

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW: _____

CLASS: _____

DATE: _____

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
 S - Slipping rein
 T - Failure to drive cow past middle marker on first turn

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
 C - Failure to catch

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

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
 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 romal reins (except two rein) per maneuver

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 horse between cows, if new cow is awarded
 N - Failure to attempt any part of the class

DO:
 A - Abuse
 B - Lameness
 G - Illegal equipment
 N - Improper western attire
 D - Disrespect or misconduct
 F - Fall of horse/rider

W/O	#	RUN CONTENT											PENALTIES				SCORE	OP
		Each horse/rider team is scored between 1-100 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	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																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
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		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

VRH - LIMITED RANCH COW WORK (Amateur)

SHOW:
CLASS:
DATE:

<p>1 Point Penalties: A - Loss of working advantage P - Working out of position S - Slipping rein</p> <p>3 Point Penalties: K - Knocking down the cow without having a working advantage L - Losing a cow while boxing</p> <p>5 Point Penalties: B - Spurring in front of cinch C - Blatant disobedience E - Use of either hand to instill 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 romal reins (except two rein) per 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</p> <p>DQ: A - Abuse B - Lameness D - Disrespect or misconduct G - Illegal equipment F - Fall of horse/rider: run ends N - Improper western attire</p>
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W/O	#	RUN CONTENT									PENALTIES			SCORE	OP	
		Each horse/rider team is scored between 1-100 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									3 POINTS	5 POINTS	TOTAL			
		BOXING			DRIVE			BOXING								
POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY								
		Tie-Breaker														
		PENALTY														
		CONTENT														
		PENALTY														
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		CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

SHOW:
CLASS:
DATE:

NOVICE/YOUTH COW WORK

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Loss of working advantage - Working out of position - Slipping rein <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Knocking down the cow without having a working advantage - Losing a cow while boxing <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - Use of two hands (except in snaffle bit or hackamore) per maneuver - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Turning tail - Repeated blatant disobedience - Schooling after entering the arena prior to calling for cow - Schooling horse between cows, if new cow is awarded - Failure to attempt any part of the class <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall horse/rider; run ends; credit will be given for work done
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W/O	#	OP	RUN CONTENT					PENALTY TOTAL	SCORE	
			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							
			BOXING MANEUVERS							
Tie-Breaker			POSITION & CONTROL	EYE APPEAL	DEGREE OF DIFFICULTY	COURAGE	NOTES			
			PENALTY							
			CONTENT							
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			CONTENT							

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - REINING

SHOW:
CLASS:
DATE:

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 (except in Level 1/Youth Reining Pattern #1) - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - 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 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - Use of two hands (except in snaffle bit or hackamore) per maneuver - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Leaving arena before pattern is complete - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Fall of horse/rider: run ends - Illegal equipment - Disrespect or misconduct - Improper western attire
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W/O	#	MANUEVER SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 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												
		1	2	3	4	5	6	7	8	9	10			
Tie-Breaker														
Maneuver Description														
		PENALTY												
		CONTENT												
		PENALTY												
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		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:
CLASS:
DATE:

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled per maneuver - Out of frame per maneuver - Too slow per maneuver - Gapping mouth - Break of gait at Walk or trot for two (2) strides or less <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - 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 <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise - Use of two hands (except in snaffle bit or hackamore) per maneuver - More than one finger between split reins or any fingers between romal reins per maneuver - 1st or 2nd cumulative refusal 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Leaving arena before pattern is complete - Repeated blatant disobedience <p>DQ:</p> <ul style="list-style-type: none"> - Lameness - Abuse - Illegal equipment - Disrespect or misconduct - Improper western attire - Fall of horse/rider
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W/O		#	MANEUVER SCORES										PENALTY TOTAL	SCORE	OP		
Each horse/rider team is scored between 1-100 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														
			Maneuver Description														
			PENALTY														
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			PENALTY														
			CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - TRAIL

SHOW:
CLASS:
DATE:

- 1 Point Penalties:**
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
 - Incorrect or break of gait at walk or trot for two strides or less
 - Both front or hind fee 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 step on dismount or ground tie except shifting to balance
 - Split pole at lope
- 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
 - 2-3 steps on dismount or ground tie

- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
 - Use of two hands (except in snaffle bit or hackamore) per maneuver
 - More than one finger between split reins or any fingers between romal reins per maneuver
 - 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
 - 4 or more steps on dismount or ground tie

- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- Breaking pattern
 - Leaving arena before pattern is complete
 - 3rd refusal
 - No attempt to perform obstacle
 - Repeated blatant disobedience
- DQ:**
- Lameness
 - Abuse
 - Illegal equipment
 - Disrespect or misconduct
 - Improper western attire
 - Fall of horse/rider

W/O	#	OBSTACLE SCORES										PENALTY TOTAL	SCORE	OP
		Each horse/rider team is scored between 1-100 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												
		1	2	3	4	5	6	7	8	9	10			
Tie-Breaker														
Obstacle Description														
	PENALTY													
	CONTENT													
	PENALTY													
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	CONTENT													

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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
- 3 Point Penalties**
 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
 C - Losing a cow
 H - Use of two hands on reins (except in snaffle bit or hackamore) per cow
 M - More than one finger between split reins or any fingers between romal reins per cow

- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
 - Not working two cattle (open, cowboy and amateur division only)
 - Repeated blatant disobedience
 - Not working 1 or 2 cattle (youth only)
- Penalty Score 0:**
 D - Illegal equipment
 E - Excessive disturbance of herd
 F - Fall of horse/rider

W/O	#	PENALTIES						RUN CONTENT							PENALTY TOTAL	SCORE	OP
		1 POINT		3 POINTS		5 POINTS		+ Above Average			✓ Average			- Below Average			
		Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Courage							
Tie-Breaker																	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____