



SHOW: YOI RHA FOUL FINALE

CLASS: ODDA

DATE: 11/14/20

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
- 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
- D. Journal of
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied 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	#			Each horse	e/rider team is s 2 Extremely Poo	cored hetween	0-100 points a	E SCORES and automatical Correct, +1/2 G	v begins the ru	n with a score o	of 70 points cellent		<u> </u>		ш	IERN
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JUDGE'S SIGNATURE:





SHOW: VOIRHA Fall Finale

CLASS: AMA

DATE: 11/14/20

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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





SHOW: VOIRHA FOIL FINALE

CLASS: AMA

DATE: 11/14/20

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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





SHOW: VOICHA Fall Finale

CLASS: UDUTA

DATE: 11/14/20

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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





SHOW:	VOIRHA	Fall	Finale
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CLASS: OPEN

DATE: 11/14/20

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
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

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- Break of gait at lope
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W/O	#			MANEUVER SCORES Each horselrider 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											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
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JUDGE'S NAME	PRINTED	1:

JUDGE'S SIGNATURE:





SHOW:		
CLASS:	PMP	
DATE:		

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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





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SHOW:	NOI WHE	FOIL	FILLOUIC

CLASS: AMA

DATE: 11/14/20

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		CONTENT															12.17

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





SHOW: VoleHA Fall Finale

CLASS: open

DATE: 11/14/20

VERSATILITY RANCH HORSE - CUTTING

1 Point Penalties:

- A Losing working advantage
- C Working out of position
- D Toe, foot or stirrup on shoulder
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

3 Point Penalties

- A Hot Quit
- B Cattle picked up or scattered
- D Back fence
- E Pawing or biting cattle
- F Spurring on shoulder

5 Point Penalties:

- A Horse quitting cow
- B Losing the cow
- C Changing cattle after a specific commitment
- D Failure to separate a single animal after leaving the herd
- E Blatant disobedience

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 Turn Tail
- H Use of two hands on reins (except in snaffle bit or hackamore)
- M More than one finger between split reins or any fingers between romal reins
- F Failure to cut two cows

Disqualification (DQ):

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

				PENA	LTIES			-1 1/2	Each hors			d between with a sco	re of 70 po	ts and auto		egins the r		JINT LTY	LTY AL	RE	ITERN
W/O	#	Cow 1	Cow 2	Cow 1	Cow 2	Cow 1	Cow 2	Herd	Control		Eye	Herd	Control	Degree	Eye	Courage	Average Cow 1/ Cow 2	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
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	00							0	0	0	0	+1/2	+1/2	+1/2	0	0	1/2			72	
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE





SHOW: VOIRHA Fall Finale

CLASS: AMA

DATE: 11/14/20

VERSATILITY RANCH HORSE - CUTTING

1 Point Penalties:

- A Losing working advantage
- C Working out of position
- D Toe, foot or stirrup on shoulder
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

3 Point Penalties

- A Hot Quit
- B Cattle picked up or scattered
- D Back fence
- E Pawing or biting cattle
- F Spurring on shoulder

5 Point Penalties:

- A Horse quitting cow
- B Losing the cow
- C Changing cattle after a specific commitment
- D Failure to separate a single animal after leaving the herd
- E Blatant disobedience

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 Turn Tail
- H Use of two hands on reins (except in snaffle bit or hackamore)
- M More than one finger between split reins or any fingers between romal reins
- F Failure to cut two cows

Disqualification (DQ):

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

				PENA	LTIES			-1 1/2				d between with a sco	re of 70 po	ts and auto		pegins the n		JINT LLTY	LTY AL	RE	TTERN	
W/O	#	Cow 1	Cow 2	3 PC	Cow 2	5 PC	Cow 2	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Courage	Average Cow 1/ Cow 2	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
	Breaker							+1/2	+1/2	0	+1/2	. 0	+1/2	0	+1/2	+1/2	41/2/			73 ^{/2}	-	
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: Level





SHOW: VOLKHA Fall Finale

DATE: 11/14/20

VERSATILITY RANCH HORSE - CUTTING

1 Point Penalties:

- A Losing working advantage
- C Working out of position
- D Toe, foot or stirrup on shoulder
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

3 Point Penalties

- A Hot Quit
- B Cattle picked up or scattered
- D Back fence
- E Pawing or biting cattle
- F Spurring on shoulder

5 Point Penalties:

- A Horse quitting cow
- B Losing the cow
- C Changing cattle after a specific commitment
- D Failure to separate a single animal after leaving the herd
- E Blatant disobedience

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 Turn Tail
- H Use of two hands on reins (except in snaffle bit or hackamore)
- M More than one finger between split reins or any fingers between romal reins
- F Failure to cut two cows

Disqualification (DQ):

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

				PENA	ALTIES			-1 1/2	Each hors			d between with a sco	0-100 point ore of 70 point Correct, +	ts and auto				10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	Cow 1	Cow 2	Cow 1	Cow 2	Cow 1	Cow 2		Co	w 1			Co	w 2			Average	EN P	N D	SCC	FPA
		1 6	POINT	3 P	OINTS	5 PC	OINTS	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Contage	Cow 1/ Cow 2		_		-O-
Tie-E	Breaker			Nest Y							200										
	Engle	CA		В	В			0	-1/2	0	-1/2	0	-½	D	-1/2	0	1/2/2		8	59	
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW:			
CLASS:	110	AMA	
DATE:			

1 Point Penalties:

- A Loss of working advantage
- C Using the comer or the end of the arena to turn the cow when going down the fence
- E Changing sides of arena to tum 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

				Each hors	e/rider tean 2 Extremely	n is scored y Poor, -1 V	between 0 ery Poor, -	-100 points	ONTENT and automatic Correct, +1/2	cally begins the Good, +1 Ver	e run with a so / Good, +1 1/2	ore of 70 points	s		Р	ENALTIE	S			
W/O	#		BOXING	RATING		TURNS Quality)	CIRC	CLING	RO	PING	POSITION &	DEGREE OF	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS	TOTAL	SCORE	OP
					L	R	L	R	TRACK & RATE	STOP & HOLD	CONTROL	DIFFICULTY	AFFEAL	POINTS	POINTS	POINTS	POINTS			
	Tie	-Breaker																		
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JUDGE'S	NAME	(PRINT	FD):





SHOW:		
CLASS:	109 AMA	
DATE:		

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

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

W/O	#			Each ho	rse/rider team is	scored betwee	MANUEVE en 0-100 points a or -1/2 Poor, 0	and automatical	ly begins the ru	in with a score of ood, +1 1/2 Excel	70 points lent		10 POINT PENALTY	PENALTY TOTAL	RE	OFF PATTERN	
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	900	CONTENT	0	0	-1/2	0	-1/2	-1/2	-1	-1/2					64		
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	907	CONTENT	-1/2	-1/2	0	0	0	-1	-1/2	-1/2					200		,
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SHOW:			
CLASS:	109	AMA	
DATE:			

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:

JUDGE'S NAME (PRIN

- 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

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

W/O				Each hor	se/rider team is	scored betwee	MANUEVE	ind automaticall	y begins the ru	n with a score of	70 points			_		N.
W/O	#		1	-11	/2 Extremely Po	or, -1 Very Poo	or, -1/2 Poor, 0 C	Correct, +1/2 Go	ood, +1 Very Go	ood, +1 1/2 Excel	lent 9	10	10 POINT PENALTY	PENALTY	SCORE	OFF PATTERN
		Tie-Breaker					,						10 E	型ド	SS	1 #
	Maneuver	Description	ALL YES	2/20	Dura	3/22	RUZ 1840	1308	かい	Chorses						•
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SHOW:		
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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

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

W/O	#		MANUEVER SCORES Each horsel/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									10 POINT PENALTY	PENALTY TOTAL	쀭	OFF PATTERN	
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JUDGE'S NAME (PRINTED):	



SHOW:			
CLASS:	111	AMA	

AOHA LINDOUA				SHOW:					
AMERICAN QUARTER HORSE ASSOCIATION				CLASS	: ///	An	1A		
YRH - LIMITED COW WORK (Amateur	/Youth)			DATE:					
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	A - Turning E - Repeate J - Schoolin K - Schoolin N - Failure t H - Use of t M - More th Disqualific: A - Abuse B - Lamene D - Disrespe G - Illegal e F - Fall of h N - Imprope	d blatant disobet g after entering t ig horse betweer o attempt any pa wo hands (excep an one finger bet ation (DQ): ss ect or misconduc quipment	dience he arena prior n cows, if new irt of the class t in snaffle bit tween split reir	to calling for cow is award or hackamor	r cow ded re)	05 te a)	
Each horse/rider team is scored between 0-100 points an Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Co					PEN	ALTIES	11		
W/O # Boxing Drive (Run & Boxing Rate) Drive (Run & Rate)	Position & Degree of Control Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties	SCORE	0

W/O	#		Each horse	RUN CONTENT Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent											SCORE	
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties	SCORE	OP
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JUDGE'S NAME (PRINTED):





→RH - LIMITED COW WORK (Amateur/Youth)

SHOW:			6	
CLASS: \	\	Wexas	20000	

CLASS:	114	youth	

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III Point Penaltie	es:				

1	Po	int	Pei	nal	ties	

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

				200												
W/O	#		RUN CONTENT 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									PEN				
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties	SCORE	OP
	Tie-Breaker															
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JUDGE'S NAME (PRINTED):





VERSATILITY RANCH HORSE - RANCH COW WORK

1	Point	Pan	alties:

- A Loss of working advantage
- C Using the comer or the end of the arena to turn the cow when H Hanging up on the fence (refusing to turn) 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
- 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

				Each hors	e/rider tear 2 Extremel	m is scored y Poor, -1 V	between 0 /ery Poor, -	-100 points	ONTENT and automatic Correct, +1/2	ally begins the Good, +1 Very	e run with a so Good, +1 1/2	ore of 70 point Excellent	s		P	ENALTIE	S			
W/0	#		BOXING	RATING	FENCE (Form 8	TURNS Quality)	CIRC	CIRCLING		ROPING		DEGREE OF	EYE	2 POINTS	3 POINTS	5	10 POINTS	TOTAL	SCORE	OP
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JUDGE'S NAME (PRINTED):





SHOW:		
CLASS:	107	open
DATE:		

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

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

				Each has	ne kider team is	seered between	MANUEVE			n with a score of	70 points					N.	
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									10 POINT PENALTY	PENALTY	SCORE	OFF PATTERN	ı	
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JUDGE'S NAME (PRINTED):	JUDGE'S SIGNATURE:	