# Versatility Ranch Horse - Ranch Riding

## Penalties

### 1 Point Penalties:
- Over-torqued (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break of gait at walk or trot for two (2) strides or less

### 2 Point Penalties:
- Wrong lead or out of lead
- Dropped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

### 3 Point Penalties:
- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to insist tear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between roman reins per maneuver
- 1st or 2nd cumulative refusal

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

### Off-Pattern (O/P): Cannot place above others who complete pattern correctly:
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

### Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

## Maneuver Scores

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**Judge's Name (Printed):** M. Peters

**Judge's Signature:** [Signature]

*Printed from HSW*
### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

- 1-2: Extremely Poor
- 3-4: Very Poor
- 5-6: Poor
- 7-8: Fair
- 9-10: Good
- 11-12: Very Good
- 13-14: Excellent

**Penalties:**
- 10 Point Penalty:
  - Unnatural Ranch Horse Appearance (horse's tail is obviously 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
- Disqualification (DQ):
  - Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire

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**JUDGE’S NAME (PRINTED):** M. Peters

**JUDGE’S SIGNATURE:** [Signature]

Printed from HSW
**VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**
- Over bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break or gait at walk or trot for two (2) strides or less

**3 Point Penalties:**
- Wrong lead or out of lead
- Draped reins
- Break of gait at pace
- 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 install bridle/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
- 1st or 2nd cumulative refusal

**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

**Disqualification (DO):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

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**MANEUVER SCORES**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 100 points.

- 1/2 Extremely Poor
- 1 Very Poor
- 2 Poor
- 3 Correct
- 4/2 Good
- 5 Very Good
- 6/2 Excellent

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

[Signature]

**JUDGE'S SIGNATURE:**

[Signature]

Printed from HSW
### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

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

**1 Point Penalties:**
- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break of gait at walk or trot for two (2) strides or less

**3 Point Penalties:**
- Wrong lead or out of lead
- Dropped 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
- Use of either hand to instill fear/pressure
- 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
- 1st or 2nd cumulative refusal

**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

**Disqualification (DQ):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

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### OBSTACLE SCORES

Each horse/rodeo team is scored between 0-100 points and automatically begins the run with a score of 70 points.

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

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**Judge's Name (Printed):** Frank Craighead  
**Judge's Signature:** [Signature]

Printed from HSW
**VERSATILITY RANCH HORSE - TRAIL**

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #13 - SHTX CTRL - Open Trail  
**DATE:** 03/04/2018

**1 Point Penalties:**
- Over-bred (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 only  
- Both front or hind feet in a single-stride space at a walk or trot  
- Skipping over or falling to step into required space  
- Incorrect number of strides, if specified  
- One step on mount/dismount or ground tie (except shifting to balance)  
- Split pole in hoop over

**3 Point Penalties:**
- Wrong lead or out of lead  
- Draped reins  
- Break of gait at loop  
- Break of gait at walk or trot for more than two (2) strides  
- Two-three steps on mount/dismount or ground tie

**5 Point Penalties:**
- Spinning in front of flag  
- Bystander 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 rolmal reins 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  
- Four 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)

**OBSTACLE SCORES**

Each horse/riders team is scored between 0-180 points and automatically begins the run with a score of 0 points.  
- 1 1/2 Extremely Poor  
- 1 Very Poor  
- 0 Correct  
- 1/2 Good  
- 1 Excellent

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**JUDGE'S NAME (PRINTED):** Frank Craighead  
**JUDGE'S SIGNATURE:**  

Printed from HSW
SHOW: Bryan Kickoff Classic-VRH  
CLASS: #13 - SHTX ORTL - Open Trail  
DATE: 03/04/2018

VERSATILITY RANCH HORSE - TRAIL

1 Point Penalties:
- Over-britted (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stopping 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-wide space at a walk or trot
- Stopping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in lope over

3 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gait at lop
- Break of gait at walk or trot for more than two (2) strides
- Two-three steps on mount/dismount or ground tie

5 Point Penalties:
- Spurring in front of clinch
- Bystander 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 roman reins per maneuver
- Knocking over, stepping out of, or failing to do an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four 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 unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly
- Sneaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to daily and remain dallied during the dray

Disqualification (DQ):
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse rider
- Improper western attire

---

**OBSTACLE SCORES**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:
- 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1/2 Excellent

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JUDGE’S NAME (PRINTED): [Signature]  
JUDGE’S SIGNATURE: [Signature]

Printed from HSW
### 1 Point Penalties:
- Over-bred (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 gate at walk or trot for 2 strides or less
- Both front or hind feet in a single-stride space at walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in lope over

### 2 Point Penalties:
- Wrong lead or out of lead
- Draped reins
- Break of gate at lope
- Break of gate at walk or trot for more than 2 strides
- Two-three steps on mount/dismount or ground tie

### 3 Point Penalties:
- Spinning in front of cinch
- Blatant disobedience
- Use of either hand to Inhibit or Harass
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between rein reins 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
- Four 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)

### OBSTACLE SCORES
Each horse/team is scored between 0-100 points and automatically begins the run with a score of 70 points
- 1/10 Extremely Poor, -1 Very Poor, -12 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1.5 Excellent

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5 68

JUDGE'S NAME (PRINTED): Frank Craighead
JUDGE'S SIGNATURE: Frank Craighead

Printed from HSW
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #16 - SHTX ORNN - Open Reining  
**DATE:** 03/04/2018

---

### 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-braced (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

---

### MANEUVER SCORES

Each horse/ rider team is scored between 0-100 points, and automatically begins the run with a score of 70 points:
- 1.0 Extremely Poor  
- 1.5 Very Poor  
- 2.0 Poor  
- 2.5 Fair  
- 3.0 Good  
- 3.5 Very Good  
- 4.0 Excellent

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**JUDGE’S NAME (PRINTED):** Debby Sangwine  
**JUDGE’S SIGNATURE:** [Signature]

**Printed from HSW**
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #16 - SHTX ORNN - Open Reining  
**DATE:** 03/04/2018

### 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-brided (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 spurs or rollbacka  
- 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 or 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

**MANEUVER SCORES**

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**JUDGE’S NAME (PRINTED):**  
**JUDGE’S SIGNATURE:**  
Printed from HSW
**VERSATILITY RANCH HORSE - REINING**

**SHOW:** Bryan Kickoff Classic-VRH  
**CLASS:** #16 - SHTX ORNN - Open Reining  
**DATE:** 03/04/2018

### 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-oriented (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 spire 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  
- Executing beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

### 5 Point Penalties:
- Spurring in front of cinch  
- Blistant disobedience  
- Use of either hand to instill fear/punish  
- Use of two hands (except in snaffle bit or hackamore per maneuver)  
- More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver  
- Attempt to alter tension or length of reins from the bridle to the rein hand

### 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)  
- Leaving arena before pattern is complete  
- Repeated blistant disobedience

### Disqualification (DO):
- Abuse  
- Lameess  
- Disrespect or misconduct  
- Illegal equipment  
- Fall of horse/rider  
- Improper western attire

### MANEUVER SCORES

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points.

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**JUDGES NAME (PRINTED):**  
**JUDGE'S SIGNATURE:**

Printed from HSW
**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-breded (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
- Trusting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

**5 Point Penalties:**
- Spurring in front of cinch
- Bilateral disobedience
- Use of either hand to instill fear/punishment
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between reinar reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

**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)
  - Leaving arena before pattern is complete
  - Repeated bilateral disobedience

**Disqualification (DQ):**
- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

---

**MANEUVER 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

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

**JUDGE'S SIGNATURE:**

Printed from HSW
**VERSATILITY RANCH HORSE - RANCH COW WORK**

**1 Point Penalties:**
- A - Loss of working advantage
- B - Going around the corner of the arena before turning cow
- C - Using the corner or the end of the arena to turn the cow when going down the fence
- D - Using the corner or the end of the arena to turn cow
- E - Changing sides of arena to turn cow
- F - For each length horse runs past cow
- G - Working out of position
- H - Two-loop catch in amateur and youth classes
- I - Slipping rein
- J - Failure to drive cow past middle marker on first turn
- K - Over-bridled (per maneuver)
- L - 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
- C - 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

**4 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 other hand to instill fear
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between normal reins (except two rein) per maneuver
- R - Failure to catch when roping in open/cowboy classes

**Off-Pattern (OP):**
- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- I - Illegal catch at end of run
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if now cow is awarded
- N - Failure to attempt any part of the class
- R - Complete loss of rope

**Disqualification (DQ):**
- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- E - Illegal equipment
- F - Fall of horse and rider
- N - Improper western attire

---

**RUN CONTENT**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points:

- 1-2 Extremely Poor
- 3 Very Poor
- 4 Poor
- 5 Fair
- 6-7 Good
- 8-9 Very Good
- 10 Excellent

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

**JUDGE'S SIGNATURE:**

Printed from HSW
VERSATILITY RANCH HORSE - RANCH COW WORK

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 turns 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-brided (per maneuver)
W - Out of frame (per maneuver)

2 Point Penalties:
A - Going around the corner of the arena before turning row
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 - Exhaling 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

Off-Pattern (OP): Cannot place above others who complete pattern correctly
A - Turning tail
C - Bland disobedience
H - Leaving arena before run is complete
J - Illegal catch at end of run
K - Schooling after entering the arena prior to calling for cow
L - Schooling horse between cows, if new cow is awarded
N - Failure to attempt any part of the class
R - Complete loss of rope

Disqualification (DQ):
A - Abuse
B - Laminas
C - Disrespect or misconduct
G - Illegal equipment
F - Fall of horsemanship
N - Improper western attire

RUN CONTENT
Each horse/holder team is scored between 0-100 points and automatically begins the run with a score of 3 points.
- 1.1/2 Extremely Poor: -1 Very Poor: -1/2 Poor: 0 Correct: +1/2 Good: +1 Very Good: +1 1/2 Excellent

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JUDGE'S NAME (PRINTED): [Signature]
JUDGE'S SIGNATURE: [Signature]
### VERSATILITY RANCH HORSE - RANCH COW WORK

#### 1 Point Penalties:
- A: Loss of working advantage
- C: Using the corer or the end of the arena to turn the cow when going down the fence
- F: Changing sides of arena to turn cow
- I: 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

#### Off-Pattern (OP): Cannot place above others who complete pattern correctly
- A: Turning tail
- E: Repeated blatant disobedience
- H: Leaving arena before run is complete
- I: Illegal catch at end of run
- 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

#### Disqualification (DQ):
- A: Abuse
- B: Lameness
- D: Disrespect or misconduct
- G: Illegal equipment
- F: Fall of horse/rider
- N: Improper western attire

---

### RUN CONTENT

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.

#### PENALTIES

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<tr>
<th>W/O</th>
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<th>OP</th>
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</tr>
<tr>
<td>17</td>
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<td>18</td>
<td>63</td>
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<tr>
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<td>65</td>
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**JUDGE'S NAME (PRINTED):**

**JUDGE'S SIGNATURE:**

Printed from HSW
**VERSATILITY RANCH HORSE - RANCH COW WORK**

**1 Point Penalties:**
- A - Loss of working advantage
- B - Failure to turn the cow both directions on the fence
- C - Using the center of the arena to turn the cow when going down the fence
- D - Changing sides of arena to turn cow
- E - For each length horse runs past cow
- F - Slipping while working out of position
- G - Two-loop catch in amateur and youth classes
- H - Shifting from the lasso
- I - 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 past middle marker on first turn
- C - Over-bridle (per maneuver)
- D - Failure to catch if roping in amateur and youth classes

---

**RUN CONTENT**

Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 10 points.

1.12 = Extremely Poor; 1.5 = Very Poor; 1.25 = Poor; 1.2 = Correct; 1.12 = Good; 1.0 = Very Good; 1.12 = Excellent

**SCORE**

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<th>W/O</th>
<th>#</th>
<th>BOATING</th>
<th>RATING</th>
<th>FENCE TURNS (Form &amp; Quality)</th>
<th>CIRCLING</th>
<th>ROPING</th>
<th>POSITION &amp; CONTROL</th>
<th>DEGREE OF DIFFICULTY</th>
<th>EYE APPEAL</th>
<th>2 POINTS</th>
<th>3 POINTS</th>
<th>5 POINTS</th>
<th>10 POINTS</th>
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<tbody>
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**JUDGE'S SIGNATURE:**

[Signature]

[Printed from HSW]