



<b>SHOW:</b>	Derby & RHC
<b>CLASS:</b>	#100 - SHTX DPLS - Derby Pleasure
<b>DATE:</b>	10/27/2019

## VERSATILITY RANCH HORSE - RANCH RIDING

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- 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
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

**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:**

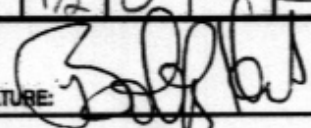
- Breaking pattern
- Leaving arena before pattern is complete
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between rortail reins

**Disqualification (DQ):**

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

MANEUVER SCORES												10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	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		10	3	1	9	5	6	4	2	8	7				
Maneuver Description		W	L	XT	T	SR	T	L	XL	XW	SB				
1	735	PENALTY													
		CONTENT	0	+1/2	+1	+1	0	+1/2	+1/2	+1/2	+1/2	+1/2			75
2	751	PENALTY													
		CONTENT	0	-1/2	+1/2	0	+1/2	0	0	+1/2	0	+1/2			71.5
3	855	PENALTY													
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2			74.5
4	674	PENALTY													
		CONTENT	0	+1/2	+1/2	+1	+1/2	+1/2	+1	+1/2	+1/2	+1/2			75.5
5	647	PENALTY						1							
		CONTENT	0	0	+1/2	0	-1/2	-1/2	0	+1/2	+1/2	0		1	69.5
6	859	PENALTY						1							
		CONTENT	0	0	+1/2	+1/2	+1/2	-1/2	+1/2	+1/2	+1/2	+1/2		1	72
7	692	PENALTY													
		CONTENT	0	+1/2	+1	+1	0	0	+1/2	+1	0	+1/2			74.5
8	848	PENALTY													
		CONTENT	0	0	+1/2	+1/2	0	+1/2	0	0	+1/2	0			72

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

JUDGE'S SIGNATURE: 



## VERSATILITY RANCH HORSE - RANCH RIDING

<b>SHOW:</b>	Derby & RHC
<b>CLASS:</b>	#100 - SHTX DPLS - Derby Pleasure
<b>DATE:</b>	10/27/2019

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridged (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 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	#	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		10	3	1	9	5	6	4	2	8	7					
Maneuver Description		W	L	XT	T	SR	T	L	XL	XW	SB					
9	802	PENALTY														69
		CONTENT	0	0	0	-1/2	0	0	0	-1/2	0	0				
10	745	PENALTY														72.5
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	0	0				
11	683	PENALTY														68
		CONTENT	-1/2	-1/2	0	0	-1/2	0	0	0	0	-1/2				
12	856	PENALTY														67
		CONTENT	0	0	-1/2	-1	0	-1/2	0	-1/2	0	-1/2				
13	607	PENALTY														70
		CONTENT	0	-1/2	0	0	+1/2	+1/2	0	0	0	-1/2				
14	852	PENALTY														69.5
		CONTENT	0	-1/2	+1/2	0	0	0	-1/2	0	0	0				
15	853	PENALTY														70
		CONTENT	0	0	+1/2	0	0	0	-1/2	-1/2	+1/2	0				
16	857	PENALTY														73.5
		CONTENT	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2				

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

JUDGE'S SIGNATURE: 



SHOW: Derby & RHC

CLASS: #101 - SHTX DTRL - Derby Trail

DATE: 10/27/2019

## VERSATILITY RANCH HORSE - TRAIL

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides 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 log 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
- Lameness
- 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					
Tie-Breaker		6	7	3	11	8	4	5	9	10						
Obstacle Description		gate	back	w logs bridge	trot	drag	LI	SPL rope	SPR	cut H		1	2			
1	607	PENALTY		1	1				1							
		CONTENT	0	+1/2	+1	0	0	+1/2	+1/2	0	+1		3	70 1/2		
			70 1/2		69 1/2		70		69 1/2							
2	647	PENALTY				1	3						4	71		
		CONTENT	0	+1/2	+1	+1/2	+1/2	+1	+1/2	0	+1					
			72		71 1/2	69 1/2	70									
3	674	PENALTY							1					1	75	
		CONTENT	+1	+1/2	+1	+1/2	+1/2	+1	+1	+1/2	0					
			72 1/2		73		74 1/2		75							
4	683	PENALTY			1				1	1				3	74	
		CONTENT	+1/2	+1	+1/2	+1/2	+1	+1	+1	+1/2	+1					
			71			72 1/2		74 1/2	74							
5	692	PENALTY			1				1					2	76	
		CONTENT	+1	+1/2	+1	+1	+1	+1	+1	+1/2	+1					
			71 1/2		72 1/2		74 1/2		75							
6	735	PENALTY			1	1		3			5			10	64 1/2	
		CONTENT	+1	+1	+1/2	+1/2	+1/2	+1/2	+1	+1/2	-1					
			71 1/2		71	71 1/2	69		70 1/2							
7	745	PENALTY			1			1		1				3	75	
		CONTENT	+1	+1/2	+1	+1	+1	+1	+1	+1/2	+1					
			71 1/2			73 1/2		74 1/2	74							
8	751	PENALTY			1									1	72	
		CONTENT	+1	+1/2	+1	+1/2	+1/2	+1	-1	0	-1/2					
			71 1/2		70		73 1/2		72 1/2	70						

JUDGE'S NAME (PRINTED):

*Rick Chayer*

JUDGE'S SIGNATURE:

*Rick Chayer* ma





## VERSATILITY RANCH HORSE - TRAIL

SHOW: Derby & RHC

CLASS: #101 - SHTX DTRL - Derby Trail

DATE: 10/27/2019

**1 Point Penalties:**

- Over-brided (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides 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 log 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
- Blatant 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
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	OBSTACLE 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													
		1	2	3	4	5	6	7	8	9	10				
		Tie-Breaker													
		6	7	3	11	8	4	5	9	10					
		Obstacle Description													
		gate	back	w/ logs bridge	stop	drag	180° LL	SPL Rope	SPR	out H		1	2		
9	802	PENALTY													
		CONTENT	0	0	+1	-1 1/2	0	+1	-1	0	+1/2				72
10	848	PENALTY								1					
		CONTENT	+1	-1/2	+1	+1	+1/2	+1	+1	+1/2	-1/2			1	74
11	852	PENALTY						3							
		CONTENT	+1	+1/2	+1	+1	+1	+1/2	+1/2	+1/2	+1			3	74
12	853	PENALTY			1			OP							
		CONTENT	+1/2	0	0	-1	0	-1 1/2	+1/2	0	+1/2			1	68 OP
13	855	PENALTY													
		CONTENT	+1	+1/2	+1	+1	+1	+1	+1/2	+1/2	+1				71 1/2
14	856	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1/2	-1	-1/2	-1/2	+1/2	+1/2				71 1/2
15	857	PENALTY			1,1			3			1				
		CONTENT	+1	+1/2	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2			6	70
16	859	PENALTY			1,1						1				
		CONTENT	+1	+1/2	0	+1	+1	+1	+1	+1/2	0			3	73

JUDGE'S NAME (PRINTED):

*Rick Chayer*

JUDGE'S SIGNATURE:

*Rick Chayer*



**VERSATILITY RANCH HORSE - REINING**

**PATTERN**

**SHOW:** Derby & RHC  
**CLASS:** #102 - SHTXDRNN - Derby Reining  
**DATE:** 10/27/2019

<p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <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>- 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</li> <li>- Over or under spinning 1/8 to 1/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spins or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena</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>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</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 romal reins (except two rein)</li> <li>- Trotting in excess of 1/2 circle or 1/2 length of the arena</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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WFO	#	MANUEVER 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	2	3	4	5	6	7	8	9	10				
Maneuver Description		2CL	2CR	STOP	3/4ZL	STOP	3/4R	STOP							
1	735	PENALTY													
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2	+1/2						72.5
2	848	PENALTY													
		CONTENT	0	+1/2	0	0	+1/2	-1/2	+1/2						71
3	855	PENALTY													
		CONTENT	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2						73
4	853	PENALTY													
		CONTENT	0	0	0	+1/2	0	-1/2	+1/2						70.5
5	856	PENALTY													
		CONTENT	0	0	+1/2	+1/2	-1	+1/2	-1						69.5
6	674	PENALTY													
		CONTENT	+1/2	0	0	0	0	+1/2	+1/2						71.5
7	859	PENALTY													
		CONTENT	0	0	+1/2	+1/2	0	+1/2	+1/2						72
8	607	PENALTY													
		CONTENT	0	0	0	+1/2	+1/2	-1/2	+1/2						71

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*M. Gilbert*  
Printed from HSW



**SHOW:** Derby & RHC  
**CLASS:** #102-SHTXDRNN-Derby Reining  
**DATE:** 10/27/2019

**VERSATILITY RANCH HORSE - REINING**

<p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <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>- 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</li> <li>- Over or under spinning 1/8 to 1/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spins or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena</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>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</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 romal reins (except two rein)</li> <li>- Trotting in excess of 1/2 circle or 1/2 length of the arena</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	#	MANUEVER 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	2	3	4	5	6	7	8	9	10							
Maneuver Description		2CL	2CR	STOP	3 1/2 L	STOP	3 1/2 R	STOP WALK										
		7	3	1	5	6	2	4										
PENALTY																		
CONTENT		+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1						74.5				
PENALTY																		
CONTENT		-1	-1/2	-1	0	-1/2	0	-1/2						66.5				
PENALTY																		
CONTENT		+1/2	0	0	0	+1/2	+1/2	+1/2						72				
PENALTY		5																
CONTENT		-1/2	-1/2	+1/2	-1/2	0	-1/2	+1/2						5 64				
PENALTY																		
CONTENT		0	0	0	-1/2	+1/2	0	0						70				
PENALTY																		
CONTENT		0	0	0	-1/2	0	0	-1/2						69				
PENALTY																		
CONTENT		0	0	+1/2	0	+1/2	+1/2	+1/2						72				
PENALTY																		
CONTENT		0	0	+1/2	+1/2	-1/2	+1/2	+1/2						71.5				

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

JUDGE'S SIGNATURE: *W. J. [Signature]*  
Printed from HSW



# AQHA

AMERICAN QUARTER  
HORSE ASSOCIATION



**NRSHA**  
NATIONAL RANCH AND  
STOCK HORSE ASSOCIATION

SHOW:
CLASS:
DATE:

## VERSATILITY RANCH HORSE - REINING

<p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <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>- 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</li> <li>- Over or under spinning 1/8 to 1/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spins or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena</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>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</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 romal reins (except two rein)</li> <li>- Trotting in excess of 1/2 circle or 1/2 length of the arena</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	#	MANUEVER 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	2	3	4	5	6	7	8	9	10				
		Maneuver Description													
		2CL 2CR STOP 3 1/2 L STOP 3 1/2 R FDP & halt													
-1	682	PENALTY	1											1	70.5
		CONTENT	-1/2	0	0	+1/2	+1/2	-1/2	+1/2						
17	682	PENALTY		1										1	70.5
		CONTENT	0	0	0	+1/2	0	+1/2	+1/2						
18	864	PENALTY													73.5
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2						
19	606	PENALTY													68.5
		CONTENT	0	0	-1	-1/2	0	0	0						
20	682	PENALTY													73
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

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

JUDGE'S SIGNATURE: *Mary Stewart*



**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:** Derby & RHC

**CLASS:** #103-SHTXDWCH-Derby Working Cow

**DATE:** 10/27/2019

- 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-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-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 romal 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 #	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	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 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent																			
	Tie-Breaker	13	12	7	8	9	10	(7)	(8)	5	6	11	4	3	2	1			
1	692	0	0	+1	+1			+1	+1/2	+1/2	0	+1/2		R			3	71 1/2	
2	745	0	1/2	1/2	0	0	0			+1	0	+1/2						72 1/2	
3	647	A,A		L	C												4	61	
4	857	0	0	+1	+1			+1	+1	+1	0	0						75	
5	674	0	0	1/2	0	0	+1/2			+1/2	0	0					1	70 1/2	
6	848	0	0	0	-1	0	0			0	0	0	A				2	67	
7	852	0	1/2	0	1/2			+1/2	+1/2	+1/2	0	+1/2						73	
8	802	A,A															2	68 1/2	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Paul Chavez*





**SHOW:** Derby & RHC

**CLASS:** #103-SHTXDWCH-Derby Working Cow

**DATE:** 10/27/2019

**VERSATILITY RANCH HORSE - RANCH COW WORK**

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>A - Loss of working advantage</li> <li>C - Using the corner or the end of the arena to turn the cow when going down the fence.</li> <li>E - Changing sides of arena to turn cow</li> <li>L - For each length horse runs past cow</li> <li>P - Working out of position</li> <li>R - Two-loop catch in amateur and youth classes</li> <li>S - Slipping rein</li> <li>T - Failure to drive cow past middle marker on first turn</li> <li>V - Over-bridled (per maneuver)</li> <li>W - Out of frame (per maneuver)</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>A - Going around the corner of the arena before turning cow</li> <li>B - In an open field turn animal gets within 3 feet of the end fence before being turned</li> <li>R - Failure to catch if roping in amateur and youth classes</li> </ul>	<p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>E - Exhausting or overworking the cow before circling or roping</li> <li>H - Hanging up on the fence (refusing to turn)</li> <li>K - Knocking down the cow without having a working advantage</li> <li>R - Two-loop catch when roping in open/cowboy classes</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>A - Failure to turn the cow both directions on the fence</li> <li>B - Spurring or hitting in front of cinch at any time</li> <li>C - Blatant disobedience</li> <li>E - Use of either hand to insult fear/praise</li> <li>R - Failure to catch when roping in open/cowboy classes</li> </ul> <p><b>10 point Penalty:</b></p> <ul style="list-style-type: none"> <li>U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever 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>A - Turning tail</li> <li>E - Repeated blatant disobedience</li> <li>J - Schooling after entering the arena prior to calling for cow</li> <li>K - Scheduling horse between cows, if new cow is awarded</li> <li>N - Failure to attempt any part of the class</li> <li>R - Complete loss of rope in Open/Cowboy class</li> <li>H - Use of two hands (except in snaffle bit or hackamore)</li> <li>M - More than one finger between split reins or any fingers between roman reins</li> </ul> <p><b>Disqualification (DQ):</b></p> <ul style="list-style-type: none"> <li>A - Abuse</li> <li>B - Lameness</li> <li>D - Disrespect or misconduct</li> <li>G - Illegal equipment</li> <li>F - Fall of horse/rider</li> <li>N - Improper western attire</li> <li>H - Leaving arena before run is complete</li> <li>J - Bringing the cow straight over backwards landing on its back or head</li> </ul>
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W/O	#	RUN CONTENT										PENALTIES					SCORE	OP
		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 Contact, +1/2 Good, +1 Very Good, +1 1/2 Excellent.										2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL		
		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY							
				L	R	L	R	TRACK & RATE	STOP & HOLD									
<b>Tie-Breaker</b>																		
9	683	PENALTY																
		CONTENT	0	0	-1/2	+1/2	0	0			-1/2	0	0				69 1/2	
10	855	PENALTY																
		CONTENT	0	+1/2	+1/2	0			+1	+1	+1/2	+1/2	0				74	
11	859	PENALTY																
		CONTENT	+1/2	+1/2	+1/2	+1/2			+1/2	+1/2	+1/2	0	+1/2		R		3 71	
12	751	PENALTY				T												
		CONTENT	0	-1/2	0	0	0	0			-1/2	0	0				1 68	
13	607	PENALTY					C											
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0			+1	+1	+1/2				1 74 1/2	
14	856	PENALTY				T	C	A										
		CONTENT	-1/2	-1	-1	0			-1		-1	0	-1		A	1	R	10 54 1/2
15	853	PENALTY					L											
		CONTENT	0	0	-1/2	-1/2			+1/2	0	-1/2	0	-1/2				1 67 1/2	
16	735	PENALTY																
		CONTENT	0	+1/2	+1	+1/2	0	0			+1/2	0	+1/2				73	

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

JUDGE'S SIGNATURE: *Rich May*



**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:**  
**CLASS:**  
**DATE:**

- 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  
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 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 horsahider  
 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 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL					
	BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL										
		L	R	L	R	TRACK & RATE	STOP & HOLD														
		Tie-Breaker																			
		PENALTY																			
* 1	682	CONTENT	0	0	+1/2	0			-1/2	+1/2	+1/2	+1/2	0							71 1/2	
* 17	364	PENALTY																			
		CONTENT	0	+1/2	+1/2	+1/2			+1/2	0	+1/2	0	0								72 1/2
18	6000	PENALTY																			
		CONTENT	0	0	0	-1/2	0	0		+1/2	0	0	0								70
19	682	PENALTY			E	E															
		CONTENT	0	0	+1/2	+1/2	+1/2	+1/2			0	0	0								70
20	682	PENALTY																			
		CONTENT	0	0	0	0	+1/2	0		0	0	0	0								70 1/2
		PENALTY																			
		CONTENT																			
		PENALTY																			
		CONTENT																			

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

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

*Paul Steyer*