

SHOW:
CLASS: <i>Youth</i>
DATE:

VERSATILITY RANCH HORSE - CUTTING

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									
	<i>125</i>					<i>D D</i>		<i>-</i>	<i>-</i>	<i>/</i>	<i>/</i>	<i>/</i>	<i>/</i>	<i>/</i>	<i>/</i>					<i>60</i>		

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Jerry [Signature]*



VERSATILITY RANCH HORSE - REINING

SHOW: _____
CLASS: Youth
DATE: _____

- 1 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

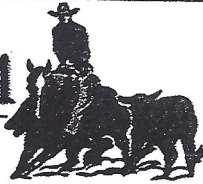
W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		L	A	R	A	STOP	SPIN	STOP	R	STOP	BACK				
Rein only	132														
		PENALTY													
		CONTENT	+1/2	-1	0	-1	-1	-1	-1	-1	-1	0			63 1/2
	125														
		PENALTY													
		CONTENT	-1	-1	-1	-1	-1	-1	-1/2	-1	0	+1/2			63
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: Jan Allen

WSVRHA

Western States Versatility
Ranch Horse Association



RANCH COW WORK Novice YOUTH

Show

Judge

Date

50 seconds when the gate closes behind the cow.
No warning, must work to the buzzer

1 POINT PENALTY

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

3 POINT PENALTY

- K. Knock down cow w/out working advantage
- L. Losing a cow while boxing

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
- H. Use of two hands
(except in the snaffle bit or hackamore)
- M. More than one finger between split reins or any fingers between romal reins (except two rein)
- J. Schooling before cow work begins
- K. Schooling between cows, if new cow awarded
- G. Illegal or failed equipment
- DQ (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

COW WORK SCORING GUIDELINES

75 & higher - Total control, excellent form & position on cow, high degree of difficulty, excellent eye appeal.
73-74 - Good form & position on cow, good control of cow, high degree of difficulty with good eye appeal
71-72 - A credit earning run with correct form and position, better than average control of cow with some degree of difficulty and eye appeal.
70 - Control, correct form, average degree of difficulty.
68-69 - Slight loss of form or position on cow. Average degree of difficulty and eye appeal. good work with a major penalty (3 or 5) or average work with 1 point penalties.
66-67 - Trouble controlling cow and/or rider/horse is out of position. Loss of eye appeal.
65 & below - Incurs major penalties, loss of control and position. Total lack of credit.

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

RUN CONTENT

W/O	Back #	RUN CONTENT						Penalty Total	Score	OP
		Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	Comment			
		Tie Breaker →						1st		
	125	Penalty								
		Content	0	0	0	0			70	
		Penalty								
		Content								
		Penalty								
		Content								
		Penalty								
		Content								
		Penalty								
		Content								
		Penalty								
		Content								

Judges Signature: _____



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: _____
 CLASS: Youth
 DATE: 12/15/19

- 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	LL LOPE	EXT LOPE	LOPE	LEAD	RL LOPE	LOPE	STOP				
Maneuver Description																	
125							3,3										
		PENALTY															
		CONTENT	0	0	0	0	-1/2	0	0	0	0	0	+1/2			6	64
132																	
		PENALTY															
		CONTENT	0	0	-1/2	-1/2	0	0	0	0	0	0	-1/2			0	68.5
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____



VERSATILITY RANCH HORSE - TRAIL

SHOW: _____
CLASS: Youth
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													
		Obstacle Description													
		TROT LOG	DRAW LOG	SIDE PASS	BRIDGE	GATE	cut	Back	L Lope	Rope	R Lope				
		PENALTY				OP		OP							
125		CONTENT	+1/2	+1/2	0	+1/2	+1/2	0	+1/2	-1/2	0	+1			70 OPx 2
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____