



<b>SHOW:</b>	WPHC PAINTBRUSH CLASSIC
<b>CLASS:</b>	#171 - CoWN JOPLS - Open JR. Horse 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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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
		<small>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</small>																
Tie-Breaker		W	Lope	Ext	Trot	S&R	Trot	Lope	Ex Lope	EXT	W	S&B						
		PENALTY																
1	478	CONTENT	0	0	+1/2	0	0	0	-1/2	+1/2	+1/2	0			0	71	✓	
2	411	CONTENT	0	3	3	0	0	0	0	-1/2	-1	0			8	57 1/2	✓	
3	417	CONTENT	0	-1/2	-1/2	0	0	0	3	3	-1/2	-1/2	-1	0		6	59	✓
4	382	CONTENT	0	0	0	0	0	-1/2	-1/2	0	0	0			0	69	✓	
5	491	CONTENT	0	0	+1/2	0	0	0	-1/2	0	-1/2	0			1	68 1/2	✓	
		CONTENT																
		CONTENT																
		CONTENT																

JUDGE'S NAME (PRINTED):  
 Mark Kuhlwein

JUDGE'S SIGNATURE: *Mark Kuhlwein*



**SHOW:** WPHC PAINTBRUSH CLASSIC

**CLASS:** #172 - CoWN JOTRL - Open JR. Horse  
Trail

**DATE:** 7/10/2022

**VERSATILITY RANCH HORSE - TRAIL**

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or 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, c ht, ot	trn 260, b, outch	rt to log, sp, L, d, RL, l, ope, s, w, o, b, rg, pls, b, r, g	xtrt, opls	drag fg 8	gate RH									
1	491	PENALTY	5		3		5	3	1							20	46.5
		CONTENT	-1 1/2	-1/2	-1	0	-1	0	+1/2	0							
2	417	PENALTY	3	3		3	1									11	53 1/2
		CONTENT	-1 1/2	0	-1 1/2	-1	-1	-1/2	0	0							
3	382	PENALTY	1				1									2	68
		CONTENT	-1/2	0	0	0	-1/2	0	+1/2	+1/2							
4	478	PENALTY	1													1	66 1/2
		CONTENT	-1/2	+1/2	-1/2	-1	-1	-1/2	+1/2	0							
5	411	PENALTY	1, 1, 3		1, 1	3, 3	1, 1, 1, 1, 1	1, 1								19	45
		CONTENT	-1	0	-1/2	-1	-1	-1/2	-1	0							
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Mark Kuhlwein

JUDGE'S SIGNATURE:



**SHOW:** WPHC PAINTBRUSH CLASSIC

**CLASS:** #173 - CoWN JORNN - Open JR.  
Horse 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										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	31/2L	runstop	31/2R	past ctr stop	St&B	1/4L,RL,ss,LF,ss,Lf,Ch,RL	Stop	ht,					
1	478	PENALTY			1/2			1	1/2						
		CONTENT	-1	-1/2	-1	-1/2	-1	0	-1/2	-1/2	-1		4 1/2	69 1/2	
2	382	PENALTY			2	2	2								
		CONTENT	-1/2	-1/2	-1	-1/2	-1	0	-1/2	-1	-1/2		6	67 1/2	
3	297	PENALTY							-1	2					
		CONTENT	-1	0	-1	0	-1/2	-1/2	-1/2	-1/2	-1		3	62	
4	411	PENALTY			1/2	1/2	1/2	2							
		CONTENT	-1/2	-1/2	-1	-1	-1	-1/2	-1	-1/2	-1/2		3 1/2	60	
5	417	PENALTY	2		1/2		2		2	2	2				
		CONTENT	-1/2	-1	-1	-1	-1	0	-1	-1/2	-1		12 1/2	49 1/2	
6	472	PENALTY	5		2		2								
		CONTENT	-1/2	-1/2	0	-1/2	0	0	-1/2	-1/2	-1/2		9	58	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

Rein only

Rein only

JUDGE'S NAME (PRINTED):

Mark Kuhlwein

JUDGE'S SIGNATURE:

**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

**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
- E - Use of either hand to instill fear/praise

**10 Point Penalty:**

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

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

- A - Turning tail
- E - Repeated blatant disobedience
- 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
- 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)

**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

W/O	#	RUN CONTENT								PENALTIES				SCORE	OP
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties		
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-Breaker</b>															
1	491	PENALTY													
		CONTENT	0	0	0	0	0	0	0	0					70
2	297	PENALTY			OP									OP	OP
		CONTENT	0	-1 1/2	-1 1/2	-1/2	-1/2	-1	-1	-1					62
3	411	PENALTY			A									1	66 1/2
		CONTENT	-1/2	0	-1/2	0	-1/2	-1/2	-1/2	0					
4	478	PENALTY												0	70 1/2
		CONTENT	0	0	+1/2	0	0	0	0	0					
5	417	PENALTY			AOP									OP	OP
		CONTENT	0	0	-1/2	0	-1/2	-1	-1	-1				1	63
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

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