



<b>SHOW:</b>	WPHC PAINTBRUSH CLASSIC
<b>CLASS:</b>	#141 - CoWN VPLS - Novice Pleasure
<b>DATE:</b>	7/10/2022

## 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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MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
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		W	Lope	Ext	Trot	S&R	Trot	Lope	EL	EW	S&B					
Maneuver Description																
1	385													1	70 1/2	✓
		PENALTY														
		CONTENT	+1/2	+1/2	-1	+1/2	0	+1/2	+1/2	0	0	0				
2	477													0	71	✓
		PENALTY														
		CONTENT	0	0	0	0	0	0	0	0	+1	0				
3	384													0	70	✓
		PENALTY														
		CONTENT	0	0	0	0	0	0	0	0	0	0				
4	400													4	56 1/2	✓
		PENALTY		3	1											
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	-1	-1	0					
5	484													6	59	✓
		PENALTY								3	3					
		CONTENT	+1/2	0	-1	0	0	-1/2	-1/2	-1/2	-1	0				
6	479													0	70 1/2	✓
		PENALTY														
		CONTENT	0	0	0	0	0	0	0	0	0	+1/2				
7	387													10	53	✓
		PENALTY														
		CONTENT	-1/2	-1/2	-1/2	-1	0	-1/2	-1/2	-1/2	0	0				
8	486													3	61 1/2	✓
		PENALTY		3												
		CONTENT	0	-1/2	0	-1/2	-1/2	0	-1	-1/2	0	-1/2				

JUDGE'S NAME (PRINTED):  
Mark Kuhlwein

JUDGE'S SIGNATURE: *mk*



<b>SHOW:</b>	WPHC PAINTBRUSH CLASSIC
<b>CLASS:</b>	#141 - CoWN VPLS - Novice Pleasure
<b>DATE:</b>	7/10/2022

**VERSATILITY RANCH HORSE - RANCH RIDING**

- 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

MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
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																	
Maneuver Description		W	Lope	ET	Trot	S&R	Trot	Lope	EL	EW	S&B						
9	378	PENALTY												0	66	✓	
		CONTENT	-1/2	-1/2	-1	-1/2	-1/2	-1/2	0	-1/2	0	0					
10	485	PENALTY					3	3		1					7	56	✓
		CONTENT	0	-1/2	-1/2	0	-1/2	-1/2	-1/2	-1/2	-1	-1					
11	399	PENALTY													0	68 1/2	✓
		CONTENT	0	-1/2	-1/2	0	0	0	0	-1/2	0	0					
	419	PENALTY													0	69	✓
		CONTENT	-1/2	-1/2	0	-1/2	0	0	-1/2	+1/2	+1/2	0					
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Mark Kuhlwein

JUDGE'S SIGNATURE: *Mark Kuhlwein*



## VERSATILITY RANCH HORSE - TRAIL

**SHOW:** WPHC PAINTBRUSH CLASSIC

**CLASS:** #142 - CoWN VTRL - Novice Trail

**DATE:** 7/10/2022

**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>		L, Lop, opls, d hst	trn 200, 1, outch	rt to log, sp, Ltd, RL, lope, swo, brg, pls, brg	xtrt, opls	drag fg 8	gate RH										
1	384	PENALTY	1		3	1	1								6	62	
		CONTENT	-1/2	0	0	-1	-1/2	-1/2	0	+1/2							
2	378	PENALTY	11				111								5	60	
		CONTENT	-1	-1	-1/2	-1/2	-1/2	-1/2	0	-1							
3	479	PENALTY	3		1		1111111	11	OP						10	58 1/2 OP	
		CONTENT	-1/2	+1/2	-1/2	0	-1	-1/2	0	+1/2							
4	387	PENALTY	550P	50P	50P		111		OP						23	38 OP	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2	0						
5	486	PENALTY	33			3	1111111								17	47	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1	0	0							
6	400	PENALTY	11	1	1	3	111	11							12	51 1/2	
		CONTENT	-1	-1	-1	-1/2	-1	-1	0	0							
7	399	PENALTY	533	OP			1115P	1	5						30	32 OP	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1	-1/2						
8	484	PENALTY	3		1		11111	1							9	53.5	
		CONTENT	-1/2	-1	-1	-1	-1	-1	0	-1							

JUDGE'S NAME (PRINTED):

Mark Kuhlwein

JUDGE'S SIGNATURE:



## VERSATILITY RANCH HORSE - TRAIL

**SHOW:** WPHC PAINTBRUSH CLASSIC

**CLASS:**#142 - CoWN VTRL - Novice Trail

**DATE:** 7/10/2022

- 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 dalled 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

W/O	#	OBSTACLE 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					
Obstacle Description		L, Lop, opls, c Net	trn 200, 1, outch	rt to log, sp, L, td, RL, lope, swo, brg, pls, brg	xtrt, opls	drag fg 8	gate RH									
9	485	PENALTY 3,3		1	OP	5, 1	1, 1							15	46	(OP) ✓
		CONTENT -1/2	-1	-1	-1/2	-1/2	-1/2	-1	-1							
	419	PENALTY 3			3		1							7	60 1/2	✓
		CONTENT -1/2	0	-1/2	-1	0	-1/2	+1/2	+1/2							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Mark Kuhlwein

JUDGE'S SIGNATURE: *Mark Kuhlwein*



**SHOW:** WPHC PAINTBRUSH CLASSIC

**CLASS:** #143 - CoWN VRNN - Novice  
Reining

**DATE:** 7/9/2022

**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

W/O	#	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		Run/Stop	3/1/2L	runstop	3/1/2R	past ctr stop	St&B	1/4L,RL,ss,LF,ss,LF,Ch,RL	Stop	ht,						
1	384	PENALTY	2					2	2	2			8	53 1/2		
		CONTENT	-1/2	-1	-1	-1	-1	-1/2	-1	-1/2	-1/2					
2	385	PENALTY												0	65	
		CONTENT	-1/2	-1/2	-1	-1/2	-1	0	-1/2	0	-1					
3	387	PENALTY	2,2	OP		5				2,OP			11	47 1/2	OP	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1	-1	-1/2	-1					
4	414	PENALTY														
		CONTENT														
5	415	PENALTY														
		CONTENT														
6	484	PENALTY												0	70	
		CONTENT	0	0	0	0	0	0	0	-1/2	+1/2					
7	400	PENALTY			1/2	1/2	-		2,2	2			7	54		
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	0	-1	-1	-1					
8	378	PENALTY								2			2	59 1/2		
		CONTENT	-1	-1	-1	-1	-1	-1/2	-1	-1	-1					

JUDGE'S NAME (PRINTED):

Mark Kuhlwein

JUDGE'S SIGNATURE:



**SHOW:** WPHC PAINTBRUSH CLASSIC

**CLASS:** #143 - CoWN VRNN - Novice  
Reining

**DATE:** 7/9/2022

**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	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										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
			1	2	3	4	5	6	7	8	9	10						
		<b>Tie-Breaker</b>																
		<b>Maneuver Description</b>	RunStop	31/2L	runstop	31/2R	past ctr stop	St&B	1/4L,RL,ss,LF	ss,Lf,Ch,RL	Stop	ht,						
9	399	PENALTY							2,2,2,1									
		CONTENT	-1	-1/2	-1	-1/2	-1	0	-1	-1	-1					7	56	
10	298	PENALTY		OP		OP												
		CONTENT	-1	-1 1/2	-1	-1 1/2	-1	0	0	0	0						64	OP x2
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED):

Mark Kuhlwein

JUDGE'S SIGNATURE:



**SHOW:** WPHC PAINTBRUSH CLASSIC

**CLASS:** #144 - CoWN VWCH - Novice Working Cow

**DATE:** 7/9/2022

**NOVICE/YOUTH COW WORK**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- A- Loss of working advantage</li> <li>- P- Working out of position</li> <li>- S- Slipping rein</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- K- Knocking down the cow without having a working advantage</li> <li>- L- Losing a cow while boxing</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- B- Spurring in front of cinch</li> <li>- C- Blatant disobedience</li> <li>- D- Use of either hand to instill fear/praise</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>- B- Repeated blatant disobedience</li> <li>- C- 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>- 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 (except two rein)</li> </ul> <p><b>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>- M- Improper western attire</li> <li>- H- Leaving arena before run is complete</li> <li>- I- Fall horse/rider; run ends; credit will be given for work done</li> </ul>
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W/O	#	RUN CONTENT								PENALTY TOTAL	SCORE	OP	
		BOXING MANEUVERS					PENALTIES						NOTES
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS				
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													
<b>Tie-Breakers &gt;</b>													
1	387	OP -1/2	-1/2	-1/2	-1/2	0						64	A OP
2	415												
3	399	-1/2	-1/2	-1	-1	-1/2						60 1/2	
4	298	+1/2	+1/2	+1/2	+1/2	+1/2						72 1/2	
5	414												
6	378	-1	-1	-1	-1	-1	A A		C C			12	53
7	479	+1/2	+1/2	+1/2	+1/2	+1/2	A					1	72
8	384	-1	-1/2	-1/2	-1/2	0						0	67 1/2
9	484	-1	-1	-1	-1	-1						0	65

JUDGE'S SIGNATURE: Mark Kuhlwein