

VRH - LIMITED COW WORK (Amateur/Youth)

SHOW:
CLASS:
DATE:

- 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
			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	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																
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
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		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____ JUDGE'S SIGNATURE: _____



SHOW:

CLASS:

DATE:

NOVICE/YOUTH COW WORK

1 Point Penalties:

- A- Loss of working advantage
- P- Working out of position
- S- Slipping rein

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
- D- Use of either hand to instill fear/praise

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- A- Turning tail
- B- Repeated blatant disobedience
- C- 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)

DQ:

- A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H - Leaving arena before run is complete
- I- Fall horse/rider; run ends; credit will be given for work done

W/O	#	RUN CONTENT										PENALTY TOTAL	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													
		BOXING MANEUVERS					PENALTIES			NOTES					
POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS								
Tie-Breakers >															

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - TRAIL

SHOW:
CLASS:
DATE:

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - 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 feet 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 or two steps on mount/dismount on/or ground tie (except shifting to balance) - Split log in lope over <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 - Three to four steps on mount/dismount on ground tie 	<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 - 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 - 5 or more steps on mount/dismount or ground tie <p>10 Point Penalty: AQHA Entry ONLY</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) 	<p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - 3rd refusal - Repeated blatant disobedience - Failure to dally and remain dallied during the drag - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins <p>Disqualification (DO):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O	#		OBSTACLE SCORES										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													
Tie-Breaker			1	2	3	4	5	6	7	8	9	10				
Obstacle Description																
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
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		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____

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SHOW:
CLASS:
DATE:

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- 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
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- 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

2 Point Penalties:

- 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 or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty: AQHA entry ONLY

- 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

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DO):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#		MANUEVER SCORES										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 1/2 Excellent													
Tie-Breaker			1	2	3	4	5	6	7	8	9	10				
Maneuver Description																
		PENALTY														
		CONTENT														
		PENALTY														
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JUDGE'S NAME (PRINTED): _____

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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) - Break of gait at walk - 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 - Out of lead or cross-cantering more than two strides when changing leads - Trotting more than three strides when making a simple lead change <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 	<p>10 Point Penalty: AQHA entry only</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <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 - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins <p>Disqualification (DO):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O	#	MANEUVER SCORES										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															
		Tie-Breaker															
		Maneuver Description															
		PENALTY															
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JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



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
 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: AQHA entry Only
 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

WO	#	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																									
		PENALTY																									
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JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

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: AQHA entry only
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

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	
		1 POINT		3 POINTS		5 POINTS		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												
								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: _____