

**VERSATILITY RANCH HORSE - RANCH RIDING**

**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
- Draped 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/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 1st or 2nd cumulative refusal

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

- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

**MANEUVER SCORES**

Each horse/rider team is scored between 1-100 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

WO	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP					
Tie-Breaker		9	7	4	1	5	10	2	3	8	6								
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back								
1	408																		
		PENALTY																	
		CONTENT	0	+1	+1	0	+1	0	+1/2	+1/2	+1	+1/2							75.5
						73						74							
2	415																		
		PENALTY																	
		CONTENT	0	+1/2	0	+1/2	0	0	+1/2	+1/2	+1/2	0							72.5
						71						72							
3	425																		
		PENALTY																	
		CONTENT	0	+1/2	+1	0	0	0	0	+1/2	+1/2	0							72.5
						71.5													
4	426																		
		PENALTY																	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1	+1	+1/2							75.5
5	429																		
		PENALTY																	
		CONTENT	0	+1/2	+1	+1	+1	+1/2	+1	+1/2	+1/2	+1							77
						71						74							
6	439																		
		PENALTY																	
		CONTENT	0	+1/2	+1	+1/2	0	0	+1	+1	+1/2	+1/2							75
						72													
7	484																		
		PENALTY																	
		CONTENT	-1/2	-1/2	0	-1/2	0	-1/2	0	0	0	0							68
						69													
8	485																		
		PENALTY																	
		CONTENT	0	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1							73.5

JUDGE'S NAME (PRINTED):

Billy H Steele

JUDGE'S SIGNATURE:

*Billy Steele*

SHOW: Abilene - VRH  
CLASS: #10 - SHTX OPLS - Open Pleasure  
DATE: 02/25/2017

**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>- Gapping mouth</li> <li>- Break of gait at Walk or 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> </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>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- 1st or 2nd cumulative refusal</li> </ul>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>DO:</b></p> <ul style="list-style-type: none"> <li>- Lameness</li> <li>- Abuse</li> <li>- Illegal equipment</li> <li>- Disrespect or misconduct</li> <li>- Improper western attire</li> <li>- Fall of horse/rider</li> </ul>
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W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP	
		Each horse/rider team is scored between 1-100 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		9	7	4	1	5	10	2	3	8	6				
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
9	486														
PENALTY															
CONTENT		0	0	+1/2	0	+1/2	0	0	+1/2	+1/2	+1/2				72.5
10	492														
PENALTY				1				35							
CONTENT		0	0	-1	-1/2	0	0	-1	-1	0	0			9	57.5
11	493														
PENALTY															
CONTENT		0	+1/2	+1/2	0	0	-1/2	0	0	+1/2	0				71
12	496														
PENALTY															
CONTENT		0	0	-1/2	0	-1	0	+1/2	0	+1/2	+1/2				70
13	499														
PENALTY															
CONTENT		+1/2	+1/2	+1	+1/2	+1/2	0	+1/2	+1	+1	+1				76.5
14	500														
PENALTY															
CONTENT		+1/2	+1/2	+1/2	+1/2	+1	0	+1/2	+1	+1	+1/2				76
15	517														
PENALTY															
CONTENT		0	0	+1	+1/2	+1/2	0	+1/2	+1/2	0	+1/2				73.5
16	527														
PENALTY															
CONTENT		+1/2	-1/2	+1	+1/2	+1/2	0	-1	+1/2	+1	+1				76.5

JUDGE'S NAME (PRINTED): Billy H Steele

JUDGE'S SIGNATURE: *Billy H Steele*

**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>- Gapping mouth</li> <li>- Break of gait at Walk or 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> </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>- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- More than one finger between split reins or any fingers between romal reins per maneuver</li> <li>- 1st or 2nd cumulative refusal</li> </ul>	<p><b>Off-Pattern (OP):</b> Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> </ul> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- Lameness</li> <li>- Abuse</li> <li>- Illegal equipment</li> <li>- Disrespect or misconduct</li> <li>- Improper western attire</li> <li>- Fall of horse/riders</li> </ul>
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W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP																																																																																																																																																																																																																																	
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17	529	PENALTY																CONTENT	0	+1/2	+1/2	0	0	0	0	0	+1/2	0			71.5	18	530	PENALTY																CONTENT	0	0	+1/2	0	+1/2	0	+1/2	+1	+1/2	+1/2			73.5	19	531	PENALTY																CONTENT	0	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1/2			73	20	535	PENALTY																CONTENT	0	0	0	0	-1	0	-1/2	0	0	+1/2			69	21	543	PENALTY																CONTENT	+1/2	0	-1/2	0	0	0	+1/2	+1/2	0	0			72	22	567	PENALTY	SCRATCH										-	-		23	589	PENALTY																CONTENT	0	0	-1/2	+1/2	+1/2	0	0	+1/2	+1	+1/2			72.5	24	590	PENALTY	1															CONTENT	-1/2	0	-1	-1	0	0	-1/2	-1/2	0	0		1	65.5
		CONTENT	0	+1/2	+1/2	0	0	0	0	0	+1/2	0			71.5																																																																																																																																																																																																																																
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19	531	PENALTY																CONTENT	0	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1/2			73	20	535	PENALTY																CONTENT	0	0	0	0	-1	0	-1/2	0	0	+1/2			69	21	543	PENALTY																CONTENT	+1/2	0	-1/2	0	0	0	+1/2	+1/2	0	0			72	22	567	PENALTY	SCRATCH										-	-		23	589	PENALTY																CONTENT	0	0	-1/2	+1/2	+1/2	0	0	+1/2	+1	+1/2			72.5	24	590	PENALTY	1															CONTENT	-1/2	0	-1	-1	0	0	-1/2	-1/2	0	0		1	65.5																																																																
		CONTENT	0	0	+1/2	+1/2	0	0	+1/2	+1/2	+1/2	+1/2			73																																																																																																																																																																																																																																
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		CONTENT	+1/2	0	-1/2	0	0	0	+1/2	+1/2	0	0			72																																																																																																																																																																																																																																
22	567	PENALTY	SCRATCH										-	-																																																																																																																																																																																																																																	
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		CONTENT	0	0	-1/2	+1/2	+1/2	0	0	+1/2	+1	+1/2			72.5																																																																																																																																																																																																																																
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JUDGE'S NAME (PRINTED): Billy H Steele

JUDGE'S SIGNATURE: *Billy Steele*

SHOW: Abilene - VRH
CLASS: #10 - SHTX OPLS - Open Pleasure
DATE: 02/25/2017

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W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP	
		Each horse/rider team is scored between 1-100 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		9	7	4	1	5	10	2	3	8	6				
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
25	591	PENALTY									5				
		CONTENT	0	0	+1/2	+1/2	0	0	+1/2	+1	-1	-1 1/2		5	65
			71			72.5			71.5						
26	592	PENALTY													
		CONTENT	0	0	-1/2	0	0	0	+1/2	+1/2	+1/2	0			71
27	600	PENALTY													
		CONTENT	0	0	-1/2	0	+1/2	-1/2	0	0	-1/2	0			69
28	609	PENALTY													
		CONTENT	0	0	+1/2	0	-1	0	0	-1/2	0	+1/2			69.5
29	611	PENALTY													
		CONTENT	+1/2	-1/2	+1	+1/2	+1	+1/2	+1/2	+1	+1	+1			77.5
			71		72		74								
30	620	PENALTY													
		CONTENT	0	+1/2	+1	0	0	0	-1/2	0	0	0			71
31	621	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1/2	0	-1/2	0	+1/2	+1/2	+1			74
			71		72.5		72			73					
32	622	PENALTY						3							
		CONTENT	0	0	+1/2	-1	-1	0	-1	-1	-1	0			62.5

JUDGE'S NAME (PRINTED): Billy H Steele

JUDGE'S SIGNATURE: *Billy Steele*  
Printed from HSW

**VERSATILITY RANCH HORSE - RANCH RIDING**

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Each horse/rider team is scored between 1-100 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																
			Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
		<b>Tie-Breaker</b>	9	7	4	1	5	10	2	3	8	6				
		<b>Maneuver Description</b>	Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back				
33	624	PENALTY														
		CONTENT	+1/2	+1	+1	0	+1/2	0	+1/2	+1	+1/2	+1/2			75.5	
73																
34	631	PENALTY														
		CONTENT	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	+1/2			67.5	
69          68          107																
35	632	PENALTY														
		CONTENT	0	+1/2	0	-1/2	-1/2	0	0	0	-1/2	-1/2			68.5	
36	634	PENALTY	SCRATCH												—	—
		CONTENT														
37	639	PENALTY				3										
		CONTENT	0	0	+1/2	0	0	0	+1/2	0	+1/2	0			3	68.5
71          71.5																
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Billy H Steele

JUDGE'S SIGNATURE: *Billy H Steele*  
Printed from HSW

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Abilene - VRH

CLASS: #13 - SHTX OTRL - Open Trail

DATE: 02/25/2017

**1 Point Penalties:**

- 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 step on dismount or ground tie except shifting to balance
- Split pole at lope

**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
- 2-3 steps on dismount or ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- 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 romal 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
- 4 or more steps on dismount or ground tie

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

**OBSTACLE SCORES**

Each horse/rider team is scored between 1-100 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										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		7	6	5	4	3	2	1								
Obstacle Description		RH Gate / SH	Trot Serpentine	Lope Poles U	Walk Bridge	Chute / Back L	Trot into Box / 360	Drag Fig 8								
1	486	PENALTY				-1	-1/2							1.5	73.5	
		CONTENT	+1	+1/2	+1/2	+1/2	+1	+1	+1/2							
2	500	PENALTY		-1						OP				1	68.5	OP
		CONTENT	+1/2	-1/2	+1/2	0	+1/2	0	-1/2							
3	527	PENALTY								-1/2				1.5	72	
		CONTENT	+1/2	0	+1	+1/2	+1	0	-1/2							
4	501	PENALTY					-1	-1	OP					2	68.5	OP
		CONTENT	+1/2	+1/2	+1	+1/2	-1/2	0	+1/2							
5	529	PENALTY								-1/2				.5	73	
		CONTENT	+1	0	+1/2	+1/2	+1/2	0	+1							
6	622	PENALTY		-1/2			-1							1.5	71.5	
		CONTENT	+1/2	0	+1	0	0	+1/2	+1							
7	500	PENALTY													76	
		CONTENT	+1	+1	+1	0	+1	+1	+1							
8	634	PENALTY			-1		-3							4	65	
		CONTENT	0	0	0	0	-1	0	0							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Abilene - VRH
CLASS:#13 - SHTX OTRL - Open Trail
DATE: 02/25/2017

- 1 Point Penalties:**
- 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 fee 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 step on dismount or ground tie except shifting to balance
  - Split pole at lope
- 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
  - 2-3 steps on dismount or ground tie

- 5 Point Penalties:**
- Spurring in front of cinch
  - 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 romal 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
  - Leading go of gate
  - 4 or more steps on dismount or ground tie

- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- Breaking pattern
  - Leaving arena before pattern is complete
  - 3rd refusal
  - No attempt to perform obstacle
  - Repeated blatant disobedience
- DQ:**
- Lameness
  - Abuse
  - Illegal equipment
  - Disrespect or misconduct
  - Improper western attire
  - Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		7	6	5	4	3	2	1								
Obstacle Description		RH Gate / SF	Trot Serpentine	Lope Poles	Walk Bridge	Chute / Back	Trot into Box	Drag Fig 8								
9	484	PENALTY														
		CONTENT	0	+1/2	0	-1/2	+1/2	0	+1/2						71	
30	611	PENALTY														
		CONTENT	+1	#1	+1	+1/2	+1	+1/2	-1						5	69
14	631	PENALTY			-3											
		CONTENT	0	0	-1/2	0	0	0	-1/2						8	60
12	592	PENALTY														
		CONTENT	0	0	0	+1/2	+1/2	+1/2	+1							72.5
13	439	PENALTY														
		CONTENT	+1	+1	+1	+1	+1	+1/2	+1							76.5
11	620	PENALTY		-1	-1											
		CONTENT	+1/2	0	0	+1/2	0	-1/2	0						2	68.5
15	530	PENALTY														
		CONTENT	+1/2	+1/2	+1	+1/2	+1	+1/2	+1							75
18	589	PENALTY	-1	-1	-3											
		CONTENT	0	-1	-1	-1/2	-1/2	0	-1/2						15	48.5

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_

VERSATILITY RANCH HORSE - TRAIL

SHOW: Abilene - VRH

CLASS:#13 - SHTX OTRL - Open Trail

DATE: 02/25/2017

**1 Point Penalties:**

- 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 step on dismount or ground tie except shifting to balance
- Split pole at lope

**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
- 2-3 steps on dismount or ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- 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 romal 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
- 4 or more steps on dismount or ground tie

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		7	6	5	4	3	2	1								
Obstacle Description		RH Gate / SF	Trot Serpentine	Lope Poles	Walk Bridge	Chute / Back	Trot into Box / 360	Drag Fig 8								
✓	535	PENALTY				-1								1	70.5	
		CONTENT	0	+1/2	+1/2	+1/2	-1/2	-1/2	+1							
✓	425	PENALTY													73	
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2							
✓	499	PENALTY													76.5	
		CONTENT	+1	+1	+1/2	+1	+1	⊕	+1							
✓	621	PENALTY													75.5	
		CONTENT	+1/2	+1/2	+1	+1	+1	+1/2	+1							
21	632	PENALTY	~~~~~													
		CONTENT	~~~~~													
✓	642	PENALTY					-1	OP						1	69	OP
		CONTENT	+1/2	+1/2	+1/2	+1/2	-1/2	-1 1/2	0							
✓	426	PENALTY													73	
		CONTENT	+1/2	+1/2	+1	0	+1/2	0	+1/2							
✓	639	PENALTY						-1/2						5	74	
		CONTENT	+1/2	+1/2	+1	+1	+1/2	0	+1							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Abilene - VRH

CLASS:#13 - SHTX OTRL - Open Trail

DATE: 02/25/2017

**1 Point Penalties:**

- 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 step on dismount or ground tie except shifting to balance
- Split pole at lope

**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
- 2-3 steps on dismount or ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- 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 romal 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
- 4 or more steps on dismount or ground tie

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/ride

**OBSTACLE SCORES**

Each horse/ride team is scored between 1-100 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										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		7	6	5	4	3	2	1								
Obstacle Description		RH Gate / SP	Trot Serpentine	Lope Poles	Walk Bridge	Chute / Back	Trot into Box	Drag Fig 8								
25	485	PENALTY	-1	-1										2	70.5	
		CONTENT	+1/2	0	0	0	+1/2	+1	+1/2							
26	567	PENALTY	[scribble]													
		CONTENT	[scribble]													
27	493	PENALTY						-1/2						.5	71.5	
		CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2							
28	531	PENALTY						-1/2						.5	74.5	
		CONTENT	+1	+1	+1	+1	0	0	+1							
29	430	PENALTY		-1/2	-3			-1/2						4	70	
		CONTENT	+1	+1	-1/2	+1	+1	0	+1/2							
30	590	PENALTY		-1	-3									14	53	OP
		CONTENT	0	-1/2	-1	0	0	0	-1/2							
31	415	PENALTY													74.5	
		CONTENT	0	+1/2	+1	+1	+1	+1/2	+1/2							
32	429	PENALTY			-1									1	71	
		CONTENT	0	+1/2	+1/2	0	+1/2	0	+1/2							

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

**VERSATILITY RANCH HORSE - TRAIL**

SHOW: Abilene - VRH

CLASS:#13 - SHTX OTRL - Open Trail

DATE: 02/25/2017

**1 Point Penalties:**

- 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 fee 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 step on dismount or ground tie except shifting to balance
- Split pole at lope

**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
- 2-3 steps on dismount or ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- 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 romal 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
- 4 or more steps on dismount or ground tie

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

- Breaking pattern
- Leaving arena before pattern is complete
- 3rd refusal
- No attempt to perform obstacle
- Repeated blatant disobedience

**DQ:**

- Lameness
- Abuse
- Illegal equipment
- Disrespect or misconduct
- Improper western attire
- Fall of horse/rider

**OBSTACLE SCORES**

Each horse/rider team is scored between 1-100 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	#	PENALTY	CONTENT	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
				1	2	3	4	5	6	7	8	9	10				
Tie-Breaker				7	6	5	4	3	2	1							
Obstacle Description				RH Gate / SH	Trot Serpentine	Lope Poles	Walk Bridge	Chute / Back	Trot into Box	Drag Fig 8							
✓	492		0	+1	+1	+1	+1	+1/2	0	+1						74.5	
✓	624		+1	+1/2	+1/2	+1	+1	+1	+1	+1						76	
✓	517		+1/2	+1/2	+1	0	+1/2	+1/2	+1							74	
✓	408		+1/2	+1/2	+1/2	-1	+1/2	+1/2	+1/2	+1				1		73	
✓	600		0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2						73	
✓	609		+1/2	+1/2	+1/2	-5	-1/2	0	0	-1/2				5		64.5	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

**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 (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 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

**5 Point Penalties:**

- Spurring in front of cinch
- 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 romal reins (except two rein) 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

**DQ:**

- Lameness
- Abuse
- Fall of horse/riders; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**MANUEVER SCORES**

Each horse/riders team is scored between 1-100 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	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
<b>Tie-Breaker</b>		3	4	1	5	7	2	6	8							
<b>Manuever Description</b>		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead	2 Circles Left, Lead Chop	Stop & Back							
1	624	✓													71	
		PENALTY														
		CONTENT	0	+1/2	0	+1/2	0	0	0	0						
2	620	✓			2				2,2	1/2				6 1/2	67	
		PENALTY														
		CONTENT	0	0	0	0	0	-1/2	-1	0						
3	527	✓													72	
		PENALTY														
		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2	0	0						
4	496	✓						2			1,2			5	63 1/2	
		PENALTY														
		CONTENT	-1/2	+1/2	-1/2	0	0	0	-1/2	-1/2						
5	492	✓								1,2				3	64	
		PENALTY														
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1/2					
6	439	✓					1/2							1/2	72	
		PENALTY														
		CONTENT	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	0						
7	609	✓													68	
		PENALTY														
		CONTENT	-1/2	0	-1/2	0	-1/2	-1/2	0	0						
8	632	✓								2,1,2				5	59	
		PENALTY														
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	-1/2	-1						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE

*Dublin*

\* Same as Wild class

**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 (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 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

**5 Point Penalties:**

- Spurring in front of cinch
- 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 romal reins (except two rein) 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

**DQ:**

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP	
		Each horse/rider team is scored between 1-100 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 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead	2 Circles Left, Lead, Cheg	Stop & Back						
9	591 ✓	PENALTY													
		CONTENT	+1/2	+1/2	0	+1/2	-1/2	-1/2	0	0			70 1/2		
10	425 ✓	PENALTY		OP		OP									
		CONTENT	0	0	0	-1/2	+1/2	0	0	0			70	OP	
11	500 ✓	PENALTY													
		CONTENT	-1/2	0	0	+1/2	-1/2	0	+1/2	0			70		
12	509 ✓	PENALTY	2	2	5	OP	2	5	2	5	OP	3	5	OP	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1/2	-1/2	40	19 1/2	OP
13	408 ✓	PENALTY													
		CONTENT	-1/2	+1/2	0	+1/2	-1/2	-1/2	-1/2	-1/2	-1/2			68 1/2	
14	543 ✓	PENALTY						2	2						
		CONTENT	-1	-1	-1	-1	-1/2	-1/2	-1/2	-1			4	59 1/2	
15	611 ✓	PENALTY													
		CONTENT	-1/2	0	0	0	-1/2	0	+1/2	0				69 1/2	
16	531 ✓	PENALTY													
		CONTENT	0	0	-1/2	-1/2	0	0	0	0				69	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Dublin*

**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 (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 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

**5 Point Penalties:**

- Spurring in front of cinch
- 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 romal reins (except two rein) 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

**DQ:**

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		3	4	1	5	7	2	6	8							
Maneuver Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead Chg	Stop & Back							
17	484	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	0	0	0	0	+1/2					72	
18	634	PENALTY									1					
		CONTENT	0	0	0	-1/2	0	0	0	-1/2				1	68	
19	493	PENALTY														
		CONTENT	0	-1	+1/2	-1/2	0	0	0	0					69	
20	592	PENALTY														
		CONTENT	-1/2	0	-1/2	0	-1/2	-1/2	0	-1/2					67 1/2	OP
21	642	PENALTY								1,2		3				
		CONTENT	-1/2	-1 1/2	-1/2	-1	-1/2	-1/2	-1	-1				6	57 1/2	
22	517	PENALTY														
		CONTENT	0	+1/2	0	0	0	0	0	0					70 1/2	
23	415	PENALTY														
		CONTENT	0	-1/2	0	0	-1/2	0	0	1/2				1/2	68 1/2	
24	589	PENALTY														
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	0	0					72	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*J. Dublin*

**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 (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 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

5 Point Penalties:

- Spurring in front of cinch
- 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 romal reins (except two rein) 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

DQ:

- Lameness
- Abuse
- Fall of horse/rider; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

**MANUEVER SCORES**

Each horse/rider team is scored between 1-100 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	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		3	4	1	5	7	2	6	8							
Manuever Description		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right Lead	2 Circles Left Lead	Stop & Back							
25	621 ✓	PENALTY													69	
		CONTENT	0	0	-1/2	+1/2	-1	0	0	0						
26	486 ✓	PENALTY													73	
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	+1/2	+1/2						
27	499 ✓	PENALTY													71	
		CONTENT	-1/2	0	0	+1/2	0	+1/2	+1/2	0						
28	622 ✓	PENALTY													70	
		CONTENT	0	0	0	0	-1/2	0	+1/2	0						
29	530 ✓	PENALTY												2	68	
		CONTENT	0	+1/2	0	0	-1/2	0	0	0						
30	485 ✓	PENALTY												1	73	
		CONTENT	+1/2	+1	+1/2	+1/2	+1/2	0	+1/2	+1/2						
31	387	PENALTY														
		CONTENT														
32	535 ✓	PENALTY		1/2				2	1					3 1/2	61 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*J. Dublin*

**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 (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 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

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
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- Leaving arena before pattern is complete
- Repeated blatant disobedience

DQ:

- Lameness
- Abuse
- Fall of horse/riders; run ends
- Illegal equipment
- Disrespect or misconduct
- Improper western attire

W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
		Each horse/riders team is scored between 1-100 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	3	4	3	5	7	7	6	8						
		Manuever Description	Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Back	2 Circles Right, Lead	2 Circles Left, Lead, Chng	Stop & Back						
33	649	PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	0	+1/2				72 1/2		
34	590	PENALTY							3,2					5	65	
		CONTENT	0	0	+1/2	+1/2	0	-1/2	-1/2	0						
35	600	PENALTY													68	
		CONTENT	-1/2	0	0	0	-1/2	0	0	-1						
36	631	PENALTY					2							2	64 1/2	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						
37	429	PENALTY										op			69 op	
		CONTENT	-1/2	0	0	-1/2	0	0	0	0						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*J. Dublin*

SHOW: Abilene - VRH

CLASS: #19 - SHTX OWCH - Open Working  
Cow

DATE: 02/25/2017

**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 runs past cow
- P - Working out of position
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

**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

**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

**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
- 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 romal reins (except two rein) per maneuver

**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

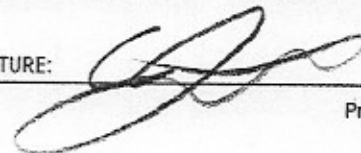
**DO:**

- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse/rider

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			TOTAL
				L	R	L	R	TRACK & RATE	STOP & HOLD									
Each horse/rider team is scored between 1-100 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																		
				9	8	7	6	5	4	3	2	1						
1	624	PENALTY																
		CONTENT	+1/2	+1/2	0	0	---	+1/2	+1/2	+1/2	0	0				72.5		
2	499	PENALTY																
		CONTENT	0	+1/2	+1/2	0	---	-1/2	+1/2	+1/2	+1/2	0				73		
3	631	PENALTY																
		CONTENT	0	0	0	0	---	-1/2	-2				C		2	65.5		
4	589	PENALTY																
		CONTENT	+1/2	0	+1/2	-1/2	---	+1/2	+1/2	0	0	0	A		2	69.5		
5	535	PENALTY	AA															
		CONTENT	-1	-1	-1	-1	-1	-1	---	-1	0	-1			2	61		
6	492	PENALTY			ALL	AL												
		CONTENT	0	-1	-1	-1	-1	-1	---	-1	0	-1/2			5	58.5		
7	591	PENALTY																
		CONTENT	0	+1/2	+1/2	0	---	+1	+1/2	+1/2	+1/2	0				73.5		
8	415	PENALTY																
		CONTENT	0	0	-1/2	-1/2	---	+1/2	0	0	0	0				69.5		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:







SHOW: Abilene - VRH

CLASS: #19 - SHTX OWCH - Open Working Cow

DATE: 02/25/2017

**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 runs past cow
- P - Working out of position
- S - Slipping rein
- T - Failure to drive cow past middle marker on first turn

**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

**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

**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
- 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 romal reins (except two rein) per maneuver

**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

**DQ:**

- A - Abuse
- B - Lameness
- G - Illegal equipment
- N - Improper western attire
- D - Disrespect or misconduct
- F - Fall of horse/rider

W/O #	PENALTY	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	TOTAL		
				L	R	L	R	TRACK & RATE	STOP & HOLD									
Each horse/rider team is scored between 1-100 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																	
17	439																	
	CONTENT	0	+1/2	+1/2	+1	—	—	+1/2	+1/2	+1/2	+1/2	+1/2					74.5	
18	387																	
	CONTENT	Scratch																
19	517																	
	CONTENT	0	0	0	0	—	—	+1/2	0	0	0	0					70.5	
20	590																	
	CONTENT	+1/2	-1/2	-1	-1	-1	0	—	—	-1	0	-1/5					2 68.5	
21	484																	
	CONTENT	0	0	+1/2	+1/2	+1	0	—	—	0	0	+1/2					72.5	
22	620																	
	CONTENT	Scratch																
23	429																	
	CONTENT	0	-1/2	-1	0	—	—	0	-1	-1/2	0	-1/2	A				2 68.5	
24	486																	
	CONTENT	+1/2	0	0	+1/2	—	—	0	0	0	0	0					71	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



**VERSATILITY RANCH HORSE - RANCH COW WORK**

SHOW: Abilene - VRH  
CLASS: #19 - SHTX OWCH - Open Working Cow  
DATE: 02/25/2017

- 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  
S - Slipping rein  
T - Failure to drive cow past middle marker on first turn
- 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

- 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
- 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  
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 romal reins (except two rein) per maneuver

- 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
- DO:**  
A - Abuse  
B - Lameness  
G - Illegal equipment  
N - Improper western attire  
D - Disrespect or misconduct  
F - Fall of horse/rider

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			TOTAL		
				L	R	L	R	TRACK & RATE	STOP & HOLD											
Each horse/rider team is scored between 1-100 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 1/2 Excellent																				
		Tie-Breaker																		
25	611	PENALTY																		
		CONTENT	0	0	0	-1	-1/2	-1/2	---	-1/2	0	0						2	65.5	
26	530	PENALTY																		
		CONTENT	0	0	-1	-1	---	+1/2	+1/2	0	0	0		H					66	
27	445	PENALTY			C															
		CONTENT	+1/2	-1/2	-1/2	0	-1	0	---	0	0	0						1	67.5	
28	527	PENALTY																		
		CONTENT	0	+1/2	+1/2	0	---	0	-1	0	0	0		C				2	68	
29	496	PENALTY																		
		CONTENT	0	-1/2	-1/2	0	-1/2	-1	---	-1/2	0	-1/2								66.5
30	592	PENALTY																		
		CONTENT	0	+1/2	+1	0	---	0	-1	0	0	0		C				2	68.5	
31	531	PENALTY				C														
		CONTENT	0	0	0	-1	---	0	0	0	0	0						1	68.5	
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: 