

## STOCK HORSE PLEASURE VERSATILITY RANCH HORSE - RANCH RIDING

### 1 Point Penalties:

- Over-bridled
- Out of frame
- Too slow
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

### 3 Point Penalties:

- Wrong lead
- Draped reins
- Break of gait at Lopec
- 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 romal reins (except two rein) per maneuver

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

### DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

MANEUVER SCORES																PENALTY TOTAL	SCORE	OP
W/O	#	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		2	4	5	7	8	1	9	3	6	10							
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back							
1	✓	509	PENALTY	0	-3	0								3	66			
		CONTENT	0	0	0	-1/2	-1/2	-1/2	+1/2	0	0	0						
		69 1/2 69 69 1/2 69																
2	✓	546	PENALTY												76 1/2			
		CONTENT	0	+1	+1	0	+1	0	+1	+1/2	+1	+1						
		71 72 73 74 74 1/2 75 1/2 76 1/2																
3	✓	575	PENALTY												71			
		CONTENT	0	-1	-1/2	0	0	+1	0	0	+1/2	+1						
		69 68 1/2 69 1/2 70 71																
4	✓	558	PENALTY												68 1/2			
		CONTENT	+1/2	-1/2	0	0	0	0	0	-1/2	-1/2	-1/2						
		70 1/2 70 69 1/2 69 68 1/2																
5	✓	545	PENALTY												74			
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	0						
		70 1/2 71 72 73 74																
6	✓	494	PENALTY												69 1/2			
		CONTENT	-1	0	-1/2	0	0	+1/2	-1/2	+1/2	0	+1/2						
7	✓	641	PENALTY										-3		66			
		CONTENT	+1/2	0	0	-1/2	-1/2	-1/2	+1/2	+1/2	0	-1						
		70 1/2 70 69 70 69 66																
8	✓	591	PENALTY												72			
		CONTENT	0	+1/2	0	+1/2	+1/2	0	0	0	+1/2	0						

JUDGE'S SIGNATURE:

EARNST WILSON

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## STOCK HORSE PLEASURE VERSATILITY RANCH HORSE - RANCH RIDING

### 1 Point Penalties:

- Over-bridled
- Out of frame
- Too slow
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

### 3 Point Penalties:

- Wrong 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
- Blatant disobedience
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MANEUVER SCORES													PENALTY TOTAL	SCORE	OP	
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Tie-Breaker		2	4	5	7	8	1	9	3	6	10					
Maneuver Description		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back					
9	613	PENALTY														
		CONTENT	+1/2	0	+1/2	0	+1/2	-1/2	+1/2	0	+1/2	+1/2				72 1/2
10	557	PENALTY														
		CONTENT	0	-1	-1/2	-1/2	+1/2	+1/2	-1/2	0	-1/2	-1/2				63 1/2
11	510	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1	+1	-1	0	+1/2	+1	0				74
12	507	PENALTY														
		CONTENT	+1	0	+1/2	-1/2	-1/2	0	0	+1/2	+1	+1/2				72 1/2
13	548	PENALTY														
		CONTENT	+1	+1	+1	+1	+1/2	+1/2	+1	+1/2	+1/2	+1				78
14	657	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0	+1/2	0				No long sleeve shirt (DQ)
15	540	PENALTY														
		CONTENT	+1/2	+1/2	0	0	0	+1/2	-1/2	0	+1/2	0				71 1/2
16	555	PENALTY														
		CONTENT	+1/2	+1/2	0	+1/2	0	+1/2	0	+1/2	0	0				72 1/2

JUDGE'S SIGNATURE:

Edw

EARNEST WILSON

Printed from HSW

**STOCK HORSE PLEASURE  
VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**

- Over-bridled
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- Too slow
- Gapping mouth
- Break of gait at Walk or trot for two (2) strides or less

**3 Point Penalties:**

- Wrong 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
- Blatant disobedience
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MANEUVER SCORES														PENALTY TOTAL	SCORE	OP
W/O	#	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		Walk	Lope	Ext Lope	Trot	Stop & Reverse	Ext Walk	Trot	Ext Trot	Lope	Stop & Back					
Maneuver Description																
17 ✓	550	PENALTY														
		CONTENT	+1/2	0	+1/2	+1/2	0	0	+1/2	+1/2	+1	+1/2			74	
<div>717274</div>																
18 ✓	646	PENALTY					-1									
		CONTENT	0	-1/2	0	+1/2	-1/2	+1/2	0	-1/2	0	+1/2			169	
<div>69 1/27069 1/27069 1/270</div>																
19 ✓	539	PENALTY														
		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2			73 1/2	
20 ✓	559	PENALTY	-1													
		CONTENT	+1/2	0	0	0	+1/2	+1/2	0	-1/2	0	-1/2			70 1/2	
21 ✓	663	PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S SIGNATURE:

EARNST WILSON

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*Judge*

SHOW: SHOT Versatility Ranch Hamilton

CLASS: 41 - SHOT JTRL - Junior Trail

DATE: 08/06/2016

**STOCK HORSE TRAIL**  
**VERSATILITY RANCH HORSE - TRAIL**

**1 Point Penalties:**

- 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 dismount or ground tie except shifting to balance

**3 Point Penalties:**

- Wrong lead
- Draped reins
- Break of gait at Lopec
- Break of gait at Walk or trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

**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 romal reins (except two rein) 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

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience
- Fall horse/rider; run ends; credit will be given for work done

**DO:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP
		1	2	3	4	5	6	7	8	9	10			
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
		Tie-Breaker	7	6	8	5	1	3	4	2				
		Obstacle Description	Lope Logs LL	Trot Logs	Walk Logs	Walk Bridge	S Box 270 S	RH Gate	SP L	Drag 8 trot				
1	591	PENALTY	3 1/2	3	1							8	62 1/2	
		CONTENT	-1	0	0	0	0	0	+1/2	+1				
			69 69 1/2											
2	539	PENALTY	1					1 1/2				3	66 1/2	
		CONTENT	0	0	0	0	-1/2	-1	+1/2	+1/2				
			67 66 64 1/2											
3	509	PENALTY	5	1			1			1		8	56 1/2	
		CONTENT	-1 1/2	-1	0	-1/2	-1	0	-1/2	-1				
			67 66 64 1/2											
4	540	PENALTY	3 1/2		1 1/2	1						7	60 1/2	
		CONTENT	-1	0	-1/2	0	0	-1/2	0	-1/2				
			68 68											
5	575	PENALTY	1 1/2	1 1/2								7	60 1/2	
		CONTENT	-1	-1/2	0	0	0	0	0	-1				
			68 1/2 67 1/2											
6	550	PENALTY	1									1	67 1/2	
		CONTENT	-1	0	0	0	-1/2	0	0	OP				
			68 1/2 67 1/2											
7	545	PENALTY	1 1/2	1								3	66 1/2	
		CONTENT	-1	-1/2	0	0	-1/2	+1/2	0	0				
			69 68 1/2											
8	494	PENALTY	5	1			OP		1 1/2	OP		9	58	
		CONTENT	-1 1/2	0	0	0	0	-1	-1/2	0				

JUDGE'S SIGNATURE:

*Chris Hardcastle*

Chris Hardcastle

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*HC*



**STOCK HORSE TRAIL**  
**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** SHOT Versatility Ranch-Hamilton

**CLASS:**#41 - SHOT JTRL - Junior Trail

**DATE:** 08/06/2016

**1 Point Penalties:**

- 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 dismount or ground tie except shifting to balance

### 3 Point Penalties:

- Wrong lead
- Draped reins
- Break of gait at Lope
- Break of gait at Walk or trot for more than two (2) strides
- 2-3 steps on dismount or ground tie

### 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
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- Fall horse/rider; run ends; credit will be given for work done

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

[illegible]

**JUDGE'S SIGNATURE:**

Chris Hardcastle

Printed from HSW

NO

# AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION



PATTERN

3

SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #42 - SHOT JRNN - Junior Reining

DATE: 08/09/2016

## STOCK HORSE REINING

## 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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

### 1 Point Penalties:

- 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

### 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 romal reins (except two rein) per 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
- Fall horse/rider; run ends; credit will be given for work done

### DQ:

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#		MANUEVER SCORES										PENALTY TOTAL	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												
			1	2	3	4	5	6	7	8	9	10			
Tie-Breaker			6	7	1	3	2	4	5						
Maneuver Description			3 Circles Right Lead	3 Circles Left Lead Change	Run Stop	3 1/2 Spins Right	Run Stop	3 1/2 Spins Left	Stop & Back						
1	510	PENALTY	2 1/2										3	64	
		CONTENT	-1/2	0	-1	0	-1	0	-1/2						
			64 1/2		65 1/2		64 1/2								
2	613	PENALTY	2	2,2	2,2	0							12	54 1/2	0
		CONTENT	0	0	-1/2	-1	-1/2	-1	-1/2						
			68	64	57 1/2	56 1/2	56	55	54 1/2						
3	663	PENALTY	2 1/2	4	2,2		1/2		1/2				17	47	
		CONTENT	-1/2	-1	-1	-1/2	-1	-1	-1						
			61 1/2		51 1/2	51	49 1/2	48 1/2	47						
4	575	PENALTY	2	1			2		1/2, 2				7 1/2	57	
		CONTENT	-1/2	-1/2	-1	-1	-1	-1	-1/2						
			67 1/2	66	65	64	61	60	59						
5	550	PENALTY	2, 2	2					2				8	58	
		CONTENT	0	0	-1	-1	-1/2	-1	-1/2						
			66	64	63	62	61 1/2	60 1/2	58						
6	548	PENALTY	2, 2	2, 1/2			1/2		1/2				10	56	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1						
			65 1/2	60		59	58	57 1/2	56						
7	539	PENALTY												71 1/2	
		CONTENT	0	0	+1/2	0	+1/2	0	+1/2						
					70 1/2	71									
8	509	PENALTY			1/2	0							OFF 1/2	Pattern 67	0
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2						

JUDGE'S SIGNATURE:

Trigg Rentfro

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# AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION



PATTERN

3

SHOW: SHOT Versatility Ranch-Hamilton

CLASS: #42 - SHOT JRNN - Junior Reining

DATE: 08/06/2016

## STOCK HORSE REINING

## 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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

### 1 Point Penalties:

- 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

### 5 Point Penalties:

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- Blatant disobedience
- Use of either hand to instill fear/praise
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- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		1	2	3	4	5	6	7	8	9	10			
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points) -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
		1	2	3	4	5	6	7	8	9	10			
		Tie-Breaker												
		Maneuver Description												
		3 Circles Right Lead	3 Circles Left Lead Change	Run Stop	3 1/2 Spins Right	Run Stop	3 1/2 Spins Left	Stop & Back						
9	494	PENALTY											68	
		CONTENT	0	0	-1	0	0	-1/2	-1/2					
10	651	PENALTY	1 1/2	1 1/2		5	2					OFF Pattern	51	0
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2			15		
11	652	PENALTY					2		1/2			2 1/2	66	
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2					
12	657	PENALTY		1	1							2	66	
		CONTENT	0	0	-1/2	+1/2	-1	-1/2	-1/2					
13	540	PENALTY	1	1/2								1 1/2	66	
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2					
14	591	PENALTY											68 1/2	
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2					
15	545	PENALTY	1/2									1/2	68 1/2	
		CONTENT	0	-1/2	-1/2	0	-1/2	0	+1/2					
16	507	PENALTY											66 1/2	
		CONTENT	-1/2	-1/2	-1/2	1/2	-1/2	-1/2	-1/2					

JUDGE'S SIGNATURE: \_\_\_\_\_

Trigg Rentfro

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**STOCK HORSE REINING**  
**VERSATILITY RANCH HORSE - REINING**

SHOW: *SHOT VR - Hamilton*  
CLASS: *#42 SHOT JRNN*  
DATE: *8-6-16*

**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 (except in Level 1/Youth Reining Pattern #1)
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**

- 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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- Freeze up in spins or rollbacks
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- Spurring in front of cinch
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			1	2	3	4	5	6	7	8	9	10			
Tie-Breaker															
Maneuver Description															
17	546	PENALTY													
		CONTENT	0	+1/2	0	-1/2	-1/2	-1/2	0					69	
		PENALTY													
		CONTENT													
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JUDGE'S SIGNATURE: \_\_\_\_\_

Trigg Rentfro

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**STOCK HORSE COW WORK**  
**VRH - LIMITED RANCH COW WORK**

**1 Point Penalties:**

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

**3 Point Penalties:**

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

**5 Point Penalties:**

- B - Spurring in front of cinch
- C - Blatant disobedience
  - 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 romal reins (except two rein) per maneuver

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

- A - Turning tail
- E - Repeated blatant disobedience
- I - Fall horse/rider; run ends; credit will be given for work done
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
  - Failure to attempt any part of the class

**DQ:**

- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
  - Disrespect or misconduct

W/O	#		RUN CONTENT									PENALTY TOTAL	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														
			BOXING			DRIVE			BOXING								
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY									
Tie-Breaker																	
1	494	PENALTY										70					
		CONTENT	0	0	-1/2	+1/2	0	0	0	0	0						
2	656	PENALTY										76					
		CONTENT	+1	+1	+1	+1	0	0	+1	+1	0						
3	539	PENALTY							1			1	67				
		CONTENT	0	0	0	-1/2	0	0	-1	-1/2	0						
4	507	PENALTY										64					
		CONTENT	-1	0	-1/2	-1	-1/2	0	-1 1/2	-1/2	-1						
5	550	PENALTY							1 3			4	62				
		CONTENT	-1/2	-1/2	0	-1/2	0	0	-1 1/2	-1	0						
6	548	PENALTY	1						1 3			5	62 1/2				
		CONTENT	-1/2	0	0	0	0	0	-1	-1	0						
7	652	PENALTY										74 1/2					
		CONTENT	+1	+1/2	+1/2	+1	+1/2	0	+1/2	0	+1/2						
8	613	PENALTY	1			1						2	64 1/2				
		CONTENT	-1/2	-1/2	0	-1	-1/2	0	-1/2	0	-1/2						

JUDGE'S SIGNATURE:

*Janette Marie Dublin*

Janette Marie Dublin

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118

**SHOW:** SHOT Versatility Ranch-Hamilton  
**CLASS:** #43 - SHOT JWCH - Junior Working Cow  
**DATE:** 08/06/2016

**STOCK HORSE COW WORK**  
**VRH - LIMITED RANCH COW WORK**

**1 Point Penalties:**

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

**3 Point Penalties:**

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- L - Losing a cow while boxing

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			BOXING			DRIVE			BOXING					
		POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY				
Tie-Breaker														
9	509	PENALTY							1			1	67 1/2	
		CONTENT	0	0	0	0	0	0	-1/2	-1/2	-1/2			
10	663	PENALTY	1									1	68	
		CONTENT	-1/2	-1/2	+1/2	0	0	0	0	-1/2	0			
11	657	PENALTY							1			1	67 1/2	OP
		CONTENT	0	0	0	+1/2	0	0	-1	-1/2	0			
12	651	PENALTY							11			2	67 1/2	
		CONTENT	0	0	0	0	0	0	-1/2	-1/2	+1/2			
13	540	PENALTY	1,3									4	62	
		CONTENT	-1	-1	0	0	0	0	-1	-1	0			
14	575	PENALTY							1			1	67	
		CONTENT	0	-1/2	0	-1/2	0	0	-1/2	-1/2	0			
15	545	PENALTY											68 1/2	
		CONTENT	0	0	0	-1/2	-1/2	0	0	-1/2	0			
16	591	PENALTY	11						3			5	59 1/2	OP
		CONTENT	-1/2	-1/2	0	0	0	0	-1 1/2	-1 1/2	-1 1/2			

JUDGE'S SIGNATURE:

*Janette Marie Dublin*

Janette Marie Dublin

NO BOXING ON  
FAR END

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nb

**SHOW:** SHOT Versatility Ranch-Hamilton

**CLASS:** #43 - SHOT JWCH - Junior Working Cow

**DATE:** 08/06/2016

**STOCK HORSE COW WORK**  
**VRH - LIMITED RANCH COW WORK**

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- S - Slipping rein

**3 Point Penalties:**

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- L - Losing a cow while boxing

**5 Point Penalties:**

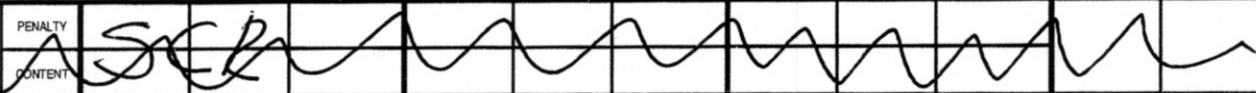
- B - Spurring in front of cinch
- C - Blatant disobedience
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  - Use of two hands (except in snaffle bit or hackamore) per maneuver
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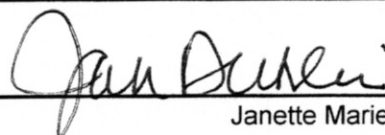
- A - Turning tail
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			BOXING			DRIVE			BOXING						
			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY				
Tie-Breaker															
17	510	PENALTY				1			1			2	64 1/2		
		CONTENT	-1/2	0	0	-1 1/2	-1/2	0	-1/2	-1/2	0				
18	546	PENALTY											73 1/2		
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2				
19	582	PENALTY													
		PENALTY													
		CONTENT													
		PENALTY													
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Janette Marie Dublin

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