

# VERSATILITY RANCH HORSE - CUTTING

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 - 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 (DO):**  
 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

W/O	#	PENALTIES						RUN CONTENT										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													
		Cow 1	Cow 2	Cow 1	Cow 2	Cow 1	Cow 2	Cow 1				Cow 2				Coverage	Average Cow 1/ Cow 2				
		1 POINT	3 POINTS	5 POINTS	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal									
Tie-Breaker																					

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

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