



VRH RANCH CUTTING

Date:	
Show:	
Class:	
Judge:	

1 point

- A - losing working advantage
- C - working out of position
- D - toe, foot, or stirrup on the shoulder
- V - over-bridled (per maneuver)
- W - out of frame (per maneuver)

3 points

- A - hot quit
- B - cattle picked up or scattered
- D - back fence
- E - pawing or biting cattle
- F - spurring on shoulder

5 points

- A - horse quitting cow
- B - losing cow
- C - changing cattle after a specific commitment
- D - failure to separate a single animal after leaving the herd
- E - blatant disobedience

Off Pattern (OP) - to be placed below horses performing all maneuvers

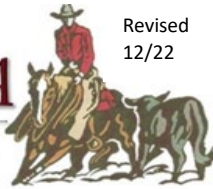
- A - Turning tail
- B - Use of two hands (except in snaffle bit or hackamore)
- C - More than one finger between split reins or any fingers between roma reins
- E - repeated blatant disobedience
- F - failure to cut two cows

Disqualified - 0 Score

- A - abuse
- B - lameness
- D - disrespect or misconduct
- E - excessive disturbance of herd to the point that exhibitor is asked to leave the arena
- G - illegal equipment
- F - fall of horse/rider
- N - improper western attire
- H - leaving arena before run is complete

WO Entry #	PENALTIES										MANEUVER SCORES												Avg Cow 1/ Cow 2	Penalty Total	Score	Off Pattern						
	COW 1		COW 2		COW 1		COW 2		COW 1				COW 2				COW 1				COW 2											
	1 POINT		3 POINT		5 POINT		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 Signature: _____



Revised
12/22

RANCH CUTTING

Walk Trot

2 Cows / 2 minutes, 1 minute warning
Do not have to work the full time

Show:

Judge:

Date:

1 POINT PENALTY

- A. Loss of working advantage
- C. Working out of position
- D. Toe, foot or stirrup on the shoulder

3 POINT PENALTY

- B. Cattle picked up or scattered
- D. Back Fence
- E. Biting or striking the cow
- H. Hot Quit

5 POINT PENALTY

- A. Quitting the cow
- B. Spurring or hitting in front of the cinch at any time
- C. Blatant disobedience
- E. Use of either hand to instill fear or praise
- F. Failure to separate a single cow after clearing the herd
- L. Losing the cow back to the herd
- S. Changing cattle after a specific commitment

MAJOR PENALTY - "OP":

Cannot place above others who complete pattern correctly

- A. Turn Tail
- E. Repeated blatant disobedience
- T. Failure to cut two cows

DISQUALIFIED - DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- H. Leaving the arena before the run is 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											Eye Appeal	Penalty Total	Score	OP
			Herd Work	Drive	Set-Up	Tag-Off	Herd Work	Drive	Set-Up	Tag-Off	Courage Cow Sense	Degree of Difficulty					
Tie Breaker →															1st		
		Penalty															
		Content															
		Penalty															
		Content															
		Penalty															
		Content															
		Penalty															
		Content															
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		Penalty															
		Content															

Judges Signature: _____



VRH RANCH REINING

Date:	
Show:	
Class:	
Judge:	

- | | | |
|--|---|--|
| <p>1/2 point</p> <ul style="list-style-type: none"> - starting a circle or exiting a roll-back at a trot for up to 2 strides - delayed change of lead by 1 stride where the lead change is required by the pattern description - failure to remain a minimum of 20 feet from the wall or fence when approaching a stop and/or rollback - over-spin or under-spin up to 1/8 turn <p>1 point</p> <ul style="list-style-type: none"> - over-bridled (per maneuver) - out of frame (per maneuver) - out of lead in the circles, figure eights or around the end of the arena (cumulative, 1 point for each 1/4 of the circumference of a circle or any part thereof) - over or under spinning 1/8 to 1/4 turn - slipping rein | <p>2 points</p> <ul style="list-style-type: none"> - jogging beyond 2 strides, but less than 1/2 circle or 1/2 the length of the arena - break of gait - freeze up in spins or rollbacks - failure to stop or walk before executing a lope departure on trot-in patterns - on run-in patterns, failure to be in a lope prior to the first marker - if a horse does not completely pass the specified marker before initiating a stop position <p>5 points</p> <ul style="list-style-type: none"> - spurring in front of cinch - blatant disobedience (kick, bite, buck, rear, etc.) for each refusal - use of either hand to instill fear/praise | <p>Off Pattern (OP) - to be placed below horses performing all maneuvers</p> <ul style="list-style-type: none"> - breaking pattern - inclusion of maneuver (e.g. over or under-spinning, backing more than 2 strides, etc.) - trotting in excess of 1/2 circle or 1/2 length of the arena - repeated blatant disobedience - use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein) <p>Disqualified - 0 Score</p> <ul style="list-style-type: none"> - lameness - disrespect or misconduct - illegal equipment - willful abuse - leaving working area before pattern is complete - improper western attire - fall of horse/rider |
|--|---|--|

MANEUVER SCORES										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
WO Entry #	Each horse/rider combination 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											
		MANEUVER SCORE											
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		MANEUVER SCORE											
		PENALTY											
		MANEUVER SCORE											

Judge's Signature: _____



VRH RANCH COW WORK

Date:	
Show:	
Class:	
Judge:	

1 point

- 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 points

- 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 points

- 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 points

- 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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- A - Turning tail
- B - Use of two hands (except in snaffle bit or hackamore)
- C - More than one finger between split reins or any fingers between romal reins
- 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

Disqualified - 0 Score

- 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

MANEUVER SCORES

Each horse/rider combination 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

WO Entry #

WO	Entry #	PENALTY	MANEUVER SCORE	FENCE TURNS				CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFF.	EYE APPEAL	PENALTIES			Penalty Total	Score	Off Pattern
				BOXING	RATING	L	R	L	R	TRACK & RATE	STOP & HOLD				2 POINT	3 POINT	5 POINT			
TIE-BREAKER																				

Judge's Signature: _____



Revised 12/22

RANCH COW WORK INTERMEDIATE

2 1/2 Minutes when the gate closes, 45 Second warning, Do not have to work the full time

Show

Judge

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
- L. Losing a cow while boxing

MAJOR PENALTY - "OP":

Cannot place above others who complete pattern correctly

- A. Turn Tail
- E. Repeated blatant disobedience
- F. Turning the cow on the fence
- H. Use of two hands (except in the snaffle bit or hackamore)
- J. Schooling before cow work begins
- L. Allowing cow to cross center line during boxing of opposite end
- 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)
- N. Failure to attempt any part of the class

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

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

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		
			Box	Drive	Box	Drive	Roping			Degree of Difficulty	Eye Appeal	Courage					
			Box (Position & Control)	Run and Rate	Box (position & control)	Run and rate	Track Cow & Stop	Rope Handling									
			Tie Breaker →										1st				
		Penalty															
		Content															
		Penalty															
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		Content															

Judges Signature: _____



VRH LTD COW WORK

Date:	
Show:	
Class:	
Judge:	

1 point

- A - Loss of working advantage
- D - Failure to drive cow past 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 points

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

5 points

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- A - Turning tail
- B - Use of two hands (except in snaffle bit or hackamore)
- C - More than one finger between split reins or any fingers between romal reins
- 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
- L - While boxing the cow at the opposite end, if the rider loses control and allows the cow to cross the center line, the judge will whistle the end of the run
- N - Failure to attempt any part of the class

Disqualified - 0 Score

- 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

MANEUVER SCORES

*Each horse/rider combination 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*

WO	Entry #	MANEUVER SCORES								PENALTIES		Penalty Total	Score	Off Pattern
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 POINT	5 POINT			
		TIE-BREAKER												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
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		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												
		PENALTY												
		MANEUVER SCORE												

Judge's Signature: _____



VRH NOVICE COW WORK

Date:	
Show:	
Class:	
Judge:	

1 point

- A - Loss of working advantage
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

3 points

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

5 points

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

Off Pattern (OP) - to be placed below horses performing all maneuvers

- A - Turning tail
- B - Use of two hands (except in snaffle bit or hackamore)
- C - More than one finger between split reins or any fingers between romal reins
- 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

Disqualified - 0 Score

- 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

MANEUVER SCORES

*Each horse/rider combination 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*

WO	Entry #	MANEUVER SCORES					PENALTIES			COMMENTS	Penalty Total	Score	Off Pattern
		Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	1 POINT	3 POINT	5 POINT				

Judge's Signature: _____



RANCH COW WORK

Walk Trot

Revised 12/2022

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

Show

Judge

Date

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

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
- 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

W/O	Back #	RUN CONTENT								Penalty Total	Score	OP
		Drive	Rate	Stop	Turn	Position and Control	Courage Cow Sense	Degree of Difficulty	Eye Appeal			
		Tie Breaker →								1st		
		Penalty										
		Content										
		Penalty										
		Content										
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		Penalty										
		Content										

Judges Signature: _____



VRH RANCH RIDING

Date:	
Show:	
Class:	
Judge:	

1 point

- too slow (per gait)
- over-bridled (per maneuver)
- out of frame (per maneuver)
- break of gait at walk or trot for 2 strides or less
- wrong lead or out of lead for 2 strides or less

3 points

- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- out of lead or cross-cantering more than 2 strides when changing leads
- trotting more than 3 strides when making a simple lead change
- trotting more than 3 strides in lope departures or when exiting a rollback
- severe disturbance of any obstacle

5 points

- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- repeated blatant disobedience
- use of two hands (except junior and L1 horses shown in a snaffle bit/hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)

Disqualified - 0 Score

- illegal equipment including hoof black, braided or banded manes, or tail extensions
- lameness
- disrespect or misconduct
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

MANEUVER SCORES

Each horse/rider combination 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

WO Entry #		MANEUVER SCORES												Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern
TIE-BREAKER		MANEUVER DESCRIPTION															
		PENALTY															
		MANEUVER SCORE															
		PENALTY															
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		MANEUVER SCORE															
		PENALTY															
		MANEUVER SCORE															

Judge's Signature: _____

VRH RANCH TRAIL

Date:	
Show:	
Class:	
Judge:	

1 point

- 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
- break of gait at walk or trot for 2 strides or less
- both front or hind feet in a single-stride slot or space at a walk or trot
- skipping over or failing to step into required space
- split pole in lope-over
- incorrect number of strides, if specified
- 1 to 2 steps on mount/dismount or ground tie except shifting to balance
- wrong lead or out of lead for 2 strides or less

3 points

- break of gait at walk or trot for more than 2 strides
- break of gait at lope, except when correcting an incorrect lead
- wrong lead or out of lead for more than 2 strides
- draped reins (per maneuver)
- 3 to 4 steps on mount/dismount or ground tie
- trotting for more than 3 strides in lope departures or exiting a rollback
- knocking over or severely disturbing an obstacle
- stepping out of or falling off an obstacle with 1 foot
- missing or evading a part of log/obstacle with 1 foot

5 points

- spurring in front of cinch
- blatant disobedience (kick, bite, buck, rear, etc.) for each refusal
- use of either hand to instill fear/praise
- stepping out of or falling off an obstacle with more than 1 foot
- 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
- missing or evading a part of log/obstacle with more than 1 foot

Off Pattern (OP) - to be placed below horses performing all maneuvers

- eliminates or adds maneuver
- incomplete maneuver
- 3rd refusal
- repeated blatant disobedience
- failure to dally and remain dallied during the drag
- use of two hands (except junior and L1 horses shown in a snaffle bit/ hackamore), more than one finger between split reins or any fingers between romal reins (except in the two rein)
- failure to open and shut gate, or failure to complete gate

Disqualified - 0 Score

- lameness
- disrespect or misconduct
- illegal equipment
- willful abuse
- leaving working area before pattern is complete
- improper western attire
- fall of horse/rider

MANEUVER SCORES										Natural Ranch Horse Appearance	Penalty Total	Score	Off Pattern	
WO Entry #	Each horse/rider combination 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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		MANEUVER SCORE												

Judge's Signature: _____