



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Mile High Classic

CLASS: 13. Youth (483000)

DATE: Tuesday, 3/30/21

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	#	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																	
		Tie-Breaker	8	6	1	3	2	4			5	7														
534		PENALTY																								
		CONTENT	0	+1/2	+1/2	0	0	0			0	0	-1													70
		PENALTY																								
		CONTENT																								
		PENALTY																								
		CONTENT																								
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		CONTENT																								
		PENALTY																								
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JUDGE'S NAME (PRINTED):

Domianas

JUDGE'S SIGNATURE:

[Signature]

SHOW: *Mile High Classic*
CLASS: *#14 yth Ltd*
DATE: *3/30/21*

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
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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

W/O	#	RUN CONTENT								PENALTIES				SCORE	OP
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties		
Tie-Breaker															
1	539	PENALTY													
		CONTENT	0	-1/2	-1	(-1)	-1/2	0	-1/2	0					66 1/2
2	529	PENALTY													70
		CONTENT	0	+1/2	+1/2	-1	0	0	0	0					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
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		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): *Damianos* JUDGE'S SIGNATURE: 



SHOW:

CLASS: #15 Rookie Youth

DATE:

VERSATILITY RANCH HORSE - RANCH COW WORK

<p>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)</p> <p>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</p>	<p>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</p> <p>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</p> <p>10 point Penalty: U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)</p>	<p>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</p> <p>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</p>
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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																																																																																																																																																																																																						
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		CONTENT	+1/2						+1	0	+1/2							2	528	PENALTY																		CONTENT	+1/2						0	0	+1/2									PENALTY																		CONTENT																		PENALTY																		CONTENT																		PENALTY																		CONTENT																		PENALTY																		CONTENT																																	
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JUDGE'S NAME (PRINTED): Damianos

JUDGE'S SIGNATURE: 

SHOW:

CLASS: #17 LTD

DATE: 3/30/21

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 - 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 (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties		
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															
Tie-Breaker															
537		PENALTY													
		CONTENT	+1	+1/2	+1/2	+1/2	+1/2	0	0	+1/2					73 1/2
532		PENALTY	A												
		CONTENT	+1/2	0	0	0	0	0	0	0					109 1/2
524		PENALTY		A		OP									
		CONTENT	-1	-1	-1	-1 1/2	-1	0	0	0					103 1/2
522		PENALTY		A		OP									
		CONTENT	-1	-1	-1	-1 1/2	-1	-1	-1	-1					57 1/2
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Damianos

JUDGE'S SIGNATURE: [Signature]



SHOW: Mile High Classic

CLASS: 17. Limited Amateur / 18. Rookie Amt.

DATE: Tuesday, 3/30/21

VERSATILITY RANCH HORSE - RANCH COW WORK

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
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2 Point Penalties:

- A - Going around the corner of the arena before turning cow
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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
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10 point Penalty:

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Disqualification (DQ):

- A - Abuse
- B - Lameness
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- F - Fall of horse/rider
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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, -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																	
515	1	PENALTY																	
		CONTENT	-1/2							-1/2	-1/2	0							60 1/2
522	2	PENALTY																	
		CONTENT	0							0	-1/2	-1/2							60
537		PENALTY																	
		CONTENT																	
532		PENALTY																	
		CONTENT																	
524		PENALTY																	
		CONTENT																	
505	3	PENALTY																	
		CONTENT	-1							0	0	0		22					63
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): Mike Damianos

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Mile High Classic

CLASS: 19. Open

DATE: Tuesday, 3/30/21

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
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- 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

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Disqualification (DQ):

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		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																								
534		PENALTY																								
		CONTENT	0	+1	0	0				+1/2	-1/2	0	0	0										71		
531		PENALTY																								
		CONTENT	0	1/2	+1	+1				1/2	0	1/2	0	1/2											74	
		PENALTY																								
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JUDGE'S NAME (PRINTED): Damianus

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Mile High Classic
CLASS: 13. Youth (483000)
DATE: Tuesday, 3/30/21

- 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
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- A - Going around the corner of the arena before turning cow
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- 3 Point Penalties:**
- E - Exhausting or overworking the cow before circling or roping
 - H - Hanging up on the fence (refusing to turn)
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 - R - Two-loop catch when roping in open/cowboy classes
- 5 Point Penalties:**
- A - Failure to turn the cow both directions on the fence
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W/O	#	RUN CONTENT										PENALTIES					SCORE	OP	
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		BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY								EYE APPEAL
L	R	L	R	TRACK & RATE	STOP & HOLD														
				1	3	2	4			5									
534		PENALTY																	
		CONTENT	0	0	-1/2	0	-1/2	-1/2			0	0							68 1/2
		PENALTY																	
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		CONTENT																	

JUDGE'S NAME (PRINTED): Wright

JUDGE'S SIGNATURE:

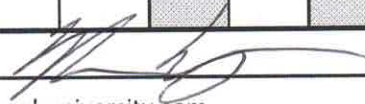
SHOW: *mile High Classic*
CLASS: *#14 Ltd yth*
DATE: *3/30/21*

VRH - LIMITED COW WORK (Amateur/Youth)

- 1 Point Penalties:**
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D - Failure to drive cow passed middle marker on second drive before time expires
P - Working out of position
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V - Over-bridled (per maneuver)
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- 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
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W/O	#	RUN CONTENT								PENALTIES				SCORE	OP
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties		
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	3	1		2	4									
1	539	PENALTY				OP									68 1/2
		CONTENT	+1	0	-1	-1/2	-1/2	+1/2	0						
2	527	PENALTY													67
		CONTENT	-1/2	0	0	-1/2	-1/2	0	-1/2						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): *Nancie Wright* JUDGE'S SIGNATURE 



SHOW:

CLASS: #15 Rookie Youth

DATE:

3/30/21

VERSATILITY RANCH HORSE - RANCH COW WORK

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-brided (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	#		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, -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																									
1	547	PENALTY																									
		CONTENT	+1/2									+1	0	+1													72 1/2
2	528	PENALTY																									
		CONTENT	+1/2									+1/2	0	-1/2													70 1/2
		PENALTY																									
		CONTENT																									
		PENALTY																									
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		PENALTY																									
		CONTENT																									
		PENALTY																									
		CONTENT																									

JUDGE'S NAME (PRINTED): Nancie Wright

JUDGE'S SIGNATURE:

SHOW:

CLASS: #17 Ltd Am

DATE: 3/30/21

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 - 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 (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties		
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	3	1		2	4									
537	PENALTY														77 1/2
	CONTENT	+1	+1	+1	+1	+1	+1/2	+1	+1						
532	PENALTY														71 1/2
	CONTENT	+1/2	-1/2	+1	0	1/2	0	0	0						
524	PENALTY		1A	3L	OP										62 1/2
	CONTENT	+1/2	-1	-1/2	-1/2	-1	0	0	0		3L				
522	PENALTY		1A	3L	OP										60 1/2
	CONTENT	-1	-1/2	-1	-1/2	-1	0	-1/2	0			DQ cross entered			
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														

JUDGE'S NAME (PRINTED): Wright

JUDGE'S SIGNATURE: 



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Mile High Classic

CLASS: 17. Limited Amateur / 18. Rookie Amt.

DATE: Tuesday, 3/30/21

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	#	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			
		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																				
	515	PENALTY																				
		CONTENT	0								0	0	0									70
	522	PENALTY																				
		CONTENT	0								0	0	-1/2									69 1/2
	505 507	PENALTY	33																			
		CONTENT	-1								-1	0	-1/2		6							61 1/2
	534	PENALTY																				
		CONTENT																				
	524	PENALTY																				
		CONTENT																				
	505	PENALTY																				
		CONTENT																				
		PENALTY																				
		CONTENT																				
		PENALTY																				
		CONTENT																				

JUDGE'S NAME (PRINTED):

Wright

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: Mile High Classic

CLASS: 19. Open

DATE: Tuesday, 3/30/21

- 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	#	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, -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																								
534		PENALTY																								
		CONTENT	0	0	+1/2	+1/2	/	/	-1	-1 1/2	0	0	0													68 1/2
531		PENALTY																								
		CONTENT	+1/2	+1/2	+1	+1	/	/	0	+1/2	+1	0	0													74
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JUDGE'S NAME (PRINTED): Wright

JUDGE'S SIGNATURE: [Signature]