



## VERSATILITY RANCH HORSE - RANCH RIDING

<b>SHOW:</b>	Derby & RHC
<b>CLASS:</b>	#200 - SHTX LDPLS - Ltd 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 normal 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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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	637	PENALTY	1														
		CONTENT	-1/2	0	0	+1/2	+1/2	0	+1/2	+1/2	0	+1/2			1		71
2	849	PENALTY															
		CONTENT	+1/2	0	+1/2	0	0	+1/2	0	+1/2	+1/2	0					72.5
3	661	PENALTY															
		CONTENT	0	-1/2	0	0	0	+1/2	0	0	0	0					70
4	851	PENALTY															
		CONTENT	0	0	+1/2	0	0	0	+1/2	0	0	0					71
5	630	PENALTY															
		CONTENT	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	-1	-1/2	0					71
6	767	PENALTY															
		CONTENT	-1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2					73
7	712	PENALTY															
		CONTENT	0	+1/2	+1	+1/2	0	+1/2	+1/2	+1	+1/2	+1/2					75
8	715	PENALTY															
		CONTENT	0	0	0	0	-1/2	0	+1/2	0	0	+1/2					70.5

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

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



**PATTERN**

**VERSATILITY RANCH HORSE - RANCH RIDING**

<b>SHOW:</b>	Derby & RHC
<b>CLASS:</b>	#200 - SHTXLDPLS - Ltd Derby Pleasure
<b>DATE:</b>	10/27/2019

- 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-centering 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 romal reins
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/feeder
  - Improper western attire
  - Leaving arena before pattern is complete

W/O	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		Each horse/feeder 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>	10	3	1	9	5	6	4	2	8	7					
		<b>Maneuver Description</b>	W	L	XT	T	SR	T	L	XL	XW	SB					
9	720	PENALTY															
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0				73.5	
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

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

JUDGE'S SIGNATURE: Bob Det



## VERSATILITY RANCH HORSE - TRAIL

**SHOW:** Derby & RHC

**CLASS:** #201 - SHTX LDTRL - Ltd Derby Tra

**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 roman 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	
		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 buddy	foot step	drag	120L L	SPL ropes	SPR	out H						
0	637			1										1	75	
		PENALTY														
		CONTENT	+1/2	+1	0	+1	+1/2	+1	+1/2	+1/2	+1					
			70 1/2		72		73	74								
0	661			1			3		1					5	69 1/2	
		PENALTY														
		CONTENT	+1/2	+1	+1/2	+1/2	-1/2	0	+1	+1/2	+1					
			71 1/2		71	68		68 1/2								
0	712			1			1	1						3	72	
		PENALTY														
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1	+1	+1/2	+1/2					
			70		71		71 1/2									
0	715		1			1			1					3	68	
		PENALTY														
		CONTENT	-1	+1/2	+1	-1/2	-1	+1/2	+1	0	+1/2					
			71 1/2		70	69		69 1/2								
0	720								1					1	76 1/2	
		PENALTY														
		CONTENT	+1/2	+1/2	+1	+1	+1	+1	+1	+1	+1/2					
			72		74		76									
0	767			1			3		1	5				10	60	
		PENALTY														
		CONTENT	+1/2	+1/2	+1	+1/2	+1/2	0	-1	-1/2	-1 1/2					
			71		72		69	66 1/2								
0	849			1					1	1				3	71 1/2	
		PENALTY														
		CONTENT	+1	+1/2	0	+1	+1/2	0	0	+1/2	+1					
			70 1/2		72											
0	851			1			1		1					3	72	
		PENALTY														
		CONTENT	+1/2	+1/2	+1	0	0	+1/2	+1	+1/2	+1					
			71		70 1/2		71 1/2	71								

JUDGE'S NAME (PRINTED):

Rick Chayer

JUDGE'S SIGNATURE:

*Rick Chayer*



**VERSATILITY RANCH HORSE - TRAIL**

SHOW:

CLASS:

DATE:

**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/over 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

**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	9	5	9	10						
		Obstacle Description							LSP ROPE	RSP	OUT H		1	2			
	630	PENALTY				1			1	1				3	70 1/2		
		CONTENT	+1/2	-1/2	+1	0	0	+1	+1	0	-1/2						
						70											
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

*Rick Chayer*

JUDGE'S SIGNATURE:

*Rick Chayer* 7/10



**VERSATILITY RANCH HORSE - REINING**

**PATTERN**

<b>SHOW:</b> Derby & RHC
<b>CLASS:</b> #202 - SHTX LDRNN - Ltd Derby Reining
<b>DATE:</b> 10/27/2019

**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 roman reins (except two rein)
- Trotting in excess of 1/2 cycle 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		
		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						
<b>Tie-Breaker</b>		7	3	1	5	6	2	4									
<b>Maneuver Description</b>		2CL	2CR	STOP	3 1/2 L	STOP	3 1/2 P	STOP									
1	712	PENALTY															71.5
		CONTENT	+1/2	0	0	0	+1/2	0	+1/2								
2	661	PENALTY															69
		CONTENT	-1/2	-1/2	0	0	-1/2	0	+1/2								
3	715	PENALTY															71
		CONTENT	0	0	-1/2	+1/2	0	+1/2	+1/2								
4	637	PENALTY	1													1	67.5
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	+1/2	0								
5	767	PENALTY															71
		CONTENT	-1/2	0	+1/2	+1/2	+1/2	-1/2	+1/2								
6	851	PENALTY	2	2												4	62
		CONTENT	0	0	-1	-1/2	-1	-1	-1/2								
7	849	PENALTY															70.5
		CONTENT	0	0	0	-1/2	+1/2	+1/2	0								
8	720	PENALTY															69.5
		CONTENT	+1/2	0	-1/2	-1	0	0	+1/2								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*W. J. Herbert*  
Printed from HSW



## VERSATILITY RANCH HORSE - REINING

SHOW:
CLASS:
DATE:

- |   |  |
|---|--|
| <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 roman 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> |
|---|--|

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		ZCL	ZCF	Stop	3 1/2 L	Stop	3 1/2 R	Good walk								
9	714	PENALTY 1/2	1											1 1/2	68.5	
		CONTENT -1/2	0	-1/2	+1/2	0	0	+1/2								
10	635	PENALTY 3	OP											3	69	OP
		CONTENT -1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2								
11	655	PENALTY 2	2											4	61.5	
		CONTENT 0	0	-1	-1/2	-1	-1	-1								
12	638	PENALTY 1												1	68.5	
		CONTENT -1/2	0	0	0	0	0	-1/2	+1/2							
13	705	PENALTY													69	
		CONTENT 0	0	0	0	-1/2	-1/2	-1/2	+1/2							
14	659	PENALTY 4	2											6	62.5	
		CONTENT -1/2	0	-1/2	-1/2	0	-1/2	+1/2								
15	915	PENALTY 2	2											4	60.5	
		CONTENT -1/2	-1	-1	-1/2	-1	-1/2	-1								
16	858	PENALTY													70.5	
		CONTENT 0	0	+1/2	0	0	-1/2	+1/2								

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*W. J. Robert*



SHOW:

CLASS:

DATE:

## VERSATILITY RANCH HORSE - REINING

**1 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

WFO	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																	
Maneuver Description		2CR	2CL	STOP	3 1/2 L	STOP	3 1/2 R	STOP									
17	630	PENALTY														70	
		CONTENT	0	0	+1/2	-1/2	0	-1/2	+1/2								
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *M. J. Lebert*



**SHOW:** Derby & RHC

**CLASS:** #203 - SHTX LDWCH - Ltd Derby Working

Cow

**DATE:** 10/27/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

**3 Point Penalties:**

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

**5 Point Penalties:**

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

**10 Point Penalty:**

- U - 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

- 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
- 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 (except two rein)

**Disqualification (DQ):**

- A - Abuse
- B - Larceny
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire
- H - Leaving arena before run is complete

WO	#	RUN CONTENT											PENALTIES				SCORE	OP	
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS			TOTAL
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.						
<b>Tie-Breaker</b>		4	12	8	5	13	9	6	4	10	7	15	11	3	2	1			
1	851	PENALTY																	
		CONTENT	+1/2	0	0	+1/2	0	0	-1/2	0	0	0	0	0					70 1/2
2	767	PENALTY																	
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	0	0	+1/2	0	+1/2					73 1/2
3	637	PENALTY							A										
		CONTENT	-1/2	0	0	+1/2	0	0	0	0	0	+1/2	0	0				1	69 1/2
4	849	PENALTY							A				E						
		CONTENT	+1/2	0	+1/2	-1	0	0	-1	0	+1/2	0	0	0				2	67 1/2
5	661	PENALTY																	
		CONTENT	-1	-1/2	0	0	0	0	0	0	0	0	0	0					68 1/2
6	720	PENALTY																	
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	0	0	0	0	-1	0	0					71
7	630	PENALTY							A										
		CONTENT	0	0	0	0	0	0	-1/2	0	0	-1/2	0	0				1	68
8	712	PENALTY																	
		CONTENT	0	0	0	-1/2	+1/2	0	-1/2	0	0	-1/2	0	0					68

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Rich Meyer*





**SHOW:** Derby & RHC

**CLASS:** #203 - SHTX LDWCH - Ltd Derby Working

**Gow**

**DATE:** 10/27/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridged (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

**3 Point Penalties:**

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

**5 Point Penalties:**

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

**10 Point Penalty:**

- J - 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**

- 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
- H - Use of two hands (except in snaffle bit or hackamore)
- M - More than one finger between split reins or any fingers between roma! reins (except two rein)

**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

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP				
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL						
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.										
<b>Tie-Breaker</b>																							
9	715	PENALTY																					
		CONTENT	+1/2	+1/2	+1/2	0	0	0	0	0	0	+1/2	0	0									72
	714	PENALTY																					
		CONTENT	0	0	0	0	0	0	0	0	0	0	0	0									70
	915	PENALTY										A											
		CONTENT	-1/2	-1/2	0	-1/2	0	0	0	0	0	-1/2	0	0									2 66
	655	PENALTY																					
		CONTENT	-1/2	-1/2	+1/2	-1/2	-1/2	0	-1/2	0	0	-1/2	0	0									67 1/2
	659	PENALTY																					
		CONTENT	-1/2	0	0	-1/2	0	0	0	0	0	0	0	0									69
	638	PENALTY																					
		CONTENT	0	-1/2	0	0	-1/2	0	-1/2	0	0	-1/2	-1/2	-1/2									1 63
	635	PENALTY																					
		CONTENT	+1	+1/2	+1/2	+1/2	-1/2	0	+1/2	+1/2	0	+1/2	+1/2	0									74
	705	PENALTY																					
		CONTENT	0	0	0	+1/2	0	0	0	0	0	0	0	0									1 69 1/2

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

*Phil Chayer*



**SHOW:** Derby & RHC

**CLASS:** #203 - SHTX LDWCH - Ltd Derby Working  
Cow

**DATE:** 10/27/2019

**VRH - LIMITED COW WORK (Amateur/Youth)**

**1 Point Penalties:**

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)
- E - Driving cow down the opposite fence (changing sides)

**3 Point Penalties:**

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

**5 Point Penalties:**

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

**10 Point Penalty:**

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

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**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

W/O	#	RUN CONTENT												PENALTIES				SCORE	OP	
		BOXING			DRIVE			BOXING			DRIVE			3 POINTS	5 POINTS	10 POINTS	TOTAL			
		POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.							
<b>Tie-Breaker</b>																				
	858	PENALTY	P			P						D							3	6 1/2
		CONTENT	0	0	0	-1/2	0	0	-1	0	+1/2	-1/2	+1/2	-1/2						
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: