



SHOW:
CLASS:
DATE:

### NOVICE/YOUTH COW WORK

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- A- Loss of working advantage</li> <li>- P- Working out of position</li> <li>- S- Slipping rein</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- K- Knocking down the cow without having a working advantage</li> <li>- L- Losing a cow while boxing</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- B- Spurring in front of cinch</li> <li>- C- Blatant disobedience</li> <li>- D- Use of either hand to instill fear/praise</li> <li>- H- Use of two hands (except in snaffle bit or hackamore) per maneuver</li> <li>- F- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver</li> </ul>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- A- Turning tail</li> <li>- B- Repeated blatant disobedience</li> <li>- C- Schooling after entering the arena prior to calling for cow</li> <li>- K- Schooling horse between cows, if new cow is awarded</li> <li>- N- Failure to attempt any part of the class</li> <li>- H- Use of two hands (except in snaffle bit or hackamore)</li> <li>- M- More than one finger between split reins or any fingers between romal reins (except two rein)</li> </ul> <p><b>DQ:</b></p> <ul style="list-style-type: none"> <li>- A- Abuse</li> <li>- B- Lameness</li> <li>- D- Disrespect or misconduct</li> <li>- G- Illegal equipment</li> <li>- M- Improper western attire</li> <li>- H- Leaving arena before run is complete</li> <li>- I- Fall horse/rider; run ends; credit will be given for work done</li> </ul>
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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							
		<b>Tie-Breakers &gt;</b>												

JUDGE'S SIGNATURE: \_\_\_\_\_



SHOW:
CLASS:
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## VRH - LIMITED COW WORK (Amateur/Youth)

**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: 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 - 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 (DO):**

- 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												3	5	10	TOTAL		
			BOXING			DRIVE			BOXING			DRIVE								
POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POINTS	POINTS	POINTS	TOTAL		
Tie-Breaker																				
		PENALTY																		
		CONTENT																		
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		CONTENT																		

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_

**VERSATILITY RANCH HORSE - TRAIL**

<b>SHOW:</b>
<b>CLASS:</b>
<b>DATE:</b>

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle</li> <li>- Incorrect or break of gait at walk or trot for two strides or less</li> <li>- Both front or hind feet in a single-stride space at a walk or trot</li> <li>- Skipping over or failing to step into required space</li> <li>- Incorrect number of strides, if specified</li> <li>- One or two steps on mount/dismount on/or ground tie (except shifting to balance)</li> <li>- Split log in lope over</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Three to four steps on mount/dismount on ground tie</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> <li>- Knocking over, stepping out of, or falling off of an obstacle</li> <li>- Dropping an object required to be carried</li> <li>- 1st or 2nd cumulative refusal</li> <li>- Letting go of gate</li> <li>- 5 or more steps on mount/dismount or ground tie</li> </ul> <p><b>10 Point Penalty: AQHA Entry ONLY</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- 3rd refusal</li> <li>- Repeated blatant disobedience</li> <li>- Failure to dally and remain dallied during the drag</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between romal reins</li> </ul> <p><b>Disqualification (DO):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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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														
		PENALTY														
		CONTENT														
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		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_

SHOW:
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DATE:

## VERSATILITY RANCH HORSE - REINING

<p><b>1/2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Starting a circle or exiting a rollback at a trot for up to two strides</li> <li>- Delayed change of lead by one stride where the lead change is required by the pattern description</li> <li>- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback</li> <li>- Over-spin or under-spin up to 1/8 turn</li> </ul> <p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- 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</li> <li>- Over or under spinning 1/8 to 1/4 turn</li> <li>- Slipping rein</li> </ul> <p><b>2 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Break of gait</li> <li>- Freeze up in spins or rollbacks</li> <li>- Failure to stop or walk before executing a lope departure on trot-in patterns</li> <li>- Failure to be in a lope prior to the first marker on run-in patterns</li> <li>- Failure to completely pass the specified marker before initiating a stop position</li> <li>- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena</li> </ul>	<p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> </ul> <p><b>10 Point Penalty: AQHA entry ONLY</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between romal reins (except two rein)</li> <li>- Trotting in excess of 1/2 circle or 1/2 length of the arena</li> </ul> <p><b>Disqualification (DO):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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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																
		PENALTY														
		CONTENT														
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		CONTENT														

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_

**VERSATILITY RANCH HORSE - RANCH RIDING**

<b>SHOW:</b>
<b>CLASS:</b>
<b>DATE:</b>

<p><b>1 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Over-bridled (per maneuver)</li> <li>- Out of frame (per maneuver)</li> <li>- Too slow (per maneuver)</li> <li>- Break of gait at walk</li> <li>- Trot for two (2) strides or less</li> </ul> <p><b>3 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Wrong lead or out of lead</li> <li>- Draped reins</li> <li>- Break of gait at lope</li> <li>- Break of gait at walk or trot for more than two (2) strides</li> <li>- Out of lead or cross-cantering more than two strides when changing leads</li> <li>- Trotting more than three strides when making a simple lead change</li> </ul> <p><b>5 Point Penalties:</b></p> <ul style="list-style-type: none"> <li>- Spurring in front of cinch</li> <li>- Blatant disobedience</li> <li>- Use of either hand to instill fear/praise</li> </ul>	<p><b>10 Point Penalty: AQHA entry only</b></p> <ul style="list-style-type: none"> <li>- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</li> </ul> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly:</b></p> <ul style="list-style-type: none"> <li>- Breaking pattern</li> <li>- Leaving arena before pattern is complete</li> <li>- Repeated blatant disobedience</li> <li>- Use of two hands (except in snaffle bit or hackamore)</li> <li>- More than one finger between split reins or any fingers between romal reins</li> </ul> <p><b>Disqualification (DO):</b></p> <ul style="list-style-type: none"> <li>- Abuse</li> <li>- Lameness</li> <li>- Disrespect or misconduct</li> <li>- Illegal equipment</li> <li>- Fall of horse/rider</li> <li>- Improper western attire</li> <li>- Leaving arena before pattern is complete</li> </ul>
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W/O	#	<b>MANEUVER SCORES</b>										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													
		<b>Tie-Breaker</b>													
		<b>Maneuver Description</b>													
		PENALTY													
		CONTENT													
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JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_



**VERSATILITY RANCH HORSE - RANCH COW WORK**

**SHOW:**

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**CLASS:**

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**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 (DO):**  
 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																						
		CONTENT																						
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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		Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.					Eye Appeal

JUDGE'S NAME (PRINTED): \_\_\_\_\_

JUDGE'S SIGNATURE: \_\_\_\_\_