**VERSATILITY RANCH HORSE - RANCH COW WORK**

### POINT PENALTIES:
- A: Loss of working advantage
- B: Using the corner or the end of the arena to turn the cow when going down the fence
- C: Changing sides of arena to turn cow
- D: For each length horse runs past cow
- E: Slipping rein
- F: Failure to drive cow past middle marker on first turn
- G: Going around the corner of the arena before turning cow
- H: In an open field turn animal gets within 3 feet of the fence before being turned
- I: Failure to catch

### 3 POINT PENALTIES:
- E: Exhastuating 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

### 5 POINT PENALTIES:
- A: Failure to turn the cow both directions on the fence
- B: Spurring or hitting in front of clinch at any time
- C: Blatant disobedience
- D: Use of either hand to instill fear or praise
- G: Use of two hands (except in snaffle bit or hackamore) per maneuver
- M: More than one lunge between split reins or any lunge between normal reins (except see rein) per maneuver

### OFF-PATTERN (OP): Cannot place above others who complete pattern correctly
- A: Turning tail
- B: Repeated blatant disobedience
- C: Leaving arena before run is complete
- D: Illegal catch at end of run
- E: Schooling after entering the arena prior to calling for cow
- F: Schooling horse between cows, if new cow is awarded
- N: Failure to attempt any part of the class

### DD:
- A: Abuse
- B: Lame
- C: Illegal equipment
- D: Improper western attire
- E: Disrespect or misconduct
- F: Fall of horse rider

### RUN CONTENT

<table>
<thead>
<tr>
<th>WGC</th>
<th>#</th>
<th>BOXING</th>
<th>RATING</th>
<th>FENCE TURNS (FORM &amp; QUALITY)</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGRE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
<th>2 POINTS</th>
<th>3 POINTS</th>
<th>5 POINTS</th>
<th>TOTAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tie-Breaker</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>600</td>
<td>PENALTY</td>
<td>CONTENT</td>
<td></td>
<td>0.12</td>
<td>0.14</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>0.26</td>
</tr>
<tr>
<td>2</td>
<td>821</td>
<td>PENALTY</td>
<td>CONTENT</td>
<td></td>
<td>0.12</td>
<td>0.14</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>0.26</td>
</tr>
</tbody>
</table>

### PENALTIES

**JUDGE'S NAME (PRINTED): Mike Craig**

**JUDGE'S SIGNATURE:**

Printed from HSW
### VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- Each bit, tie, 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-side space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on dismount or ground tie except shifting to balance
- Split pore at tape

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

5 Point Penalties:
- Spinning in front of cones
- 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 normal reins per maneuver
- Knocking over, stepping off of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Leaning on the gate
- 4 or more steps on dismount or ground tie

### OBSTACLE SCORES

Each horse/rider team is scored numerically (100 points and automatically begins the run with a score of 75 points):

- 1/2 Extremely Poor: -1 Very Poor: -1/2 Poor: 0 Correct: +1/2 Good: +1 Very Good: +1 1/2 Excellent

<table>
<thead>
<tr>
<th>W/C</th>
<th>#</th>
<th>Obstacle Description</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>PENALTY TOTAL</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tie-Breaker</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>821</td>
<td>Pit Gate Rock</td>
<td>+1</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1/2</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>70 1/2</td>
</tr>
<tr>
<td>2</td>
<td>777</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

**Judge's Name (Printed):**

**Judge's Signature:**

---

**SHOW:** Dripping Springs-SHTX

**CLASS:** #32 - SHTX NPTR - Non Pro Trail

**DATE:** 07/01/2017

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly
- Breaking pattern
- Leaving arena before pattern is complete
- 3 refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

**DO:**
- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of home rider

---

Printed from HSW
<table>
<thead>
<tr>
<th>W10</th>
<th>#</th>
<th>Tie-Breaker</th>
<th>PENALTY</th>
<th>SCORE</th>
<th>OP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>852</td>
<td>EW J ET C SR, W L EL J SB</td>
<td>-1/2 1 -1/2 0 -1/2 0 0 1 1</td>
<td>0</td>
<td>73</td>
</tr>
<tr>
<td>2</td>
<td>777</td>
<td>PENALTY</td>
<td>PENALTY</td>
<td>PENALTY</td>
<td>PENALTY</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
<td>CONTENT</td>
<td>CONTENT</td>
<td>CONTENT</td>
</tr>
<tr>
<td></td>
<td></td>
<td>PENALTY</td>
<td>PENALTY</td>
<td>PENALTY</td>
<td>PENALTY</td>
</tr>
<tr>
<td>3</td>
<td>821</td>
<td>PENALTY</td>
<td>PENALTY</td>
<td>PENALTY</td>
<td>PENALTY</td>
</tr>
<tr>
<td></td>
<td></td>
<td>CONTENT</td>
<td>CONTENT</td>
<td>CONTENT</td>
<td>CONTENT</td>
</tr>
</tbody>
</table>

MANEUVER SCORES
Each horse/rider combination is scored between 1-100 points and automatically begins the run with a score of 70 points.

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**
- Starting a circle or exitting 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 maintain 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 re-in patterns
- Failure to be in a lope prior to the last marker on re-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle

**5 Point Penalties:**
- Spurring in front cinch
- Blasphemy disobedience
- Use of either hand to instill fear/pain
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between normal reins (except two min) 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

<table>
<thead>
<tr>
<th>Maneuver Description</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>Total</th>
<th>Score</th>
<th>DP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Not in Correct Spin both</td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
<td>0</td>
<td>+2</td>
<td>0</td>
<td>+2</td>
<td></td>
<td></td>
<td></td>
<td>42</td>
<td>72</td>
</tr>
<tr>
<td>Penalty</td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
<td>0</td>
<td>+2</td>
<td>0</td>
<td>+2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Content</td>
<td>+2</td>
<td>+2</td>
<td>+2</td>
<td>0</td>
<td>+2</td>
<td>0</td>
<td>+2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Score Sheet:**

<table>
<thead>
<tr>
<th>WO</th>
<th>#</th>
<th>Penalty</th>
<th>Score</th>
<th>DP</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>821</td>
<td>42</td>
<td>72</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>777</td>
<td>22</td>
<td>62</td>
<td></td>
</tr>
</tbody>
</table>

**Judge's Name (Printed):**
Ray Arnold

**Judge's Signature:**

Printed from HSW