



**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:** Adco/Cown Open Series Ranch Horse  
**CLASS:** #1254-ADCONPWCa-NP Working Cow  
**DATE:** 9/17/2022

- 1 Point Penalties:**  
 A - Loss of working advantage  
 C - Using the corner or the end of the arena to turn the cow when going down the fence  
 E - Changing sides of arena to turn cow  
 L - For each length horse runs past cow  
 P - Working out of position  
 R - Two-loop catch in amateur and youth classes  
 S - Slipping rein  
 T - Failure to drive cow past middle marker on first turn  
 V - Over-bridled (per maneuver)  
 W - Out of frame (per maneuver)
- 2 Point Penalties:**  
 A - Going around the corner of the arena before turning cow  
 B - In an open field turn animal gets within 3 feet of the end fence before being turned  
 R - Failure to catch if roping in amateur and youth classes

- 3 Point Penalties:**  
 E - Exhausting or overworking the cow before circling or roping  
 H - Hanging up on the fence (refusing to turn)  
 K - Knocking down the cow without having a working advantage  
 R - Two-loop catch when roping in open/cowboy classes
- 5 Point Penalties:**  
 A - Failure to turn the cow both directions on the fence  
 B - Spurring or hitting in front of cinch at any time  
 C - Blatant disobedience  
 E - Use of either hand to instill fear/praise  
 R - Failure to catch when roping in open/cowboy classes
- 10 point Penalty:**  
 U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)

- Off-Pattern (OP): Cannot place above others who complete pattern correctly**  
 A - Turning tail  
 E - Repeated blatant disobedience  
 J - Schooling after entering the arena prior to calling for cow  
 K - Schooling horse between cows, if new cow is awarded  
 N - Failure to attempt any part of the class  
 R - Complete loss of rope in Open/Cowboy class  
 H - Use of two hands (except in snaffle bit or hackamore)  
 M - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**  
 A - Abuse  
 B - Lameness  
 D - Disrespect or misconduct  
 G - Illegal equipment  
 F - Fall of horse/rider  
 N - Improper western attire  
 H - Leaving arena before run is complete  
 J - Bringing the cow straight over backwards landing on its back or head

W/O	#	RUN CONTENT											PENALTIES					SCORE	OP							
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL									
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL														
L	R	L	R	TRACK & RATE	STOP & HOLD																					
<b>Tie-Breaker</b>																										
1	282	PENALTY	A			LA																				
		CONTENT	-1	0	-1	-1	-1/2	0																		
2	288	PENALTY																								
		CONTENT								SCRATCH																
3	449	PENALTY			P																					
		CONTENT	-1/2	0	-1	-1/2	0	0																		
		PENALTY																								
		CONTENT																								
		PENALTY																								
		CONTENT																								
		PENALTY																								
		CONTENT																								

JUDGE'S NAME (PRINTED):  
Linda Hitt

JUDGE'S SIGNATURE: *[Signature]*  
Printed from HSW



**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:** Adco/Cown Open Series Ranch Horse

**CLASS:** #1254-ADCO NPWCa-NP Working Cow

**DATE:** 9/17/2022

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>A - Loss of working advantage</li> <li>C - Using the corner or the end of the arena to turn the cow when going down the fence</li> <li>E - Changing sides of arena to turn cow</li> <li>L - For each length horse runs past cow</li> <li>P - Working out of position</li> <li>R - Two-loop catch in amateur and youth classes</li> <li>S - Slipping rein</li> <li>T - Failure to drive cow past middle marker on first turn</li> <li>V - Over-bridled (per maneuver)</li> <li>W - Out of frame (per maneuver)</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>A - Going around the corner of the arena before turning cow</li> <li>B - In an open field turn animal gets within 3 feet of the end fence before being turned</li> <li>R - Failure to catch if roping in amateur and youth classes</li> </ul> <p style="text-align: right; margin-right: 20px;"><i>Cow past</i></p>	<p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>E - Exhausting or overworking the cow before circling or roping</li> <li>H - Hanging up on the fence (refusing to turn)</li> <li>K - Knocking down the cow without having a working advantage</li> <li>R - Two-loop catch when roping in open/cowboy classes</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>A - Failure to turn the cow both directions on the fence</li> <li>B - Spurring or hitting in front of cinch at any time</li> <li>C - Blatant disobedience</li> <li>E - Use of either hand to instill fear/praise</li> <li>R - Failure to catch when roping in open/cowboy classes</li> </ul> <p><b>10 point Penalty:</b></p> <ul style="list-style-type: none"> <li>U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)</li> </ul>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>A - Turning tail</li> <li>E - Repeated blatant disobedience</li> <li>J - Schooling after entering the arena prior to calling for cow</li> <li>K - Schooling horse between cows, if new cow is awarded</li> <li>N - Failure to attempt any part of the class</li> <li>R - Complete loss of rope in Open/Cowboy class</li> <li>H - Use of two hands (except in snaffle bit or hackamore)</li> <li>M - More than one finger between split reins or any fingers between romal reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>A - Abuse</li> <li>B - Lameness</li> <li>D - Disrespect or misconduct</li> <li>G - Illegal equipment</li> <li>F - Fall of horse/rider</li> <li>N - Improper western attire</li> <li>H - Leaving arena before run is complete</li> <li>J - Bringing the cow straight over backwards landing on its back or head</li> </ul>
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W/O	#	RUN CONTENT										PENALTIES					SCORE	OP								
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS			TOTAL							
				L	R	L	R	TRACK & RATE	STOP & HOLD																	
		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																								
12	282	PENALTY			C	L																				
		CONTENT	0	+1/2	-1	-1/2	-1/2	+1/2																2	60.5	
<del>2</del>	<del>288</del>	PENALTY																								
		CONTENT																								
31	449	PENALTY			T																					
		CONTENT	-1	-1	-1/2	-1/2	+1/2	0																1	65.5	
		PENALTY																								
		CONTENT																								
		PENALTY																								
		CONTENT																								
		PENALTY																								
		CONTENT																								

JUDGE'S NAME (PRINTED):

Morgan Pennington  
Erin Millane

JUDGE'S SIGNATURE:



**VERSATILITY RANCH HORSE - RANCH RIDING**

<b>SHOW:</b>	Adco/Cown Open Series Ranch Horse
<b>CLASS:</b>	#1251 - ADCO NPPLSa - NP Ranch Pleasure
<b>DATE:</b>	9/17/2022

- 1 Point Penalties:**
- Over-bridled (per maneuver)
  - Out of frame (per maneuver)
  - Too slow (per maneuver)
  - Break of gait at walk
  - 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
  - Out of lead or cross-cantering more than two strides when changing leads
  - Trotting more than three strides when making a simple lead change
- 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
  - Leaving arena before pattern is complete
  - 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
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		Walk	Lope	EXIT	Trot	St&R	Trot	Lope	EXIT	EXW	St&B				
Maneuver Description															
1	282	PENALTY													
		CONTENT	0	0	+1/2	0	0	0	0	+1/2	0			71	②
2	288	PENALTY													
		CONTENT													
3	449	PENALTY													
		CONTENT	0	+1/2	+1/2	0	0	0	0	0	+1/2			71 1/2	①
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):  
Linda Hitt  
K. Hitt

JUDGE'S SIGNATURE:



<b>SHOW:</b>	Adco/Cown Open Series Ranch Horse
<b>CLASS:</b>	#1251 - ADCO NPPLSa - NP Ranch Pleasure
<b>DATE:</b>	9/17/2022

**VERSATILITY RANCH HORSE - RANCH RIDING**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Break of gait at walk</li> <li>- Trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Out of lead or cross-cantering more than two strides when changing leads</li> <li>- Trotting more than three strides when making a simple lead change</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between romal reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		Walk	Lope	EXT	Trot	St&R	Trot	Lope	EXIL	EXIW	St&B				
Maneuver Description															
2	282	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	0	0	0	+1/2	-1/2	+1/2	0			72
2	288	PENALTY													
		CONTENT													
1	449	PENALTY													
		CONTENT	-1/2	+1/2	0	0	0	-1/2	0	+1/2	+	+1/2			71.5
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

Morgan Pennington  
FRAN MILLANE

JUDGE'S SIGNATURE:



**SHOW:** Adco/Cown Open Series Ranch Horse

**CLASS:** #1253-ADCONPRNa-NPReining

**DATE:** 9/17/2022

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DQ):**

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

WO	#	MANEUVER SCORES	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN										
							Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent									
Tie-Breaker			1	2	3	4	5	6	7	8	9	10				
Maneuver Description			m,dn,sl,stp.	3 1/2s,R	m,dn,sl,stp	3 1/2 s,L	nd,st,bk,1/4	ll,1c,R,ch,1d	1/4,Rc,m,dn,H							
1	449	PENALTY														
		CONTENT	0	0	0	+1/2	0	0	0						70 1/2	1
2	288	PENALTY														
		CONTENT														
3	282	PENALTY			-2											
		CONTENT	-1/2	-1/2	-1/2	0	0	0	-1/2						66	2
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

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

**JUDGE'S SIGNATURE:**



**SHOW:** Adco/Cown Open Series Ranch Horse

**CLASS:** #1253-ADCONPRNa-NPReining

**DATE:** 9/17/2022

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

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

**1 Point Penalties:**

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

**2 Point Penalties:**

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

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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

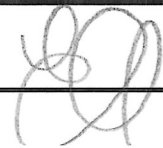
- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DQ):**

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

WO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		m,dn,sl,stp.	31/2s,R	m,dn,sl,stp	3 1/2 s,L	nd,st,bk,1/4	BL,1c,R,ch,1d	4/Rc,m,dn,H							
1	449	PENALTY													
		CONTENT	-1/2	0	0	+1/2	0	0	0					70	①
<del>2</del>	<del>288</del>	PENALTY													
		CONTENT													
3	282	PENALTY			1			2							
		CONTENT	-1/2	-1/2	-1/2	0	0	0	-1/2					3-65	②
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Erin Mullane

JUDGE'S SIGNATURE:  Printed from HSW



SHOW: Adco/Cown Open Series Ranch Horse

CLASS: #1252 - ADCO NPTRLA - NP Trail

DATE: 9/17/2022

## VERSATILITY RANCH HORSE - TRAIL

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or failing to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One or two steps on mount/dismount on/or ground tie (except shifting to balance)</li> <li>- Split log in lope over</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Three to four steps on mount/dismount on ground tie</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- 5 or more steps on mount/dismount or ground tie</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dalled during the drag</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between romal reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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### OBSTACLE 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	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>																	
<b>Obstacle Description</b>		lg,ov,pls	brg,lg,ar,R,to	wlk,ov,brg	R,sp,to gte	rhd,psh,gt.	lp,LL,cht	bk,of,cht	trt to dmy	lp,dmy,wlk,e							
X)	288	PENALTY															
		CONTENT															
1 4	429	PENALTY		(OP)													
		CONTENT	+1/2	-1/2	0	0	-1/2	-1/2	+1/2	0	-1/2					67	X
2 4	449	PENALTY															
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	-1/2	+1/2	0	-1					71	-
3 4	282	PENALTY															
		CONTENT	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	0	-1/2					72.5	
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT	+1	+1/2	0	0	0	0	1/2	0	-1/2						
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Erin Mullane

JUDGE'S SIGNATURE:



## VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Adco/Cown Open Series Ranch Horse

**CLASS:** #1252 - ADCO NPTRLA - NP Trail

**DATE:** 9/17/2022

**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 failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

**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
- Three to four steps on mount/dismount on ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- 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
- 5 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)

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

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

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

**OBSTACLE 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	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>																	
<b>Obstacle Description</b>		log w/dls	drag in arc R to	walk ov brg	R sp to gate	hind post gait	llp to gait	sknot gait	trill gait	in dmy, wlk e							
1	288	PENALTY															
		CONTENT															
2	429	PENALTY															
		CONTENT	0	-1 1/2	0	0	-1/2	0	+1/2	0	-1 1/2					67	-
3	449	PENALTY															
		CONTENT	0	0	0	0	0	-1/2	0	0	0					69 1/2	
4	282	PENALTY															
		CONTENT	0	+1/2	+1/2	0	+1/2	+1/2	0	0	0					72	-
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Kylie Carson

JUDGE'S SIGNATURE: 