

VERSATILITY RANCH HORSE - CUTTING

SHOW: _____
CLASS: *Intermediate*
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 (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

W/O #	PENALTIES						RUN CONTENT										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
	Cow 1		Cow 2		Cow 1		Cow 2		Cow 1				Cow 2								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	Courage									
Tie-Breaker																					
103					B	B	/	-	/	-	/	-	/	-		68	68		60		
118							/	/	/	-	/	/	/	/		69	70		70		
120							/	/	-	-	/	/	/	/		68	70		69		
117					B		/	+	/	/	-	-	/	/		71	69		65		
124					D		+	/	/	/	-	-	/	/		71	68		65		

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Jason Werhly*



SHOW: _____
CLASS: Intermediate
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:

- 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

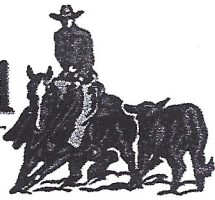
Disqualification (DQ):

- 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
		1	2	3	4	5	6	7	8	9	10				
		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													
		C	A	R	A	S	S	S	S	S	B				
		CIRCLES	LEAD	CIRCLES	LEAD	STOP	SPIN	STOP	SPIN	STOP	BACK				
	120			OP										68 1/2	OP
		PENALTY													
		CONTENT	+1/2	+1/2	0	-1/2	-1/2	-1	-1/2	+1/2	0	-1/2			
	124		OP											70	OP
		PENALTY	OP												
		CONTENT	-1	0	0	0	+1/2	+1/2	-1/2	0	+1/2	0			
	117				-1									68 1/2	
		PENALTY			-1										
		CONTENT	+1/2	-1/2	0	0	+1/2	0	0	-1/2	-1/2	0			
	118							OP						71 1/2	OP
		PENALTY						OP							
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	-1	0	+1/2	0	0			
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Joan Herrick



RANCH COW WORK INTERMDIATE

Show

Judge

2 Minutes when the gate closes behind the cow, 1 Minute warning, Do not have to work the full time

Date

1 POINT PENALTY

- A. Loss of working Advantage
- P. Working out of position
- S. Slipping Rein
- T. Cow and/or Horse stopping before the mid marker

3 POINT PENALTY

- E. Exhausting or overworking
- K. Knock down cow w/out working advantage

5 POINT PENALTY

- B. Hitting or spurring in front of the cinch
- C. Any blatant disobedience
- E. Use of either hand to instill fear or praise

MAJOR PENALTY - "OP":

- Cannot place above others who complete pattern correctly
- A. Turn Tail
 - E. Repeated blatant disobedience
 - G. Illegal or failed equipment
 - H. Use of two hands (except in the snaffle bit or hackamore)
 - J. Schooling before cow work begins
 - K. Schooling between cows, if new cow awarded
 - M. More than one finger between split reins or any fingers between romal reins (except two rein)

DO (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- H. Leave area before pattern complete
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

NOTE: The Judge may blow the whistle at any time to end the work, a score of -0- will be given if the work is not complete

70 Points +/- Maneuver Total less Penalty Points = Total Score

Judges Score (Content): +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

W/O	Back #	RUN CONTENT							Penalty Total	Score	OP	
		Boxing			Roping			Degree of Difficulty				Eye Appeal
		Box (Position & Control)	Drive (Position & Control)	Stop (Form & quality)	Track Cow	Rope Handling	Stop (Form & quality)					
		Tie Breaker ->							1st			
	120	Penalty										
		Content	0	0	-1/2	0	-1/2	0	-1/2		68 1/2	/
	124	Penalty										
		Content	0	+1/2	0	0	-1/2	0	0		70	/
	117	Penalty										
		Content	+1/2	+1/2	0	0	0	0	0		71	/
	118	Penalty										
		Content	+1/2	+1/2	+1/2	+1	0	0	+1/2		73	/
		Penalty										
		Content										
		Penalty										
		Content										
		Penalty										
		Content										

Judges Signature: Jan Horvath



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: _____
CLASS: *Intermediate*
DATE: _____

- 1 Point Penalties:**
- Over-bridled (per maneuver)
 - Out of frame (per maneuver)
 - Too slow (per maneuver)
 - Break of gait at walk
 - Break of gait at walk or trot for two (2) strides or less
- 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
 - Out of lead or cross-cantering more than two strides when changing leads
 - Trotting more than three strides when making a simple lead change
- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
- 10 Point Penalty:**
- 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
 - 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
- Disqualification (DQ):**
- Abuse
 - Lameness
 - Disrespect or misconduct
 - Illegal equipment
 - Fall of horse/rider
 - Improper western attire
 - Leaving arena before pattern is complete

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															
			WALK	TROT	WALK	EXT TROT	TROT	L L LOPE	EXT LOPE	LOPE	LEAD	R L LOPE	LOPE	STOP BACK				
120			0	+1/2	0	+1/2	0	+1/2	0	0	0	0	-1/2	-1/2			70.5	X
117			0	+1/2	0	+1/2	0	0	+1/2	-1/2	-1/2	-1/2	0	+1/2	3	3	67.5	/
124			0	+1/2	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	+1/2			74	X
118			0	0	+1/2	0	+1/2	0	0	-1/2	-1/2	0	+1/2	0	1	3	66.5	X
																	70.5	

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



VERSATILITY RANCH HORSE - TRAIL

SHOW:

CLASS: *Intermediate*

DATE: *12/15/19*

1 Point Penalties:

- 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

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
- Three to four steps on mount/dismount on ground tie

5 Point Penalties:

- 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

10 Point Penalty:

- 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
- 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

Disqualification (DQ):

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

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														
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		2	3	4												
Obstacle Description		TROT LOG	DRAG LOG	SIDE PASS	BRIDGE	GATE	E&T	BACK	L LOPE	R LOPE	R LOPE					
117									1					1	71.5	✓
PENALTY																
CONTENT		-1/2	+1/2	+1/2	+1/2	+1	0	-1/2	0	+1/2	+1/2					
		71					72									
120									1					1	71	✓
PENALTY																
CONTENT		0	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	0	-1/2					
		71.5					72									
124									1					1	73	✓
PENALTY																
CONTENT		0	+1	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2					
		72					73									
118				1										1	71.5	✓
PENALTY																
CONTENT		0	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	0	-1/2					
		71					72									
PENALTY																
CONTENT																
PENALTY																
CONTENT																
PENALTY																
CONTENT																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: