VERSATILITY RANCH HORSE - CUTTING

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 disturbance of herd
G - Illegal equipment
F - Fall of horse/rider
N - Improper western attire
H - Leaving arena before run is complete

SHOW:  
CLASS:  
DATE:  

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 - Cow picked up or scattered
D - Back fence
E - Pawing or biting cattle
F - Spurring on shoulder

5 Point Penalties:
A - Cow 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

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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

RUN CONTENT

<table>
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<tr>
<th>W/O</th>
<th>#</th>
<th>PENALTIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cow 1</td>
<td>Cow 2</td>
<td>Cow 1</td>
</tr>
<tr>
<td>1 POINT</td>
<td>3 POINTS</td>
<td>5 POINTS</td>
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<tr>
<td>Hard Work</td>
<td>Control of Cow</td>
<td>Degree of Diff.</td>
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<tr>
<th>Tie-Breaker</th>
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JUDGE’S NAME (PRINTED):  
JUDGE’S SIGNATURE:  

# PENALTIES

AVERAGE Cow 1/ Cow 2  
TOTAL  
SCORE  
OFF PATTERN