

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
- H. Use of 2 hands (except in snaffle bit or hackamore) per cow
- L. Losing the cow back to the herd
- M. More than one Finger between split reins or any fingers between romal reins per cow
- 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 (cutting begins when entering the herd).
 - H. Leaving the arena before the run is complete
- DISQUALIFIED - DQ (score -0-)**
- A. Inhumane Treatment
 - B. Lameness
 - G. Illegal Equipment
 - 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								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
Tie Breaker →												1st		
1	332	Penalty Content	✓	A-3 C-3	-	✓	✓+	✓-	✓	✓	-	7	60	2
2	331	Penalty Content	-	C-1 L-8	-	✓	✓-	✓-	✓	✓	✓-	6	59 1/2	3
3	333	Penalty Content	✓	✓	✓	-	+	✓+	✓	✓+	✓+		71 1/2	1
		Penalty Content												
		Penalty Content												
		Penalty Content												
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		Penalty Content												
		Penalty Content												
		Penalty Content												

Judges Signature: SJK

WSVRHA
Western States Versatility
Ranch Horse Association



**RANCH REINED
WORK**
Pattern # 1
Int. 302

Show Lincoln
Judge S. Kennedy
Date Su 9/30/18

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
C. Out of lead each 1/4 of a circle, and around the end of the arena cumulative
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
H. Use of 2 hands (except in snaffle bit or hackamore) per maneuver
M. More than one finger between split reins or any fingers between romal reins per maneuver
S. Holding saddle when not working cow

MAJOR PENALTY - "OP":
Cannot place above others who complete pattern correctly
P. Missed Pattern
M. Inclusion of a maneuver (over/under spin more than 1/4 and backing more than 2 strides)
H. Leaving Arena before pattern is complete
D. Repeated blatant disobedience

DQ (score -0-)
A. Inhumane Treatment
B. Lameness
G. Illegal Equipment
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										Penalty Total	Score	OP	
			1	2	3	4	5	6	7	8	9	10				
Maneuver Description			Rm	mm	stop	turn	stop	turn	stop	back	2R	2L				
Tie Breaker →														1st		
1	331	Penalty Content		E-L-L										-4	65 1/2	②
2	333 332	Penalty Content			J-1/2		J-1/2							7	68	①
3	333 332	Penalty Content														sc
		Penalty Content														
		Penalty Content														
		Penalty Content														
		Penalty Content														
		Penalty Content														

Judges Signature: [Signature]



**RANCH COW WORK
INTERMEDIATE**

303

Show Lincoln
Judge S. Kennedy
Date Su 9/30/18

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

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
- H. Use of two hands (except in the snaffle bit or hackamore) per cow
- M. More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

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
- H. Leave area before pattern complete

DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- 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							Penalty Total	Score	OP	
			Boxing			Roping							
			Box (Position & Control)	Drive (Position & Control)	Stop (Form & quality)	Track Cow	Rope Handling	Stop (Form & quality)	Degree of Difficulty				Eye Appeal
Tie Breaker →											1st		
1	332	Penalty											65
		Content	✓	—	—	—	—	—	✓	✓			
2	331	Penalty											71 1/2
		Content	✓	✓+	✓+	✓	✓	✓	✓	✓+			
3	333	Penalty											69
		Content	✓+	✓	✓	✓-	—	✓	✓+	✓-			
		Penalty											
		Content											
		Penalty											
		Content											
		Penalty											
		Content											
		Penalty											
		Content											

Judges Signature: _____



1 POINT PENALTY

- A. Too slow at any gait per maneuver
- G. Incorrect or break of gait for two strides or LESS
- B. Over bridled per maneuver
- F. Out of frame per maneuver
- M. Gapping mouth

3 POINT PENALTY

- B. Break of gait at lope
- G. Incorrect or break of Gait at walk or jog for MORE than (2) strides
- L. Wrong Lead or Out of lead
- R. Draped Reins

5 POINT PENALTY

- B. Spurring 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)
- H. Use of 2 hands (except in snaffle bit or hackamore) per maneuver
- M. More than one Finger between split reins or any fingers between romal reins per maneuver

MAJOR PENALTY - "OP":

- Cannot place above others who complete pattern correctly
- A. Missed Pattern
- D. Repeated Disobedience (Balk or evade), will be asked to move on
- H. Leaving Arena before pattern is complete

DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- N. Improper Western Attire
- D. Disrespect or misconduct
- F. Fall of horse/rider

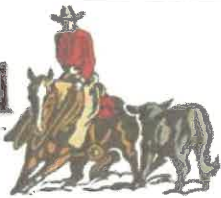
NOTE: The Judge may blow the whistle at any time to end the work, a score of -0- will be given if the work is not complete

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 #	Maneuver Description	RUN CONTENT										Penalty Total	Score	OP	
			1	2	3	4	5	6	7	8	9	10				
			WALK	TROT	X TROT	STR SP/T	WALK	TROT	LOPE	X LOPE	COUNT LOPE	TROT ST BACK				
Tie Breaker →													1st			
1	333	Penalty Content	0	-1/2	-1/2	+1/2	+1/2	0	0		L-3 -1/2	0	0	-3	64 1/2	②
2	332	Penalty Content	0	-1/2	-1	-1/2	0	-1/2	0	-1/2	0	-1/2	-5 1/2		64 1/2	④
3	331	Penalty Content	0	0	+1/2	+1/2	+1/2	0	0	-1/2	0	-1/2		70 1/2		①
4	334	Penalty Content	0	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1/2	D-5 -1/2	-1/2	-1/2	-5	57	③
		Penalty Content														
		Penalty Content														
		Penalty Content														
		Penalty Content														
		Penalty Content														

Judges Signature:



RANCH TRAIL

Division Int 305

Show Lincoln

Judge C. Bugenig

Date Su 9/30/18

1 POINT PENALTY

- G. Incorrect or break of Gait at walk or jog 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 step, 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

- G. Break of gait at walk or trot for MORE than (2) strides
- L. Wrong lead, out of lead, break of gait at lope
- 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. Use of 2 hands (except in snaffle bit or hackamore) per maneuver
- K. Knock over, step out, or fall off of an obstacle
- L. Let go of gate
- M. More than one finger between split reins or any fingers between romal reins per maneuver
- O. Drop an object to be carried slicker, rope etc.
- R. First or Second refusal cumulative
- S. FOUR or more steps on dismount or ground tie

MAJOR PENALTY - "OP":

- Cannot place above others who complete pattern correctly
- E. Repeated blatant disobedience
- H. Leaving Arena before pattern is complete
- N. Failure to attempt an Obstacle
- P. Missed Pattern
- R. Third refusal (Balk or evade), will be asked to move on

DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- G. Illegal Equipment
- 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

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W/O	Back #	Maneuver Description	OBSTACLE SCORES									Penalty Total	Score	OP		
			1	2	3	4	5	6	7	8	9					
		Tie Breaker →											1st			
1	333	Penalty Content	-3 -1											-6 +1	65	
2	331	Penalty Content			-1 +1/2	-3-3 -1		-5 ^R +1/2						-12 +3	61	
3	332	Penalty Content		1/2 -1/2		-3 -1		-1 -1/2						-7 +1	64	
		Penalty Content														
		Penalty Content														
		Penalty Content														
		Penalty Content														
		Penalty Content														
		Penalty Content														

Judges Signature: _____