

RANCH VERSATILITY COW HORSE

Class Name: _____

Class #: _____

in Class

Time class finished:.....

<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 - Skipping rein T - Failure to drive cow past middle marker on first turn V - Over-bridled (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 assist fear/praise H - Use of two hands (except in snaffle bit or hackamore) per maneuver M - More than one finger between split reins or any fingers between roman reins (except two rein) per maneuver R - Failure to catch when roping in open/cowboy classes</p>	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly A - Turning tail E - Repeated blatant disobedience H - Leaving arena before run is complete I - Illegal catch at end of run J - Schooling after entering the arena prior to calling for cow K - Schooling horses between cows, if new cow is awarded N - Failure to attempt any part of the class R - Complete loss of rope</p> <p>Disqualification (DQ): A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/ridor N - Improper western attire</p>
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#	RUN CONTENT										PENALTIES					SCORE
	Each horse/ridor 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 Contest, +1/2 Good, +1 Very Good, +1 1/2 Excellent										2 POINTS	3 POINTS	5 POINTS	OP	TOTAL	
	BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY						
		L	R	L	R	TRACK & RATE	STOP & HOLD									
	Tie-Breaker															
	PENALTY															
	CONTENT															
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	PENALTY															
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JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____