

WSVRHA

Western States Versatility
Ranch Horse Association



502

RANCH COW WORK
Advanced & Open

Show Cinch Up
Judge R. Koch

Date 3/15/2020

1 POINT PENALTY

- A. Loss of working Advantage
- C. Using corner or end of arena to turn cow
- E. Changing sides of arena to turn the cow
- F. First missed loop (Advanced Am.)
- L. For each Length horse runs past the cow
- P. Working out of position
- S. Slipping Rein
- T. Turning cow before the mid marker on first turn

2 POINT PENALTY

- A. Going around corner before turning cow
- B. In an open field turn animal gets within 3 feet of the end fence before being turned
- C. Failure to catch - Advanced Am.
- I. Illegal catch (Amateur)

3 POINT PENALTY

- E. Exhausting or overworking the cow
- F. Missed first loop - Open
- H. Hanging up on fence (refusing to turn)
- K. Knock down cow w/out working advantage

5 POINT PENALTY

- A. Not getting a turn each way
- B. Spurring or hitting in front of the cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise
- F. Missed both loops (Open)
- I. Illegal catch (Open)

MAJOR PENALTY - "OF":

- Cannot place above others who complete pattern correctly
 - A. Turn Tail
 - E. Repeated blatant disobedience
 - H. Use of 2 hands (expt. in snaffle bit or hackamore)
 - I. Illegal catch at the end of the run
 - J. Schooling b/wn reining & cow work or before cow work
 - K. Schooling between cows, if new cow awarded
 - N. Failure to attempt any part of the class
 - M. More than one finger between split reins or any fingers between normal reins (except two rein)
 - R. Complete loss of rope (falls completely to the ground)
- DISQUALIFIED - DQ (score -4):**
- 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 -4- 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	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPPING		Position & Control	Degree of Difficulty	Eye Appeal							
					1st	2nd	1st	2nd	TRACK & RATE	STOP & HOLD										
		Tie Breaker ->	3		4						2	5	6		1st					
1	559	Penalty						1												
1	559	Content	0	0	0	0	-1/2	-1			-1/2	0	0	1	67					
2	532	Penalty			1,1,1,1															
2	532	Content	-1/2	-1/2	-1/2	-1/2	-1	-1			-1	0	-1/2	3	61 1/2					
3	558	Penalty			1,1,1,1															
3	558	Content	0	0	1/2	-1/2	-1/2	0			-1/2	0	0	2	66 1/2					
4	537	Penalty																		
4	537	Content	+1/2	+1/2	0	0	+1/2	+1/2			+1/2	0	0		72 1/2					
		Penalty																		
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Judges Signature: *Romona Koch*

WSVRHAWestern States Versatility
Ranch Horse Association**RANCH CUTTING**Division: Adv 501Show: Cinch UpJudge: K. Arlin2 Cows / 2 minutes, with a 1 minute warning.
Do not have to work the full timeDate: 3/15/2020**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. Spurning 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 - "OPT":

- Cannot place above others who complete pattern correctly
- A. Turn Tail
- E. Repeated blatant disobedience
- H. Use of 2 hands (except in snaffle bit or hackamore)
- M. More than one Finger between split reins or any fingers between romal reins (except two rein)
- 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

herd!

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/D	Back #		RUN CONTENT										Penalty Total	Score	OP
			Herd Work	Control of Cow	Degree of Difficulty	Eye Appeal	Herd Work	Control of Cow	Degree of Difficulty	Eye Appeal	Courage	Excessive Help			
		Tie Breaker →											1st		
1	538		Penalty	1A									1	63	
			Content	0	-1/2	0	0	0	0	-1/2	0	0	0		
2	537		Penalty												
			Content	0	+1/2	0	+1/2	+1/2	0	0	-1/2	+1/2	0	0	71 1/2
3	532		Penalty												
			Content	0	-1	0	0	-1/2	-1	-1	-1	-1	0	5	58 1/2
4	539		Penalty												
			Content	0	+1/2	0	0	-1/2	0	+1/2	0	0	0	0	70 1/2
			Penalty												
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Judges Signature:

Karen Arlin

Adv 502



RANCH REINED WORK

Pattern # 7

No Penalty in WT for using 2 hands

Show Cinch Up
Judge K. Arlin
Date 3/15/2020

1/2 POINT PENALTY

- D. Delay lead change 1 stride
- E. Failure to remain 20' from fence on approach to stops and roll backs
- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- S. Over/Under spin up to 1/8

1 POINT PENALTY

- B. Over bridled per maneuver
- C. Out of lead each 1/4 of a circle, and around the end of the arena cumulative
- F. Out of frame per maneuver
- O. Over/Underspin between 1/8 & 1/4
- L. Out of lead
- S. Slipping Rein

2 POINT PENALTY

- B. Break of gait
- F. Freezing up in spin or roll back
- J. Jog over 2 strides but less than 1/2 circle
- L. Fail to lope before first marker
- M. Fail to lope past marker before stop is initiated
- S. On trot in patterns failure to stop before lope depart

5 POINT PENALTY

- B. Spurning or hitting in front of the cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise

MAJOR PENALTY - "OP":

- Cannot place above others who complete pattern correctly
- D. Repeated blatant disobedience
- H. Use of 2 hands (except in snaffle bit or hackamore)
- M. More than one finger between split reins or any fingers between romal reins (except two rein)
- P. Missed Pattern - eliminate or add maneuver, incomplete maneuver
- T. Trotting in excess of 1/2 circle or 1/2 length of arena
- DQ (score -0-)
 - A. Inhumane Treatment
 - B. Lameness
 - D. Disrespect or misconduct
 - F. Fall of horse/rider
 - G. Illegal Equipment
 - H. Leaving Arena before pattern is complete
 - N. Improper Western Attire

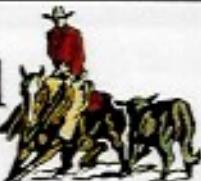
NOTE: The Judge may blow the whistle at any time to end the work, a score of -0- will be given if the work is not complete

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
			1	2	3	(4)	5	(6)	7	8	9	10			
		Maneuver Description	20' RL LC	20' RL LC	Stop	3½ S	Stop	3½ RL	Stop back						
		Tie Breaker →	2	2	4	3									1st
1	539	Penalty	0	Y2D	0	0	0	0	0	0				Y2	68 1/2
		Content	0	0	0	-1/2	-1/2	-1/2	0						
2	532	Penalty	0	Y2D	0	0	0	0	0	Zm				24 2	65 Y2
		Content	0	-1/2	0	-1/2	-1/2	-1/2	-1/2	0					
3	538	Penalty	0	1L	0	0	0	0	0	0				1	71
		Content	0	+1/2	+1	0	0	+1/2	0						
4	537	Penalty	0	0	0	0	0	Y2S	0					Y2	69
		Content	+1/2	+1/2	-1/2	0	-1/2	0	-1/2						
		Penalty													
		Content													
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		Penalty													
		Content													

Judges Signature:

WSVRHAWestern States Versatility
Ranch Horse Association**RANCH RIDING Division**
Adv 504

Show Cinch Up

Date 3/15/2020

No Penalty in WT for using 2 hands

Judge R. Koch

1 POINT PENALTY

- A. Too slow at any gait per maneuver
- B. Break of gait at walk or trot for two strides or LESS
- C. Over bridled per maneuver
- D. Out of frame per maneuver

5 POINT PENALTY

- B. Spurting or hitting in front of the cinch at any time
- C. Blatant disobedience
- F. Instill fear or panic
- G. Illegal Equipment
- H. Leaving Arena before pattern is complete
- I. Improper Western Attire
- J. Disrespect or misconduct
- K. Fall of horse/rider

3 POINT PENALTY

- B. Break of gait at lope - except when correcting an incorrect lead
- C. Break of Gait at walk or jog for MORE than (2) strides
- D. Wrong Lead, Out of lead, Cross Canter for MORE than (2) strides
- E. Trotting more than (3) Strides when making a simple change
- F. Draped Reins

MAJOR PENALTY - "OP":

- A. Missed Pattern - eliminate or add maneuver, incomplete maneuver
- B. Repeated Disobedience (Balk or evade), will be asked to move on
- C. Use of 2 hands (except in snaffle bit or hackamore)
- D. More than one Finger between split reins or any fingers between normal reins (except two rein)

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	
			1	2	3	4	5	6	7	8	9	10	11	12	13			
		Maneuver Description	WTETT	RL	ERL	RL	T	S	GT	LL	W	SS						
		Tie Breaker →		2		4		3								1st		
1	539	Penalty																
		Content	0	0	+1/2	0	0	0	+1/2	0	0	0	+1/2	+1/2	+1/2	72		
2	537	Penalty																
		Content	0	-1/2	0	0	0	+1/2	0	0	0	-1/2	+1/2	-1/2	0	+1/2	70 1/2	
3	538	Penalty																
		Content	0	0	0	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	0	+1/2	1	72 1/2	
4	532	Penalty																
		Content	0	0	0	-1/2	-1/2	0	-1/2	0	0	-1/2	-1/2	0	0	67 1/2		
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Judges Signature: Ramona Koch



RANCH TRAIL
Division Adv 505

Show Cinch Up

Judge D. Douglas

No Penalty in WT for using 2 hands

Date 3/15/2020

1 POINT PENALTY

- B. Over bridled per maneuver
- F. Out of frame per maneuver
- G. Break of Gait at walk or trot for two strides or LESS
- H. Each hit, bite, push or stepping on a log, cone, plant, gate or any component of the obstacle.
- (Ticks through brush piles or jumbles will not be penalized)
- I. Incorrect number of strides, if specified
- K. Skipping over or failing to step into required space
- P. Split pole in lope over
- S. One or two steps, dismount/ground tie except to balance
- T. Both front and hind feet in a singled stride slot or space at a walk or trot

3 POINT PENALTY

- B. Break of gait at lope, except when correcting an incorrect lead
- G. Break of gait at walk or trot for MORE than (2) strides
- L. Wrong lead, out of lead
- R. Draped reins
- S. Two to Three Steps on dismount or ground tie

5 POINT PENALTY

- B. Spurring / hitting in front of cinch at any time
- C. Blatant Disobedience
- E. Instill Fear or praise
- H. Unsafe Rope Handling
- K. Knock over, step over, or fall off of an obstacle
- L. Let go of gate
- O. Drop an object to be carried slicker, rope etc.
- R. First or Second refusal cumulative
- S. FIVE or more steps on dismount or ground tie

MAJOR PENALTY - "OP":

- Cannot place above others who complete pattern correctly
- E. Repeated blatant disobedience
- H. Use of 2 hands (except in snaffle bit or hackamore)
- N. Failure to attempt an Obstacle
- M. More than one finger between split reins or any fingers between romal reins (except two rein)
- P. Missed Patterns - eliminate or add maneuver, incomplete maneuver
- R. Third refusal (Balk or evade), will be asked to move on

DQ (score -8-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- H. Leaving Arenas before pattern 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 -8- will be given if the work is not complete

70 Points +6 Maneuver Total less Penalty Points = Total Score

Judges Scores (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 #		OBSTACLE SCORES									Penalty Total	Score	OP	
			1	2	3	4	5	6	7	8	9				
		Maneuver Description	100% rope drag	Box gate	lope sides	box	100%								
		Tie Breaker →													
1	532	Penalty Content	DP	H.5									5	66 1/2	OP
			-1/2	-1/2	-1/2	0	+1/2	+1	+1/2	0	+1/2				
2	538	Penalty Content	+1	+1	+1	+1/2	+1	+1/2	+1/2	+1/2	+1/2		78 1/2		
3	539	Penalty Content	+1	+1/2	+1	0	+1/2	+1	+1	0	+1/2		75 1/2		
4	537	Penalty Content	+1	+1/2	+1	0	-	-3/2	+1	0	+1/2	4	70 1/2	OP	
		Penalty Content													
		Penalty Content													
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Judges Signature: