

**WSVRHA**  
Western States Versatility  
Ranch Horse Association



**RANCH TRAIL**

Division Yth / WT  
105 705

No Penalty in WT for using 2 hands

Show Cinch Up

Judge D. Douglas

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 leg, 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 pain
- H. Unsafe Rope Handling
- K. Knock over, step out, 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 round reins (except two rein)
  - P. Missed Pattern - eliminate or add maneuver, incomplete MANEUVER
  - R. Third refusal (Balk or evade), will be asked to move on
- DQ (score -4)**
- A. Inhumane Treatment
  - B. Lameness
  - G. Illegal Equipment
  - H. Leaving Arena 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 -0- will be given if the work is not complete

10 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 #	OBSTACLE SCORES									Penalty Total	Score	OP	
		1	2	3	4	5	6	7	8	9				
		Maneuver Description: <u>tie breaker</u>												
		Maneuver Description: <u>bridge rope drag box gate lope side pass back drive l trot</u>												
		Maneuver Description: <u>tie breaker</u>									1st			
1	133	Penalty												
		Content	+1	+1/2	0	+1	+1	+1	+1/2	+1/2	+1/2		77	
2	131	Penalty	OP	C-5	OP									
		Content		OP	OP	0	+1/2	+1	+1/2	0	0	5	67	OP OP OP
3	132	Penalty							B-3	H-1				
		Content	+1	+1/2	+1/2	+1/2	+1	+1	0	0	+1/2	4	71	
		Penalty												
		Content												
		Penalty												
		Content												
1	732	Penalty												
		Content	+1/2	0	+1/2	0	+1/2	0	+1/2	+1/2	0		73 1/2	
2	735	Penalty		OP	OP				W-H	OP				
		Content	0	OP	OP	+1	0	+1/2	0	0	0	5	66 1/2	OP OP OP
		Penalty												
		Content												
		Penalty												
		Content												

Judges Signature: \_\_\_\_\_

*[Handwritten Signature]*



# WSVRHA

Western States Versatility  
Ranch Horse Association



## RANCH COW WORK

Novice

YTH

1002

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

Show Cinch UP

Judge R. Koch

Date 3/15/2020

### 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

W/O	Back #	RUN CONTENT						Penalty Total	Score	OP
		Position & Control	Degree of Difficulty	Eye Appeal	Courage	Time Worked	Comment			
		Tie Breaker →						1st		
1	132	Penalty								
		Content	+1/2	0	+1/2	0	0			71
2	131	Penalty								
		Content	+1/2	+1/2	+1/2	+1/2	0			72
3	133	Penalty								
		Content	+1	+1/2	+1	+1	+1			74 1/2
		Penalty								
		Content								
		Penalty								
		Content								
		Penalty								
		Content								
		Penalty								
		Content								

Judges Signature:

Ramona Koch





**RANCH CUTTING**

Division: YTH 101

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

Show: Cinch Up

Judge: K. Arlin

Date: 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. 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
- 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 2

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	
			Herd Work	Control of Cow	Degree of Difficulty	Eye Appeal	Herd Work	Control of Cow	Degree of Difficulty	Eye Appeal	Courage				Excess Help
		Tie Breaker →											1st		
1	132	Penalty											0	71	
		Content	0	0	0	+1/2	0	+1/2	-1/2	+1/2	0	0			
2	131	Penalty		5L				5L					10	42 1/2	
		Content	-1	-1	-1	-1	+1/2	-1	-1	-1	-1	0			
3	133	Penalty		3D									3	62 1/2	
		Content	-1 1/2	-1	0	-1	-1	-1	+1	0	0	0			
		Penalty													
		Content													
		Penalty													
		Content													
		Penalty													
		Content													
		Penalty													
		Content													

Judges Signature: \_\_\_\_\_

*K. Arlin*

Yth 102

 <p><b>WSVRHA</b> Western States Versatility Ranch Horse Association</p>	<b>RANCH REINED WORK</b>	Show <i>Cinch Up</i>
	Pattern # <i>7</i>	Judge <i>K. Arlin</i>
	No Penalty in WT for using 2 hands	Date <i>3/15/2020</i>

**1/2 POINT PENALTY**

- D. Delay lead change 1 stride
- F. 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. Spurring 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 #	Maneuver Description	RUN CONTENT										Penalty Total	Score	OP			
			1	2	3	4	5	6	7	8	9	10						
		The Breaker →	2 cir L LG	2 cir R LG	stop	3/2 S L	stop	3/2 R	stop back									
			2 c		4	3											1st	
1	132	Penalty	0	0	0	1/2 0	0	1/2	1/2 0								2	6 1/2
		Content	0	0	-1/2	-1/2	0	-1/2	0									
2	131	Penalty	0	5c	0	0	0	0	0								5	6 1/2
		Content	0	-1/2	-1/2	-1/2	-1/2	-1/2	0	-1								
3	133	Penalty	0	5c	0	0	0	0	0								5	6 1/2
		Content	+1/2	-1/2	+1/2	0	+1/2	0	0									
		Penalty																
		Content																
		Penalty																
		Content																
		Penalty																
		Content																
		Penalty																
		Content																

Judges Signature: *K. Arlin*



**WSVRHA**  
Western States Versatility  
Ranch Horse Association



**RANCH RIDING** Division  
yth 104

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
- G. Break of gait at walk or trot for two strides or LESS
- B. Over bridled per maneuver
- F. Out of frame per maneuver

**3 POINT PENALTY**

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

**5 POINT PENALTY**

- B. Sparring or hitting in front of the cinch at any time
- D. Blatant disobedience
- F. Instill fear or praise
- R. First or Second refusal cumulative, (balk or evade)

**MAJOR PENALTY - "OP"**

- Cannot place above others who complete pattern correctly
- A. Missed Pattern - eliminate or add maneuver, incomplete maneuver
- D. Repeated Disobedience (Balk or evade), will be asked to move on
- H. Use of 2 hands (except in snaffle bit or hackamore)
- M. More than one Finger between split reins or any fingers between normal reins (except two rein)

**DQ (score -0-)**

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- H. Leaving Arena 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 -0- will be given if the work is not complete

70 Points +/- Maneuver Total less Penalty Points = Total Score															Penalty Total	Score	OP	
W/O	Back #	RUN CONTENT																
Maneuver Description		1	2	3	4	5	6	7	8	9	10	11	12	13	1st			
		W	T	ET	T	RL	ERL	RL	T	S	OT	LL	W	SB SS				
1	133	Penalty																
		Content	+1/2	0	0	0	0P	0P	0P	0P	+1/2	+1/2	+1/2	+1/2	+1/2		73	4
2	131	Penalty																
		Content	0	0	0P	0	0	0	0	0	+1/2	+1/2	+1/2	+1/2			72	1
3	132	Penalty																
		Content	0	0	0	0	+1/2	0	0	+1/2	1	+1/2	+1/2	0	+1/2	1	71 1/2	
		Penalty																
		Content																
		Penalty																
		Content																
		Penalty																
		Content																
		Penalty																
		Content																

Judges Signature: Ramona Koch