	2 2	2 2		OP				2					10	55	90
30	137	CONTENT	-4	-4	-1	-1/2	-1/2	-1/2	-1/2	0							
31	112	PENALTY	1/2 - 1	1						2					5	61	
31	112	CONTENT	-1/2	-1	-1/2	-1/2	-1	-1/2	-1/2	0							
32	23	PENALTY	2	2											4	61 1/2	
32	23	CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	0								

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W/O	#		MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			1	2	3	4	5	6	7	8	9	10				
		Tie-Breaker	4	5	7	6	1	2	8							
		Maneuver Description	Circles Left, Lead Change	2 Circles Right, Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back							
33	180	PENALTY			OP											
33	180	CONTENT	-1/2	0	+1/2	-1/2	+1/2	0	0	0					(59)	1
34	274	PENALTY	-1 1/2	1	-1	2 5										
34	274	CONTENT	-1	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2					12 1/2	53
35	989	PENALTY														
35	989	CONTENT	0	-1/2	0	-1/2	0	-1/2	0							(68 1/2)
36	136	PENALTY	2	2												
36	136	CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	0						(6)	53 1/2
37	24	PENALTY		2 OP												
37	24	CONTENT	0	-1/2	0	0	0	0	0	0					2	(67 1/2)
38	270	PENALTY														
38	270	CONTENT	-1/2	0	-1/2	-1/2	-1	-1	0						3 1/2	63
39	31	PENALTY														
39	31	CONTENT	0	-1/2	0	0	-1/2	0	-1/2						2	(66 1/2)
40	118	PENALTY		1			2									
40	118	CONTENT	0	-1/2	-1/2	0	-1/2	0	0						4	(64 1/2)

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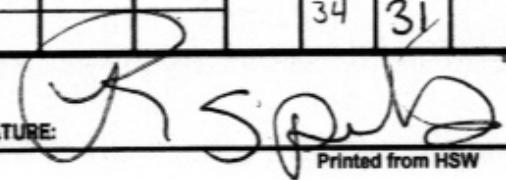
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		Tie-Breaker	4	5	7	6	1	3	2							
		Maneuver Description	Circles Left, 2 Circles Lead Change	Stop Right, Lead	3 1/2 Spins Left	Stop Left	3 1/2 Spins Right	Stop & Back Right								
41	21	PENALTY														
41	21	CONTENT	○	○	○	○	+1/2	○	○							70 1/2
42	188	PENALTY	1/a													
42	188	CONTENT	○	○	+1/2	○	+1/2	○	○							70 1/2
43	6	PENALTY			-2											
43	6	CONTENT	○	○	-1/2	-1/2	-1	○	-1/2							65 1/2
44	980	PENALTY				-5										
44	980	CONTENT	-1/2	-1/2	-1		-1	-1/2	-1/2							61
45	182	PENALTY														
45	182	CONTENT	○	○	○	○	+1/2	○	○							70 1/2
46	978	PENALTY														
46	978	CONTENT														
47	999	PENALTY	2				2 OP									64 1/2
47	999	CONTENT	-1/2	○	○	-1 1/2	○	○	○							64 1/2
48	994	PENALTY	1/2	1 1/2	5	25	5	5	5							
48	994	CONTENT	-1/2	-1 1/2	-1/2	-1 1/2	○	-1	○							34 31

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- 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:

- Spurting 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

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

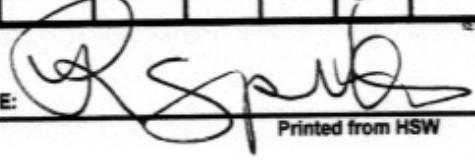
W/O	#		MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			1	2	3	4	5	6	7	8	9	10				
		Tie-Breaker	4	5	7	6	1	3	2							
		Maneuver Description	1 Circles Left, Load Change	2 Circles Right, Load	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back							
49	15	PENALTY	-2	-2												
49	15	CONTENT	-1/2	-1/2	0	0	0	0	0						4	65
		<u>0 - 1 1/2</u> / <u>10</u>														
50	105	PENALTY	2	2												
50	105	CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1/2	0						4	63 1/2
		<u>0 - 1 1/2</u> / <u>10</u>														
51	183	PENALTY														
51	183	CONTENT	0	0	0	0	+1/2	0	0							70 1/2
		<u>0 - 1 1/2</u> / <u>10</u>														
52	139	PENALTY	2	2												
52	139	CONTENT	-1/2	-1/2	-1/2	0	-1/2	0	0						4	64
		<u>0 - 1 1/2</u> / <u>10</u>														
53	271	PENALTY														
53	271	CONTENT	0	+1/2	0	0	-1/2	0	0							70
		<u>0 - 1 1/2</u> / <u>10</u>														
54	982	PENALTY	1 1/2	1 1/2								-2				
54	982	CONTENT	-1 1/2	-1 1/2	-1	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2	-1 1/2			10	54 1/2
		<u>0 - 1 1/2</u> / <u>10</u>														
55	86	PENALTY	2	1/2	1											
55	86	CONTENT	-1	-1	-1 1/2	0	0	0	0						3 1/2	64
		<u>0 - 1 1/2</u> / <u>10</u>														
56	205	PENALTY	2	2												
56	205	CONTENT	-1/2	-1/2	P	P	0	0	0						5	65
		<u>0 - 1 1/2</u> / <u>10</u>														

65

JUDGE'S NAME (PRINTED):

Richard G Spinks Sr

JUDGE'S SIGNATURE:



Printed from HSW

VERSATILITY RANCH HORSE - REINING

PATTERN 8

SHOW: Bryan Kick Off Classic - VRH

CLASS: #72-SHTX VRNN - Novice Reining

DATE: 2/29/2020

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-brided (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):

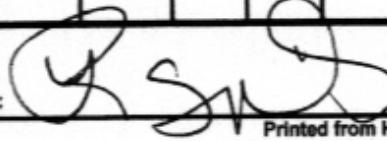
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/holder
- Improper western attire
- Leaving arena before pattern is complete

MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W#	#		1	2	3	4	5	6	7	8	9	10		
Tie-Breaker														
		Maneuver Description	Circles Left, Lead Change	2 Circles Right Lead	Stop	3 1/2 Spins Left	Stop	3 1/2 Spins Right	Stop & Back					
57	975	PENALTY	1/2	1 1 1	2									
		CONTENT	- 1/2	- 1	- 1/2	0	0	0	0					
			10/10/10											
		PENALTY												
		CONTENT												
		PENALTY												
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		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

Richard G Spinks Sr

JUDGE'S SIGNATURE:



Printed from HSW



NOVICE/YOUTH COW WORK

SHOW: Bryan Kick Off Classic - VRH

CLASS: #73-SHTX VWCH - Novice Working Co.

DATE: 2/29/2020

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)

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: run ends; credit will be given for work done

W/O	#		RUN CONTENT										PENALTY TOTAL	SCORE	OP			
			BOXING MANEUVERS					PENALTIES										
			POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS	NOTES							
		Tie-Breakers >	1	2	3	4	5											
1	137		-1	-1/2	-1	-1/2	∅	AA					2	65				
2	69		+1/2	∅	∅	∅	+1/2							71				
3	252		+1/2	∅	∅	∅	∅							70 1/2				
4	271		∅	+1/2	+1/2	+1/2	+1/2							72				
5	182		+1	+1	+1	+1	+1/2	+1						75 1/2				
6	10		-1	∅	-1/2	∅	∅	A					1	67 1/2				
7	136		-1/2	-1/2	-1/2	-1/2	∅							68				
8	24		-1/2	-1/2	-1/2	-1/2	∅	A					1	67				
9	980		-1/2	∅	-1	-1/2	∅		#				5	63				
10	31		-1/2	∅	-1/2	∅	∅							69				

NOVICE/YOUTH COW WORK

SHOW: Bryan Kick Off Classic - VRH

CLASS: #73-SHTX VWCH - Novice Working Cow

DATE: 2/29/2020

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- Spurting 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 formal reins (except two rein) per maneuver

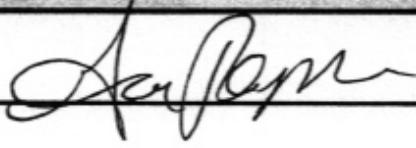
Off-Pattern (OP): Cannot place above others who complete pattern correctly

- 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 formal 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; run ends; credit will be given for work done

W/O	#		RUN CONTENT										PENALTY TOTAL	SCORE	OP
			BOXING MANEUVERS					PENALTIES							
POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS	NOTES							
Tie-Breakers >															
11	67	∅	-1½	-1½	-1½	∅									68½
12	188	∅	+1½	+1½	+1½	∅	A								10½
13	220	+1½	∅	∅	∅	∅	∅								10½
14	118	-1	∅	-1	∅	-1	A	L							63
15	982	SCRATCH													
16	978	-1½	-1½	-1	-1	-1									66
17	976	∅	∅	-1½	∅	∅									69½
18	268	-1½	∅	-1½	∅	∅	A	L							65
19	196	∅	∅	-1½	∅	∅									69½
20	244														



NOVICE/YOUTH COW WORK

SHOW:	Bryan Kick Off Classic - VRH
CLASS:	#73-SHTX VWCH-Novice Working Cow
DATE:	2/29/2020

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- Spurting 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)

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; run ends; credit will be given for work done

W/O	#		RUN CONTENT										PENALTY TOTAL	SCORE	OP			
			BOXING MANEUVERS					PENALTIES										
			POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS	NOTES							
Tie-Breakers >																		
21	38		-1	∅	-1	∅	∅	A					1	67				
22	111		-½	∅	-½	∅	-½	L					3	65½				
23	267		-½	+½	∅	+½	∅	L					3	67½				
24	101		-1	∅	-1	∅	∅	A			C		6	62				
25	228		-1	∅	-1	-1	∅	AA	L	H			10	57				
26	65		∅	+½	-½	∅	∅	A					1	69				
27	270		-½	+½	∅	+½	∅	A					1	69½ (OP)				
28	189		-½	∅	-1	-1	-1							66½				
29	274		-1	∅	-½	-½	-½	PA					2	65½				
30	996		-1	∅	-½	∅	∅	A					2	66½				

NOVICE/YOUTH COW WORK

SHOW: Bryan Kick Off Classic - VRH

CLASS: #73-SHTX VWCH-Novice Working Cow

DATE: 2/29/2020

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- Spurting 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)

OP:

- 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

RUN CONTENT

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	#		BOXING-MANEUVERS					PENALTIES			PENALTY TOTAL	SCORE	OP	
			POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
Tie-Breakers >														
31	44		+1/2	+1/2	+1/2	∅	d						71/2	
32	165		-1/2	∅	∅	-1/2	∅						69	
33	6		-1/2	+1/2	-1/2	∅	∅	A	L			4	65 1/2	
34	133		-1	∅	-1	-1	∅	H	L			4	63	
35	180		+1	+1	+1/2	+1/2	∅						73	
36	125		∅	∅	∅	∅	∅						10	
37	112		-1/2	∅	-1/2	∅	-1/2	P					1	67 1/2
38	989		∅	∅	-1/2	-1/2	∅						69	
39	21		-1/2	-1/2	-1/2	-1/2	∅						68	
40	159		+1	∅	+1	+1/2	∅						72 1/2	

NOVICE/YOUTH COW WORK

SHOW: Bryan Kick Off Classic - VRH

CLASS: #73-SHTX VWCH-Novice Working Cow

DATE: 2/29/2020

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- Spurting 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
- M- More than one finger between split reins or any fingers between normal 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 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

RUN CONTENT

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	#		BOXING MANEUVERS						PENALTIES			PENALTY TOTAL	SCORE	OP
			POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS	NOTES			
Tie-Breakers >														
41	994		SCR	A	-	T	C+							
42	975		-1	Ø	-1/2	Ø	Ø	A	L			4	64 1/2	
43	230		-1/2	Ø	-1/2	-1/2	Ø							68 1/2
44	155		-1	Ø	-1/2	Ø	Ø	AA				2	66 1/2	
45	257		-1/2	Ø	Ø	Ø	Ø	Ø	AA			1	68 1/2	
46	23		-1/2	Ø	-1	Ø	-1/2	AA	L			5	62	
47	205		-1	Ø	Ø	Ø	Ø	A	L			4	65	
48	139		-1	Ø	-1	Ø	Ø	AA	L			5	63	
49	141		-1/2	-1/2	-1	-1	Ø	AA				3	63	
50	198		Ø	+1	Ø	+1/2	Ø	A				1	70 1/2	

NOVICE/YOUTH COW WORK

SHOW: Bryan Kick Off Classic - VRH

CLASS: #73-SHTX VWCH - Novice Working Com

DATE: 2/29/2020

1 Point Parallel:

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

3 Point Perspective:

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

5 Point Penalties:

- B - Spurting 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 normal 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 betweenomial reins (except two rein)

- 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/master; run ends; credit will be given for work done

Gary Reynolds

JUDGE'S SIGNATURE:

John

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