

VERSATILITY RANCH HORSE - RANCH RIDING

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in from 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 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience <p>DO:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/riders
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WID		#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP		
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		9	8	7	5	1	7	6	4	10	3						
Maneuver Description		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back						
1	25	✓	PENALTY												1	72 1/2	
			CONTENT		+1/2	+1/2	+1	+1/2	+1/2	0	0	+1/2	-1/2	+1/2			
2	114	✓	PENALTY												3	69 1/2	
			CONTENT		0	+1/2	-1	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2			
3	71	✓	PENALTY													69 1/2	
			CONTENT		+1/2	0	0	0	0	0	-1/2	0	0	-1/2	0		
4	39	✓	PENALTY													73	
			CONTENT		0	+1/2	+1/2	+1/2	0	0	0	+1/2	+1/2	+1/2			
5	84		PENALTY		Scratched												
			CONTENT														
6	32		PENALTY		Scratched												
			CONTENT														
7	20	✓	PENALTY													72	
			CONTENT		0	+1/2	0	0	+1/2	0	0	+1/2	0	+1/2			
8	113	✓	PENALTY												5	65	
			CONTENT		+1/2	0	+1/2	0	+1/2	0	-1/2	-1/2	-1	+1/2			

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Melissa [Signature]*
Printed from HSW *met*

VERSATILITY RANCH HORSE - RANCH RIDING

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/trauma - 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 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience <p>DO:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/riders
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W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
		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 Contact, +1/2 Good, +1 Very Good, +1 1/2 Excellent												
Tie-Breaker		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
9	95													
		PENALTY												
		CONTENT	+1/2	0	-1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2		72 1/2
10	130													
		PENALTY												
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2		73 1/2
11	24													
		PENALTY												
		CONTENT	0	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	+1/2		73
12	48													
		PENALTY												
		CONTENT	0	+1/2	+1/2	0	0	0	+1/2	+1/2	+1	0		73
13	115													
		PENALTY		-1										
		CONTENT	+1/2	-1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1	0	1	72 1/2
14	94													
		PENALTY			-3	-3			-3					
		CONTENT	+1/2	0	0	-1	-1/2	-1/2	-1	-1/2	-3/2	-1/2	10	50
15	107													
		PENALTY												
		CONTENT	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2	+1	0	+1		70 1/2
16	129													
		PENALTY												
		CONTENT	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	0	0		73

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Melana [Signature]*

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
- Bizarre disobedience
- Use of either hand to install leapingraze
- 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

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


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

DO:

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

W/O	#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP
		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		Ext Walk	Trot	Ext Trot	Lope	Stop & Reverse	Walk	Lope	Ext Lope	Trot	Stop & Back			
Maneuver Description														
17	112	✓												
		PENALTY												
		CONTENT	0	0	+1/2	0	-1/2	0	-1/2	0	0	+1/2		69
18	95	✓												
		PENALTY												
		CONTENT	+1/2	+1/2	+1	+1/2	+1	0	+1/2	+1	+1	+1/2		76 1/2
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: 
Printed from HSW

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Spurring a circle or exiting a rollback as 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 roman reins (except two reins) 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

DD:

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

MANUEVER SCORES

Each horse/rein 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													
		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 Change	Stop & Back						
1	112	PENALTY					OP								
		CONTENT	0	+1/2	0	+1/2	+1/2	0	0	+1/2				72	OP
2	129	PENALTY							-1	+1/2					
		CONTENT	0	0	0	0	+1/2	0	-1	+1/2			1	69	
3	113	PENALTY													
		CONTENT	+1/2	0	0	+1/2	0	0	0	+1/2				71 1/2	
4	84	PENALTY	SCRATCH												
		CONTENT	SCRATCH												
5	48	PENALTY													
		CONTENT	-1	0	-1	0	-1/2	0	0	-1/2				67	
8	130	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	0	0				72	
9	114	PENALTY													
		CONTENT	+1/2	0	0	0	+1/2	0	0	+1				72	
11	20	PENALTY													
		CONTENT	+1/2	0	-1/2	0	0	0	0	+1/2				70 1/2	

JUDGE'S NAME (PRINTED):

6 R 2 -1/2 -1/2 -1 -1/2 -1 -1/2 0 0

JUDGE'S SIGNATURE:

[Signature]
8 (57) ¹⁰⁰

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
- Trailing beyond 2 strides, but less than 3/2 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 roman 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

DD:

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

WO	#	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	Stop & Walk	Stop & Walk	Stop & Walk			
13	32	SCRATCH												
15	103		0	+1/2	0	+1/2	0	0	0	+1/2			71 1/2	
16	96		-1/2	-1/2	0	+1/2	0	-1/2	0	OP			69	OP
7	111		-1/2	-1/2	-1/2	0	0	0	0	0			68 1/2	
12	108		0	+1/2	0	+1/2	0	0	0	0		1	70	
10	95		0	-1/2	0	0	0	0	0	0			109 1/2	
14	115		0	0	+1/2	-1/2	-1/2	2	1	OP		3	64 1/2	OP

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-VRH

CLASS: #13 - SHITX OTRL - Open Trail

DATE: 08/05/2017

1 Point Penalties:

- Each hit, bite, or stepping on a leg, 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 normal 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 gait
- 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/riders

W/O	#	OBSTACLE 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, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
Tie-Breaker															
Obstacle Description		LH Push	L L Bridge	W Ex T Logs	HL L	SP L, Mail	T, W Bridge	270 R, Back	T Serp	Drag Fig U					
		PENALTY													
		CONTENT													
1	129				-1								1	70 1/2	
2	77	SCRATCH													
		PENALTY													
		CONTENT													
3	95												-1	72	
4	112												8	60 1/2	
5	130												4	68	
6	84												9	55	OP OP
7	115												4	65	
8	96												6	63	OP*

JUDGE'S NAME (PRINTED): Debbie Sanguinetti

JUDGE'S SIGNATURE: [Signature]

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-VRH

CLASS:#13 - SHTX OTRL - Open Trail

DATE: 08/05/2017

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

2 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 stallie bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between remal 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

DD:

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

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP	
		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		1	2	3	4	5	6	7	8	9	10				
Obstacle Description		LH Push	L Bridge	Ex T Logs	RLC	SP L, Mail	X, W Bridge	270 R, Back	T Sep	Drag Fig 8	Walk				
9	107			-1											
		PENALTY													
		CONTENT	+1/2	0	-1/2	0	+1/2	0	+1/2	+1/2	+1		-1	71 1/2	
10	20														
		PENALTY													
		CONTENT	-1/2	+1/2	+1/2	0	0	-1/2	+1/2	-1	+1/2		1	69 (OP)	
11	113														
		PENALTY													
		CONTENT	0	0	+1/2	+1/2	0	-1/2	+1	0	+1		-1	71 1/2	
12	12														
		PENALTY													
		CONTENT	+1/2	-1/2	0	-1/2	-1/2	0	0	0	-1/2		-3	64 1/2 (OP)	
13	71														
		PENALTY													
		CONTENT	0	0	+1/2	+1/2	0	0	-1	0	-1/2			69 1/2	
14	39														
		PENALTY													
		CONTENT	0	0	+1/2	+1/2	0	0	+1/2	+1/2	0		1	71	
15	48														
		PENALTY													
		CONTENT	0	0	+1/2	+1/2	-1/2	-1/2	-1/2	+1/2	+1/2		1	69 1/2	
16	32		SCRATCH												

JUDGE'S NAME (PRINTED):

Debby SANCHEZ

JUDGE'S SIGNATURE:

Debby Sanchez

VERSATILITY RANCH HORSE - TRAIL

SHOW: Sweetwater-VRH
CLASS: #13 - SHTX OTRL - Open Trail
DATE: 08/05/2017

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Each hit, bite, or stepping on a leg, 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 <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to install 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 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 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - 3rd refusal - No attempt to perform obstacle - Repeated blatant disobedience <p>DO:</p> <ul style="list-style-type: none"> - Limeriness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP		
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker																
Obstacle Description		LH Push	LL Bndge V	Ex T Logs	KL L	SP L, Mail	W Bndge, T Box	Z/O R, Back Chute	T Serp	Drag Fig 8 Walk						
17	76	SCRATCH														
18	114															

JUDGE'S NAME (PRINTED): Debby Stancourt

JUDGE'S SIGNATURE: [Signature]

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Sweetwater-VRH

CLASS: #19 - SHTX OWCH - Open Working Cow

DATE: 08/05/2017

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 rental reins (except two reins) 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									
Tie-Breaker		2	3	4	5	7	6	7	6	1	8	9						
1	113				A													
		CONTENT	+1/2	0	-1	0			+1	0	+1/2	+1/2	+1/2				1	71
2	130																	
		CONTENT	+1/2	+1/2	-1/2	+1/2			0	-1/2	+1/2	0	0		AC		4	66
3	115																	
		CONTENT	0	+1/2	0	0			+1/2	0	0	0	0					71
4	98		A		A													
		CONTENT	-1/2	-1/2	-1	-1	0	0			-1/2	0	-1/2		A		4	62
5	129																	
		CONTENT	+1/2	+1/2	+1/2	+1	1/2	+1/2			+1/2	+1/2	0					74 1/2
6	111									A								
		CONTENT	+1/2	-1	-1/2	0	-1	-1			-1	0	-1/2				1	64 1/2 A OP
7	16				T	A												
		CONTENT	0	-1/2	-1	-1	-1	-1			-1/2	0	0				2	63
8	112				T													
		CONTENT	+1/2	-1/2	-1/2	0			+1/2	0	0	0	0		A		3	67

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Aubrey

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Sweetwater-VRH
CLASS: #19 - SHTX OWCH - Open Working Cow
DATE: 08/05/2017

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 reins) 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

DD:

- 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
		Each herd/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										2 POINTS	3 POINTS	5 POINTS	TOTAL		
		BONDING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY						
		L	R	L	R	TRACK & RATE	STOP & HOLD										
		Tie-Breaker															
9	108	PENALTY															
		CONTENT	+1/2	+1/2	-1/2	-1/2	+1/2	+1/2			0	+1/2	0				1 (70 1/2) DP
10	136	PENALTY															
		CONTENT	0	-1/2	-1	0				0	-1/2	0	0	0	C		1 66
11	107	PENALTY															
		CONTENT	+1	+1	+1/2	+1				+1/2	0	+1/2	+1/2	+1/2			75 1/2
12	32	PENALTY															
		CONTENT	+1/2	0	0	+1/2	0	+1/2			+1/2	0	0				72
13	114	PENALTY															
		CONTENT	+1	+1/2	+1/2	+1/2				+1	+1/2	+1/2	+1/2	0			75
14	20	PENALTY															
		CONTENT	0	-1/2	0	-1	-1/2	-1/2			-1/2	-1/2	0				66 1/2
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Jan Dublin

JUDGE'S SIGNATURE: Jan Dublin