



<b>SHOW:</b>	Rona Roundup - VRH
<b>CLASS:</b>	#30 - SHTX NPPL - Non Pro Pleasure
<b>DATE:</b>	06/20/2020

## VERSATILITY RANCH HORSE - RANCH RIDING

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Break of gait at walk</li> <li>- Trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Out of lead or cross-cantiering more than two strides when changing leads</li> <li>- Totting more than three strides when making a simple lead change</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to inflill fear/raise</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamora)</li> <li>- More than one finger between split reins or any fingers between romal reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fat of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		<small>Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points                      -1 1/2 Extremely Poor, -1 Very Poor, -2 Poor, 0 Good, +1/2 Good, +1 Very Good, +1 1/2 Excellent</small>														
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Maneuver Description		Walk	Lope	EXT TROT	TROT	Stop & Reverse	TROT	Lope	EXT LOPE	EXT WALK	Stop & Back					
1	414															
		PENALTY														
		CONTENT	0	+1/2	+1/2	0	0	+1/2	0	+1/2	-1/2	0				71 1/2
2	400															
		PENALTY														
		CONTENT	0	0	+1/2	0	0	0	0	+1/2	+1/2	0				71 1/2
3	385															
		PENALTY														
		CONTENT	0	0	0	+1/2	+1/2	0	+1/2	0	0	+1/2				72
4	327															
		PENALTY														
		CONTENT	0	+1/2	+1/2	0	0	0	+1/2	0	+1/2	+1/2				72 1/2
5	480															
		PENALTY								3						
		CONTENT	0	-1/2	+1/2	+1/2	0	+1/2	+1/2	-1	0	0			3	67 1/2
6	493															
		PENALTY														
		CONTENT	[Handwritten scribble]													
7	302															
		PENALTY														
		CONTENT	0	+1	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	0				73 1/2
8	522															
		PENALTY								3	3					
		CONTENT	0	0	-1/2	-1/2	0	0	-1	0	-1	0			6	61

JUDGE'S NAME (PRINTED): Chris Benedict

JUDGE'S SIGNATURE: [Signature]



## VERSATILITY RANCH HORSE - RANCH RIDING

**SHOW:** Rona Roundup - VRH  
**CLASS:** #30 - SHTX NPPL - Non Pro Pleasure  
**DATE:** 06/20/2020

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Break of gait at walk</li> <li>- Trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Out of lead or cross-cantering more than two strides when changing leads.</li> <li>- Trotting more than three strides when making a simple lead change</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> </ul>	<p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between tonal reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	4	2	5	6	7	8	3	9	10				
Maneuver Description		Walk	Lope	Ext Trot	Trot	Stop & Reverse	Trot	Lope	Ext Lope	Ext Walk	Stop & Back				
9	514														72
		PENALTY													
		CONTENT	0	+1/2	+1/2	+1/2	0	0	+1/2	-1/2	0	+1/2			
10	511														74
		PENALTY													
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2			
11	363													3	60 1/2
		PENALTY		3											
		CONTENT	0	-1/2	+1/2	0	0	0	+1/2	+1/2	0	-1/2			
12	459														70 1/2
		PENALTY													
		CONTENT	0	0	+1/2	+1/2	0	+1/2	0	+1/2	0	+1/2			
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):  
Chris Benedict

JUDGE'S SIGNATURE:



**VERSATILITY RANCH HORSE - TRAIL**

<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>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or failing to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One or two steps on mount/dismount on/or ground tie (except shifting to balance)</li> <li>- Spill log in lope over</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Three to four steps on mount/dismount on ground tie</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>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Lazing go of gate</li> <li>- 5 or more steps on mount/dismount or ground tie</li> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul>	<p><b>Off-Pattern (OP):</b></p> <ul style="list-style-type: none"> <li>- Pattern correctly</li> <li>- Breaking pattern</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dalled during the drag</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between romal reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
<p>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</p>																
		<b>Tie-Breaker</b>	5	6	1	2	3	4	7	8						
		<b>Obstacle Description</b>	Back trees	W bridge	RL logs, ext	Trot logs	V, logs, SP	Prot tree, logs	cross creek	180L steer	ground tie					
1	514	PENALTY					1	1,1	1,1	1,1				7	65	
		CONTENT	+1/2	0	0	+1/2	+1/2	0	0	0	+1/2					
							71	70 1/2	68 1/2	64 1/2						
2	400	PENALTY						1,1	1	1,1				5	68	
		CONTENT	0	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1/2					
							71	71 1/2	68 1/2	69	60 1/2					
3	363	PENALTY		OP 3	1	1,1		1,5	1					13	54 1/2 OP x	
		CONTENT	+1/2	-1/2	-1/2	0	0	0	-1	+1/2	+1/2					
				69		63 1/2	60 1/2		64 1/2	53						
4	414	PENALTY		1	3	1	1	1	1,1	1				10	60 1/2	
		CONTENT	+1/2	0	-1	+1/2	+1/2	+1/2	-1/2	-1/2	+1/2					
									69	60 1/2	60					
5	511	PENALTY			3,1	1	1			1,1	1			9	63	
		CONTENT	+1/2	+1/2	-1	0	0	+1	+1	+1/2	-1/2					
					71	66	65	64	65	66	64 1/2					
6	459	PENALTY			1,3			1,1	1	1				8	62 1/2	
		CONTENT	0	0	-1	+1/2	0	0	0	+1/2	+1/2					
					65			63 1/2	60 1/2	62						
7	385	PENALTY						1		1,1				3	70 1/2	
		CONTENT	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					
								71	71 1/2	70 1/2	71	64 1/2	70			
8	522	PENALTY			3	1,1		1	1	1	5			13	54	
		CONTENT	+1/2	0	-1	-1	0	-1/2	0	0	-1					
					70 1/2		63 1/2		62	61	60					



**SHOW:** Rona Roundup - VRH

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

**DATE:** 06/20/2020

## VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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 or two steps on mount/dismount on or ground tie (except shifting to balance)
- Split leg in lope over

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- Bizarre disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- 5 or more steps on mount/dismount or ground tie

**10 Point Penalty:**

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

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

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- Abuse
- Lameless
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

### OBSTACLE SCORES

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

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
<b>Tie-Breaker</b>		5	6	1	2	3	4	7	8							
<b>Obstacle Description</b>		Back trees	W bridge	RL logs, ext	Trot logs	W, logs, SP	Trot tree, logs	cross creek	180L, steer	ground tie						
9	480	PENALTY			1	1		1						3	72	
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	+1/2	0	+1/2	+1					
					72	71 1/2	71	71 1/2	70 1/2	71						
10	327	PENALTY			1			1	1	1				4	68	
		CONTENT	0	0	+1/2	+1/2	0	0	0	+1/2	+1/2					
					70			69	67 1/2							
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

DENNIS SIGLER

JUDGE'S SIGNATURE:

*D. Sigler*



SHOW: Arizona Roundup - VRH  
CLASS: #34 - SHTX NPRN - Non Pro  
Reining  
DATE: 6/20/2020

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin: up to 1/8 turn

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

**2 Point Penalties:**

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

**10 Point Penalty:**

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent														
<b>Tie-Breaker</b>		6	1	2	3	7	4	5	8							
<b>Maneuver Description</b>		Run, Stop	3 1/2 Spins Left	Run, Stop	3 1/2 Spins Right	Run, Stop, Rock	2 Circles Right, Lead	2 Circles Left, Lead, Stop & Back	Stop & Back							
1	473	0	-1/2	+1/2	0	0	0	0	0					70		
2	514	0	0	0	OP	-1	+1/2	0	0	+1/2		1		69	✓	
3	480	-1/2	+1/2	+1/2	+1/2	+1/2	0	0	+1/2					72		
4	400	+1/2	1/2	+1/2	-1/2	0	0	0	+1/2			1/2		70 1/2		
5	511	+1/2	0	-1/2	0	+1/2	-1	0	0			3		66 1/2		
6	459	0	0	0	0	-1/2	0	-1/2	+1/2					69 1/2		
7	327	-1	1/2	-1	-1/2	-1/2	0	0	-1/2			1/2		65 1/2		
8	414	-1	0	0	0	0	0	0	-1/2					68 1/4		

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:

*Dolly Chayer*



**SHOW:** Rona Roundup - VRH

**CLASS:** #34 - SHTX NPRN - Non Pro  
Reining

**DATE:** 6/20/2020

**VERSATILITY RANCH HORSE - REINING**

**1/2 Point Penalties:**

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

**2 Point Penalties:**

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

**10 Point Penalty:**

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

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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between normal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

**MANUEVER 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, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

W/O	#	PENALTY	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
			1	2	3	4	5	6	7	8	9	10					
<b>Tie-Breaker</b>																	
<b>Maneuver 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 Change	Stop & Back							
9	522		+1/2	-1	0	-1/2	-1/2	-1	-1	-1/2			5		61		
10	385		-1/2	0	0	+1/2	0	0	-1/2	-1/2					69		
11	549		-1	-1	-1	-1	-1	-1	-1	-1			1/2		51 1/2	✓	
12	363		-1/2	0	+1/2	+1/2	-1/2	-1/2	-1/2	0					69		

JUDGE'S NAME (PRINTED):

Dolly R Chayer

JUDGE'S SIGNATURE:



**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:** Rona Roundup - VRH  
**CLASS:** #36-SHTXNPWC-NonProWorking Cow  
**DATE:** 6/20/2020

**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-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

**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
- R - Failure to catch when roping in open/cowboy classes

**10 point Penalty:**

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

**Off-Passion (OP): Cannot place above others who complete contest correctly**

- A - Turning tail
- E - Repeated blatant disobedience
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class
- R - Complete loss of rope in Open/Cowboy class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/hider
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

W/O	#	RUN CONTENT											PENALTIES					SCORE	OP									
		Each horse/hider 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 Contact, +1/2 Good, +1 Very Good, +1 1/2 Excellent											2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL											
		BOBING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL																
L	R	L	R	TRACK & RATE	STOP & HOLD																							
		Tie-Breaker																										
1	327	PENALTY															A	E				5	59 1/2					
		CONTENT	-1/2	-1	+1/2	-1	-1/2	-1/2																				
2	480	PENALTY																										
		CONTENT	+1/2	+1/2	φ	φ	+1/2	φ																	72 1/2			
3	414	PENALTY					P	P									A								4	64		
		CONTENT	φ	-1/2	φ	+1/2	φ	φ																				
4	522	PENALTY		A	T																					2	65	
		CONTENT	φ	-1	-1/2	φ	φ	φ																				
5	363	PENALTY			C												A									3	63	
		CONTENT	+1/2	-1/2	φ	-1/2	-1	φ																				
6	511	PENALTY																									72	
		CONTENT	φ	φ	φ	+1/2	+1/2	+1/2																				
7	385	PENALTY			C																						6	60
		CONTENT	φ	-1/2	φ	-1/2																						
8	473	PENALTY																									7 1/2	
		CONTENT	φ	φ	φ	+1/2	+1/2	+1/2																				

JUDGE'S NAME (PRINTED):

Chris Benedict

JUDGE'S SIGNATURE:

Printed from HSW



## VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Rona Roundup - VRH

CLASS: #36-SHTXNPWC-NonProWorking  
Cow

DATE: 6/20/2020

**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
- 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-bridged (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

**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 inhibit fear/praise
- R - Failure to catch when roping in open/cowboy classes

**10 point Penalty:**

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

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

- A - Turning tail
- E - Repeated blatant disobedience
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class
- R - Complete loss of rope in Open/Cowboy class
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between roman reins

**Disqualification (DQ):**

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete
- J - Bringing the cow straight over backwards landing on its back or head

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	10 POINTS			TOTAL
				L	R	L	R	TRACK & RATE	STOP & HOLD										
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 Contact, +1/2 Good, +1 Very Good, +1 1/2 Excellent																			
				1	2			3	4	7	8	9							
9	459	PENALTY A																	
		CONTENT	0	0	+1/2	+1/2	0	+1/2		0	+1/2	0				1	71		
10	400	PENALTY			A	C													
		CONTENT	+1/2	-1	0	-1	-1/2	-1/2			-1/2	0	-1/2		E		5	61 1/2	
11	514	PENALTY			A														
		CONTENT	0	0	0	+1/2	0	+1/2		0	0	0				1	70		
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	
		PENALTY																	
		CONTENT																	

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