

SHOW: <u>CCRHC</u>
CLASS: <u>Youth</u>
DATE: <u>5/22/2021</u>

**VERSATILITY RANCH HORSE - CUTTING**

<p><b>1 Point Penalties:</b> 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)</p> <p><b>3 Point Penalties</b> A - Hot Quit B - Cattle picked up or scattered D - Back fence E - Pawing or biting cattle F - Spurring on shoulder</p> <p><b>5 Point Penalties:</b> 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</p>	<p><b>10 Point Penalty:</b> U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</p> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b> 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 F - Failure to cut two cows</p> <p><b>Disqualification (DQ):</b> 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</p>
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W/O	#	PENALTIES						RUN CONTENT										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Cow 1		Cow 2		Cow 1		Cow 2				Average Cow 1/ Cow 2									
		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	Courage							
								2	4			3	5								
	Tie-Breaker																				
1	133		A					0	0	0	-1	0	0	0	0		69/69			69	✓ 3
2	132		A			B		-1/2	-1	0	0	-1	-1	0	0		67/67	5	62	✓ 4	
3	134		A					+1	+1	0	+1/2	+1/2	-1/2	0	0		73/69		71	✓ 1	
SC	4	136	-----																		
5	131							0	0	0	-1/2	0	0	0	-1	✓	69/69		69 1/2	✓ 2	
6	137		A			B	B	-1/2	-1/2	0	0	-1	-1	0	0		67/67	10	57	✓ 5	

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

JUDGE'S SIGNATURE: [Signature]



SHOW:	CCRHC
CLASS:	YTH
DATE:	5/22/2021

## VERSATILITY RANCH HORSE - RANCH RIDING

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- Break of gait at walk or trot for two (2) strides or less

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

**5 Point Penalties:**

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

**10 Point Penalty:**

- 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:**

- Breaking pattern
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANEUVER 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		9	10	11	12	3	2	6	5	4	7	13	8						
Maneuver Description		W	T	X/T	S/B	Side	loys	w/L	XL	Lch9	LR	Trot	ST						
1	134						-1										1 95	3	
		PENALTY																	
		CONTENT	+1.5	+1.5	+1.5	+1.5	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5						
2	136						-1										2 70.5	6	
		PENALTY																	
		CONTENT	-0.5	-0.5	+1.5	+1.5	-0.5	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	0					
3	133						-1-1										3 70.5	7	
		PENALTY																	
		CONTENT	0	+1.5	0	+1.5	-0.5	0	+1.5	+1.5	+1.5	+1.5	+1.5						
4	131						-1										2 73	4	
		PENALTY																	
		CONTENT	+1.5	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5	+1.5	+1.5						
5	137																75	2	
		PENALTY																	
		CONTENT	+1.5	+1.5	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	0	+1.5	+1.5					
6	132						-1-1										3 71	5	
		PENALTY																	
		CONTENT	0	-0.5	+1.5	+1.5	+1.5	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5					
7	135																75.7	1	
		PENALTY																	
		CONTENT	+1.5	+1.5	+1.5	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	0					

JUDGE'S NAME (PRINTED): Mike Lund

JUDGE'S SIGNATURE: *Mike Lund*



## VERSATILITY RANCH HORSE - TRAIL

SHOW: CCRHC  
 CLASS: YTH  
 DATE: 5/22/2021

- 1 Point Penalties:**
- 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
  - Incorrect or break of gait at walk or trot for two strides or less
  - Both front or hind feet in a single-stride space at a walk or trot
  - Skipping over or falling to step into required space
  - Incorrect number of strides, if specified
  - One or two steps on mount/dismount on/or ground tie (except shifting to balance)
  - Split log in lope over
- 3 Point Penalties:**
- Wrong lead or out of lead
  - Draped reins
  - Break of gait at lope
  - Break of gait at walk or trot for more than two (2) strides
  - Three to four steps on mount/dismount on ground tie
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
  - Knocking over, stepping out of, or falling off of an obstacle
  - 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
- 10 Point Penalty:**
- 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**
- Breaking pattern
  - 3rd refusal
  - Repeated blatant disobedience
  - Failure to dally and remain dalled during the drag
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between roman reins
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8	9	10				
		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													
		Obstacle Description													
		1	2	3	4	5	6	7	8	9	10				
1	134	Penalty		///			///						6	67	2
		Content	+1/2	+1/2	0	-1/2	+1/2	+1/2	+1/2	+1/2	+1/2				
2	133	Penalty	3,1				///		///			73-6	9	63	4
		Content	-1	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2				
3	137	Penalty	1,3		5,5,5							72-9	20	49	OP
		Content	-1	-1	-1	0	+1/2	+1/2	0	+1/2	+1/2				
4	131	Penalty			1	1	///	///	1			69-20	9	65	3
		Content	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2				
5	135	Penalty		5	///							74-9	10	63	5
		Content	+1/2	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	0				
6	136	Penalty			///	3		///	1			73-10	11	61.5	6
		Content	0	+1/2	0	0	+1/2	+1/2	0	+1/2	+1/2				
7	132	Penalty				1						72.5-11		71.5	1
		Content	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2				
		Penalty										73.5-2			
		Content													

JUDGE'S NAME (PRINTED): Mike Lund

JUDGE'S SIGNATURE: Mike Lund



**VERSATILITY RANCH HORSE - REINING**

102

SHOW:	CCRHC
CLASS:	Yth
DATE:	5/23/2021

- 1/2 Point Penalties:**
- Starting a circle or exiting a rollback at a trot for up to two strides
  - Delayed change of lead by one stride where the lead change is required by the pattern description
  - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
  - Over-spin or under-spin up to 1/8 turn
- 1 Point Penalties:**
- Over-bridled (per maneuver)
  - Out of frame (per maneuver)
  - 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
  - Over or under spinning 1/8 to 1/4 turn
  - Slipping rein
- 2 Point Penalties:**
- Break of gait
  - Freeze up in spins or rollbacks
  - Failure to stop or walk before executing a lope departure on trot-in patterns
  - Failure to be in a lope prior to the first marker on run-in patterns
  - Failure to completely pass the specified marker before initiating a stop position
  - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
- 10 Point Penalty:**
- 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**
- Breaking pattern
  - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
  - Repeated blatant disobedience
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between romal reins (except two rein)
  - Trotting in excess of 1/2 circle or 1/2 length of the arena
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

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				
		1	3		4		2								
		Maneuver Description													
		STOP 3/4 L STOP 3/4 R ST BRK 1/4 L R 1/4 STOP													
1	131	PENALTY													
		CONTENT	+1.5	+1.5	+1.5	-1	+1.5	-1.5	+1					+5	71
2	132	PENALTY							2						
		CONTENT	+1.5	-1.5	+1.5	0	0	0	+1.5					2	69
3	136	PENALTY													
		CONTENT	-1	-1 OP	-1	-1	-1	2, 2, 2, 2, 4, 4, 4, 2, 2, 1, 5, 2	-1.5	-1.5				24	40 %
4	133	PENALTY					.5	1.1							
		CONTENT	-1	-1.5	-1	0	+1.5	0	+1.5					2.5	66
5	137	PENALTY						5							
		CONTENT	-1	+1.5	-1.5	+1.5	-1	-1	-1					5	61.5
6	134	PENALTY													
		CONTENT	+1.5	0	0	0	+1.5	+1.5	+1.5						72
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*

SHOW:	CCRHC
CLASS:	Ltd yth
DATE:	5/23/2021

**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:**  
 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 (DQ):**  
 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

**RUN CONTENT**  
 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

W/O	#	RUN CONTENT								PENALTIES				SCORE	OP				
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties						
Tie-Breaker																			
yth	1	133	PENALTY																
		CONTENT	+5	+5	+5	+5	+5	+5	+5	0	0				1	72			
see next sheet	yth	2	PENALTY																
	CONTENT																		
see 2nd sheet	yth	3	PENALTY																
	CONTENT																		
see 2nd sheet	yth	4	PENALTY																
	CONTENT																		
	yth	5	132	PENALTY															
	CONTENT		-15	-15	-1	-15	-15	0	0	0					1	66			
	yth	6	131	PENALTY															
	CONTENT		+1	+5	-15	+5	+5	0	0	+5					7	215			
			PENALTY																
			CONTENT																
			PENALTY																
			CONTENT																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Kennell*



SHOW:	CCRHC
CLASS:	RK Yth
DATE:	5/23/2021

**VRH - ROOKIE COW WORK (Amateur/Youth)**

- |   |  |
|---|--|
| <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> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- U - 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>- 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> |
|---|--|

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								
POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS	NOTES							
Tie-Breakers >															
Yth	1														
Yth	2														
Yth	3	137	-1	0	0	-1.5	-1.5							66	
Yth	4	136	/	/	/	/	/	/	/	/	/	/	/	/	/
Yth	5														
Yth	6														

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

JUDGE'S SIGNATURE: Haender



**VERSATILITY RANCH HORSE - CUTTING**

**SHOW:** CCR HC  
**CLASS:** Level 1 RK. Am  
**DATE:** 5/22/2021

- 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:**  
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  
F - Failure to cut two cows
- Disqualification (DQ):**  
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						
	Cow 1		Cow 2		Cow 1		Cow 2		Cow 1				Cow 2								Average Cow 1/ Cow 2					
	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	Courage														
Tie-Breaker							2	4			3	5														
1 235	A	A			B	B	-1/2	-1	+1	0	0	-1/2	+1	-1			67 1/2	67 1/2	10	57 1/2	7					
2 237		A					+1/2	-1/2	0	+1/2	+1	0	0	+1/2			69 1/2	70 1/2	70		2					
3 234	A				B	B	0	0	-1/2	-1	+1	-1	+1/2	0			67 1/2	70 1/2	10	59	5					
4 231	A				E	B	-1/2	-1/2	0	0	+1	0	0	0			66	71	10	50 1/2	6					
5 232		A					-1	0	0	-1	+1/2	+1/2	0	0			68	70	69		3					
6 238							+1	+1/2	0	0	+1	+1/2	0	+1/2			71 1/2	72	72		1					
7 233					B		0	0	0	-1	0	-1	0	-1			69	68	5	63 1/2	4					

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

JUDGE'S SIGNATURE: *[Signature]*





## VERSATILITY RANCH HORSE - TRAIL 205

**SHOW:** CCRHC

**CLASS:** Rookie Am 1/2

**DATE:** 5/22/2021

**Off-Pattern (OP):** Cannot place above others who complete pattern correctly

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

- 1 Point Penalties:**
- 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
  - Incorrect or break of gait at walk or trot for two strides or less
  - Both front or hind feet in a single-stride space at a walk or trot
  - Skipping over or failing to step into required space
  - Incorrect number of strides, if specified
  - One or two steps on mount/dismount on/or ground tie (except shifting to balance)
  - Split log in lope over
- 3 Point Penalties:**
- Wrong lead or out of lead
  - Draped reins
  - Break of gait at lope
  - Break of gait at walk or trot for more than two (2) strides
  - Three to four steps on mount/dismount on ground tie
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
  - Knocking over, stepping out of, or falling off of an obstacle
  - 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
- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8	9	10				
		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													
		Obstacle Description													
		1	2	3	4	5	6	7	8	9	10				
1	238	1/2	0	-1/2	0	+1	0	1/2	0	1/2		8	64	4	
2	240	1/2	-1	-1	-1/2	-1/2	0	0	0	-1/2		22	44	OP	
3	237	1/2	-1/2	1/2	1/2	1/2	0	0	1/2	1/2		3	69.5	1	
4	234	1/2	1/2	-1	-1/2	-1/2	0	1/2	1/2	1/2		15	55.5	6	
5	232	1/2	1/2	1/2	1/2	+1	0	0	0	1/2		5	68.5	2	
6	233	0	0	-1/2	1/2	0	1/2	0	1/2	1/2		6	65.5	3	
7	242	-1	0	-1/2	0	-1/2	-1/2	0	-1/2	-1/2		14	50.5	OP	
8	241	1/2	0	-1/2	0	-1/2	-1/2	1/2	1/2	-1		8	60	OP	

JUDGE'S NAME (PRINTED): Mike Lund

JUDGE'S SIGNATURE: *Mike Lund*

## VERSATILITY RANCH HORSE - TRAIL

SHOW: CCRHC

CLASS: Rookie Am 2 1/2

DATE: 5/22/2021

- |  |   |  |
|--|---|--|
| <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:</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 (DQ):</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> |
|--|---|--|

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															
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker		2	5		3	4			6								
Obstacle Description		ll lope breaks	gate	back L	dis mount	drag	logs bridge	set poles	side pass R	rope							
9	235	PENALTY															
		CONTENT	-1/2	0	-1/2	0	+1/2	0	0	+1/2	+1/2	70.5 - 12 = 58.5		12	58.5	5	
10	231	PENALTY	1,3		5,5,5	1			1								
		CONTENT	-1	0	-1/2	-1/2	+1/2	-1/2	0	OP	+1/2			24	46.5	OP	9
11	332	PENALTY			5,1	1		OP	OP								
		CONTENT	+1/2	-1	-1	0	-1/2	-1	-1	0	0	70.5 - 24		11	54	OP	11
		PENALTY										65 - 11 = 54					
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Mike Lund

JUDGE'S SIGNATURE: [Signature]

SHOW:	CCRHC
CLASS:	NOV/R/LI 1/2
DATE:	5/22/2024

**VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- Break of gait at walk or trot for two (2) strides or less

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

**5 Point Penalties:**

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

**10 Point Penalty:**

- 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:**

- Breaking pattern
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANEUVER 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		9	10	11	12	3	2	6	5	4	7	13	8					
Maneuver Description		W	T	XT	S/B	Side	loys	w/L	XL	Lchq	LR	Trot	st360					
1	232	PENALTY	-1				-1									3	71	8
		CONTENT	+1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5	+1.5	-1.5	0				
2	240	PENALTY					-1									1	72	5
		CONTENT	0	+1.5	+1.5	0	0	0	+1.5	+1.5	+1.5	+1.5	0	0				
3	242	PENALTY				-1	-1				-1					4	66	11
		CONTENT	+1.5	0	0	0	-1	0	+1.5	0	0	0	0	0				
4	332	PENALTY				-1	-1									2	72	7
		CONTENT	0	+1.5	+1.5	+1.5	0	0	+1.5	0	+1.5	+1.5	+1.5	+1.5				
5	234	PENALTY					+1	-1				-3				5	66.5	10
		CONTENT	+1.5	+1.5	+1.5	0	-1	+1.5	+1.5	+1.5	-1.5	0	+1.5	+1.5				
			71.5-5															
6	231	PENALTY															69.5	9
		CONTENT	+1.5	-1.5	0	-1.5	0	-1.5	+1.5	+1.5	+1.5	+1.5	+1.5	-1	-1.5			
7	233	PENALTY				-1	-1									2	72.7	6
		CONTENT	0	0	+1.5	+1.5	+1.5	0	+1.5	+1.5	+1.5	+1.5	0	+1.5				
8	237	PENALTY															74	3
		CONTENT	+1.5	0	+1.5	+1.5	+1.5	+1.5	0	0	0	0	+1.5	+1.5	+1.5			

JUDGE'S NAME (PRINTED): Mike Lund

JUDGE'S SIGNATURE: [Signature]

SHOW: CCRHC  
CLASS: NOV/ R/ L1 2/2  
DATE: 5/22/ 2021

**VERSATILITY RANCH HORSE - RANCH RIDING**

- 1 Point Penalties:**
- Over-bridled (per maneuver)
  - Out of frame (per maneuver)
  - Too slow (per maneuver)
  - Break of gait at walk
  - Break of gait at walk or trot for two (2) strides or less
- 3 Point Penalties:**
- Wrong lead or out of lead
  - Draped reins
  - Break of gait at lope
  - Break of gait at walk or trot for more than two (2) strides
  - Out of lead or cross-cantering more than two strides when changing leads
  - Trotting more than three strides when making a simple lead change
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
- 10 Point Penalty:**
- 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:**
- Breaking pattern
  - Repeated blatant disobedience
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

W/O		#	MANEUVER 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			9	10	11	12	3	2	6	5	4	7	13	8				
Maneuver Description			W	T	XT	S/B	Side	logs	w/LL	XL	Lchg	LR	Trot	360				
9	235	PENALTY						-1								1	75	4
		CONTENT	+1.5	+1.5	+1.5	+1.5	+1.5	0	+1.5	+1.5	-1.5	+1.5	+1.5	+1.5				
10	238	PENALTY															75	1
		CONTENT	0	+1.5	+1.5	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5				
11	241	PENALTY															74	2
		CONTENT	0	0	+1.5	+1.5	+1.5	+1.5	0	0	+1.5	+1.5	+1.5	+1.5				
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): Mike Lund

JUDGE'S SIGNATURE: Mike Lund



SHOW:	CCRHC
CLASS:	RK (Nov)(Lv 1) Am 1/2
DATE:	5/23/2021

**VERSATILITY RANCH HORSE - REINING**

202

- 1/2 Point Penalties:**
- Starting a circle or exiting a rollback at a trot for up to two strides
  - Delayed change of lead by one stride where the lead change is required by the pattern description
  - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
  - Over-spin or under-spin up to 1/8 turn
- 1 Point Penalties:**
- Over-bridled (per maneuver)
  - Out of frame (per maneuver)
  - 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
  - Over or under spinning 1/8 to 1/4 turn
  - Slipping rein
- 2 Point Penalties:**
- Break of gait
  - Freeze up in spins or rollbacks
  - Failure to stop or walk before executing a lope departure on trot-in patterns
  - Failure to be in a lope prior to the first marker on run-in patterns
  - Failure to completely pass the specified marker before initiating a stop position
  - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
- 10 Point Penalty:**
- 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**
- Breaking pattern
  - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
  - Repeated blatant disobedience
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between romal reins (except two rein)
  - Trotting in excess of 1/2 circle or 1/2 length of the arena
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

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				
		1	3		4		2								
		STOP	3/4 L	STOP	3/4 R	5/4 L	R/4 STOP								
1	242	PENALTY			1		2,2,2							7	57
		CONTENT	-1	-1	-1	-1.5	-1	-1.5	-1						
2	238	PENALTY				2									
		CONTENT	-1.5	-1.5	-1	-1 OP	-1	0	-1.5					2	63.5 %
3	233	PENALTY					2	1/2							
		CONTENT	0	-1.5	+1.5	0	+1.5	-1	-1.5					4	65
4	240	PENALTY			2			1.5							
		CONTENT	-1.5	-1.5	-1	-1.5	-1.5	0	-1.5					2.5	64
5	241	PENALTY						5							
		CONTENT	-1.5	0	-1.5	0 OP	0	0	0					5	64 %
6	332	PENALTY						1							
		CONTENT	-1.5	0	-1.5	-1.5	-1.5	0	-1.5					1	66.5
7	236	PENALTY	2			1									
		CONTENT	-1.5	0	-1	0	-1.5	0	-1					3	64
8	232	PENALTY													
		CONTENT	-1	-1.5 OP	-1.5	-1.5	0	1/2, 1/2, 1/2	-1.5	0				7	60 %

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Kerr*



SHOW: CCRHC  
 CLASS: RK (Nov) (Lv 1) 2/2 Am  
 DATE: 5/23/2021

## VERSATILITY RANCH HORSE - REINING

- 1/2 Point Penalties:**
- Starting a circle or exiting a rollback at a trot for up to two strides
  - Delayed change of lead by one stride where the lead change is required by the pattern description
  - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
  - Over-spin or under-spin up to 1/8 turn
- 1 Point Penalties:**
- Over-bridled (per maneuver)
  - Out of frame (per maneuver)
  - 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
  - Over or under spinning 1/8 to 1/4 turn
  - Slipping rein
- 2 Point Penalties:**
- Break of gait
  - Freeze up in spins or rollbacks
  - Failure to stop or walk before executing a lope departure on trot-in patterns
  - Failure to be in a lope prior to the first marker on run-in patterns
  - Failure to completely pass the specified marker before initiating a stop position
  - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
- 10 Point Penalty:**
- 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**
- Breaking pattern
  - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
  - Repeated blatant disobedience
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between romal reins (except two rein)
  - Trotting in excess of 1/2 circle or 1/2 length of the arena
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

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		STOP	3/4 L	STOP	3/4 R	St 8	R/C	STOP							
9	237	PENALTY 2													
		CONTENT 0	0 OP	0	-1 OP	-1.5	-1	0					7	60.5	20/P 12
10	235	PENALTY 2		2		2, 2		2							
		CONTENT -1.5	0	-1	-1.5	-1.5	+1.5	+1.5					10	58.5	7
11	231	PENALTY													
		CONTENT -1	0	-1.5	-1.5	0	0	0						68	1
12	234	PENALTY						5, 2, 2, 2							
		CONTENT 0	0	0	0	0	0	+1.5	-1.5					11	59
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): \_\_\_\_\_ JUDGE'S SIGNATURE: *Karen M*

SHOW: <b>CCRHC</b>
CLASS: <b>RK / Nov Am</b>
DATE: <b>5/23/2021</b>

**VRH - ROOKIE COW WORK (Amateur/Youth)**

<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> </ul> <p><b>10 Point Penalty:</b></p> <ul style="list-style-type: none"> <li>- U - 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>- 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		
		BOXING MANEUVERS					PENALTIES			NOTES						
		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS							
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-Breakers &gt;</b>														
		1	3	4	5	2										
1	235	OPR -1.5	+1	0	-1	0	1	3					4	64.5	0/p	10
2	231	0	0	+1.5	-1.5	0								70		4
3	233	+1.5	0	0	+1	+1								72.5		1
4	237	-1	0	0	-1.5	0								68.5		7
5	236	-1	0	0	0	-1.5								68.5		8
6	232	-1.5	0	0	0	0								69.5		5
7	241	-1.5	0	-1.5	0	0								69		6
8	234	0	0	-1	+1.5	+1.5								70		3
9	238	+1.5	0	-1.5	+1.5	+1.5								71		2
10	240	-1	0	0	-1	0	1	3					5	63		9

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

JUDGE'S SIGNATURE: *David*

SHOW: CCRHC  
CLASS: Ltd Am '13  
DATE: 5/22/2021

**VERSATILITY RANCH HORSE - CUTTING**

- 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:**  
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  
F - Failure to cut two cows
- Disqualification (DQ):**  
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		
	Cow 1		Cow 2		Cow 1		Cow 2		Cow 1				Cow 2								Courage	Average Cow 1/ Cow 2
	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											
Tie-Breaker																						
1 337	A	A				B	2	4					3	5					67 1/2	5	61	16
2 339	A					B	-1 1/2	-1	0	0	0	0	0	0	0	-1/2			69 1/2	5	63	13
3 349			-D	B		A	0	0	0	0	0	-1	0	-1				70	11	58	15	
4 346	A	A					+1	-1	0	-1/2	+1	-1	0	0				67 1/2		68 1/2	8	
5 351						B	0	-1	0	+1	0	-1	0	+1				70	5	65	10	
6 352		A					+1	-1/2	0	-1	+1	0	0	0				69 1/2		69 1/2	5	
7 331							+1	+1	0	+1/2	-1	+1	0	1	+1/2			72 1/2		72	1	
8 335	A						+1	-1	0	-1	0	0	0	+1/2				68		69 1/2	4	

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

JUDGE'S SIGNATURE: Heull



**SHOW:** CCRHC  
**CLASS:** Ltd Am 2/3  
**DATE:** 5/22/2021

**VERSATILITY RANCH HORSE - CUTTING**

- 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:**  
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  
F - Failure to cut two cows
- Disqualification (DQ):**  
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					
	Cow 1		Cow 2		Cow 1		Cow 2		Cow 1				Cow 2								Average Cow 1/ Cow 2				
	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	Courage													
Tie-Breaker							2	4			3	5													
9 333		A					+1	+1	0	+1	-1/2	0	0	+1			73/69		3	68.5	7				
10 344	A	A				B	+1	-1	0	-1	0	-1	+1	-1		68/68		5	63	14					
11 347	A	A				B	0	-1/2	0	-1	0	-1/2	0	0		65/62		5	61 1/2	15					
12 342		A					-1	-1/2	0	-1	-1	-1	0	-1		67/67			66	9					
13 340						B	0	0	0	-1	-1	-1/2	0	0		69/67		5	63	12					
14 348							0	-1	+1/2	0	0	+1	0	+1/2	+1/2	69/71			71	3					
15 434	AA	A				B	-1	-1	+1/2	-1	-1	-1	0	-1		60/67		5	60 1/2	17					
16 343	A					B	0	-1	0	0	+1/2	-1/2	0	0		68/70		5	64	11					

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

JUDGE'S SIGNATURE: *Maen*





**VERSATILITY RANCH HORSE - TRAIL**

SHOW: CCRHC  
CLASS: Ltd Am Trail 1/3  
DATE: 5/22/2021

- 1 Point Penalties:**
- 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
  - Incorrect break of gait at walk or trot for two strides or less
  - Both front or hind feet in a single-stride space at a walk or trot
  - Skipping over or failing to step into required space
  - Incorrect number of strides, if specified
  - One or two steps on mount/dismount on/or ground tie (except shifting to balance)
  - Split log in lope over
- 3 Point Penalties:**
- Wrong lead or out of lead
  - Draped reins
  - Break of gait at lope
  - Break of gait at walk or trot for more than two (2) strides
  - Three to four steps on mount/dismount on ground tie

- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
  - Knocking over, stepping out of, or falling off of an obstacle
  - 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
- 10 Point Penalty:**
- 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
- Breaking pattern
  - 3rd refusal
  - Repeated blatant disobedience
  - Failure to dally and remain dallied during the drag
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between roman reins
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
		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		2	5			3	4		6							
Obstacle Description		ll lope over	gate	back L	dis mnt	drag	logs bridge	side pass R	rope							
1	431	PENALTY	"	"	"	"	"	"	"	"	"	"				
		CONTENT	-1/2	0	0	+1/2	-1/2	0	0	-1/2	0			10	59	6
2	434	PENALTY	"	"	"	3	"	"	1	1						
		CONTENT	-1/2	0	+1/2	0	0	0	-1/2	0	-1/2			12	57	8
3	341	PENALTY	"	"	"	"	"	"	"	"	"	"				
		CONTENT	0	0	+1/2	-1/2	-1/2	+1/2	0	0	0			11	59	7
4	340	PENALTY	"	55		"	"	555	"	"	5					
		CONTENT	-1/2	-1	-1	0		-1/2	-1/2	0	-1			45	19.5	OP
5	346	PENALTY	"	51	"			"	"							
		CONTENT	+1/2	-1	-1/2	0	0	0	+1/2	+1/2	-1/2			14	55.5	10
6	334	PENALTY	"	55		55	"	35	"	3						
		CONTENT	-1	-1	-1/2	-1/2	-1/2	0	-1/2	OP	OP			44	19	OP
7	352	PENALTY	33	"	"	"	"	1								
		CONTENT	0	-1/2	-1/2	-1/2	0	+1/2	+1	0	0			13	57	9
8	339	PENALTY	"	555		31	"	"								
		CONTENT	+1/2	0	-1	0	0	-1/2	0	+1/2	0			27	42.5	12

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

JUDGE'S SIGNATURE: Kuller



## VERSATILITY RANCH HORSE - TRAIL

SHOW: CCRHC

CLASS: Ltd Am Trail 2/3

DATE: 5/22/2021

**1 Point Penalties:**

- 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
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or failing to step into required space
- Incorrect number of strides, if specified
- One or two steps on mount/dismount on/or ground tie (except shifting to balance)
- Split log in lope over

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Three to four steps on mount/dismount on ground tie

**5 Point Penalties:**

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Knocking over, stepping out of, or falling off of an obstacle
- 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

**10 Point Penalty:**

- 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

- Breaking pattern
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
		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	2	5		3	4					6					
		Obstacle Description	LL lope over	gate	back L	dis mount	drag	logs bridge	exit T poles	side pass R	drag						
9	343	PENALTY	'		'''		555'''	'''	'						26	43	OP (16)
		CONTENT	0	+1/2	-1/2	+1	-1/2	-1	-1/2	0	-1/2						
10	335	PENALTY	3		5'''		'	55'''	'''						32	35.5	(13)
		CONTENT	-1	0	-1/2	+1/2	0	-1	0	0	-1/2						
11	345	PENALTY			'	'		'							4	65.5	(2)
		CONTENT	-1/2	0	0	-1/2	0	-1/2	+1	0	0						
12	338	PENALTY			'''	'''	'''	'''			555	5			31	36.5	OP (21)
		CONTENT	0	-1/2	-1/2	-1	-1/2	0	+1	-1	0						
13	331	PENALTY	353		553	131		555			OP	OP	OP		leave 50	8.5	OP (4)
		CONTENT	-1/2	-1/2	-1/2	-1	-1										
14	344	PENALTY	33		5'''	3									19	50	(11)
		CONTENT	0	0	0	0	-1/2	-1/2	0	0	0						
15	333	PENALTY			'	'''		'''							6	63.5	(3)
		CONTENT	+1/2	+1/2	-1/2	0	-1	0	0	0	0						
16	350	PENALTY	3		'''	'		'''							8	62	(4)
		CONTENT	-1/2	-1/2	+1/2	0	0	+1/2	+1	+1/2	-1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Kell*



## VERSATILITY RANCH HORSE - TRAIL

SHOW: CCRHC  
 CLASS: Ltd Am 3/3  
 DATE: 5/22/2021

- 1 Point Penalties:**
- 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
  - Incorrect or break of gait at walk or trot for two strides or less
  - Both front or hind feet in a single-stride space at a walk or trot
  - Skipping over or failing to step into required space
  - Incorrect number of strides, if specified
  - One or two steps on mount/dismount on/or ground tie (except shifting to balance)
  - Split log in lope over
- 3 Point Penalties:**
- Wrong lead or out of lead
  - Draped reins
  - Break of gait at lope
  - Break of gait at walk or trot for more than two (2) strides
  - Three to four steps on mount/dismount on ground tie
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
  - Knocking over, stepping out of, or falling off of an obstacle
  - 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
- 10 Point Penalty:**
- 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**
- Breaking pattern
  - 3rd refusal
  - Repeated blatant disobedience
  - Failure to dally and remain dallied during the drag
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

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														
		1	2	3	4	5	6	7	8	9	10					
		Tie-Breaker														
		2	5		3	4			6							
		Obstacle Description														
		ll lope over	gate	back L	dis mnt	drag	logs bridge	at T poles	side pass R	rope						
17	348	PENALTY	"	"	5	"	"	"	"	"	"			16	52.5	OP
		CONTENT	-1/2	-1/2	+1/2	0	-1/2	0	+1/2	-1/2	-1/2					15
18	351	PENALTY	3	3	"	"	"	"	"	"	"					
		CONTENT	0	+1/2	0	+1	+1/2	+1	0	0	0			15	58.5	OP
19	342	PENALTY	3	"	"	3	5	"	"	"	5					
		CONTENT	-1/2	0	0	-1/2	-1/2	-1/2	0	+1/2	-1			24	43.5	OP
20	337	PENALTY	"	"	"	"	"	"	"	"	"					
		CONTENT	0	0	+1	+1/2	0	-1/2	0	0	-1			9	61	5
21	347	PENALTY	"	"	"	3	"	"	"	5	5					
		CONTENT	-1/2	0	0	-1	-1	-1	0	0	-1			33	32.5	OP
22	433	PENALTY			"											
		CONTENT	0	+1	+1/2	0	+1/2	+1	0	-1/2	0			1	71.5	1
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): \_\_\_\_\_ JUDGE'S SIGNATURE: [Signature]



SHOW: CCRHC  
 CLASS: Ltd 1/3  
 DATE: 5/22/2021

## VERSATILITY RANCH HORSE - RANCH RIDING

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- Break of gait at walk or trot for two (2) strides or less

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

**5 Point Penalties:**

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

**10 Point Penalty:**

- 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:**

- Breaking pattern
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		9	10	11	12	3	2	6	5	4	7	13					8	
Tie-Breaker		9	10	11	12	3	2	6	5	4	7	13	8					
Maneuver Description		W	T	XT	S/B	side R	logS	W/L	XL	Lchg	LR	Trot	St 360					
1	352							33								6	62.5	19
2	344																72.5	4
3	350																62.5	12
4	334			3												3	61	20
5	431									2						2	65.5	16
6	347		1													1	65.5	15
7	341																72	5
8	351								5	5						10	58.5	21

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

JUDGE'S SIGNATURE: [Signature]



## VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	CCRHC
CLASS:	Ltd 2/3
DATE:	5/22/2021

- |   |  |
|---|--|
| <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>- Break of gait at walk or 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:</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>- 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 (DQ):</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> |
|---|--|

W/O	#	MANEUVER 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		9	10	11	12	3	2	6	5	4	7	13	8					
Maneuver Description		W	T	XT	S/B	Side	logs	W/LL	XL	Lchq	LR	Trot	360					
9	340																65	18
		PENALTY																
		CONTENT	0	-0.5	0	-1	-1	0	-0.5	0	0	-0.5	-1	-0.5				
10	338																72.5	3
		PENALTY																
		CONTENT	0	0	+1	-0.5	-1	+0.5	+0.5	+1	+1	+0.5	0	-0.5				
11	346																74.5	1
		PENALTY																
		CONTENT	+1	0	+1	0	0	0	+0.5	+0.5	+0.5	0	+0.5	+0.5				
12	348																65.5	17
		PENALTY																
		CONTENT	0	0	-0.5	0	-0.5	0	0	-1	0	0	0	+0.5			3	
13	342																73	2
		PENALTY																
		CONTENT	+1	0	-1	0	0	+0.5	+0.5	+0.5	+1	0	+0.5	0				
14	345																72.5	6
		PENALTY																
		CONTENT	0	+0.5	+0.5	+0.5	0	0	+0.5	+0.5	-0.5	0	+0.5	-0.5				
15	335																69.7	10
		PENALTY																
		CONTENT	0	0	0	-0.5	-0.5	0	+0.5	+0.5	+0.5	0	-1	-0.5				
16	337																71.5	8
		PENALTY																
		CONTENT	0	0	+0.5	0	0	+0.5	0	+0.5	0	0	0	0				

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

JUDGE'S SIGNATURE: *Kue*

**VERSATILITY RANCH HORSE - RANCH RIDING**

SHOW:	CCRHC
CLASS:	Ltd 3/3
DATE:	5/22/2021

- |   |  |
|---|--|
| <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>- Break of gait at walk or 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:</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>- 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 (DQ):</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> |
|---|--|

W/O		#	MANEUVER 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			9	10	11	12	3	2	6	5	4	7	13	8				
Maneuver Description			W	T	XT	S/B	side R	loqs	W/L	XL	Lchg	LR	Trot	St 360				
17	331	PENALTY	1	1					3							5	58	22
		CONTENT	-1	-1	0	-0.5	-0.5	0	-1	-1	-1	-0.5	0	-0.5				
18	339	PENALTY															70.5	9
		CONTENT	+1	0	+0.5	-1	0	-0.5	0	0	0	0	0	+0.5				
19	343	PENALTY															67	14
		CONTENT	0	-0.5	+0.5	-0.5	-1	0	0	+0.5	0	0	-1	-1				
20	333	PENALTY															67.5	13
		CONTENT	0	-1	-1	0	-0.5	0	0	+1	+0.5	-1	0	-0.5				
21	434	PENALTY															69.4	11
		CONTENT	+0.5	0	0	-0.5	-0.5	-0.5	0	+0.5	0	0	-0.5	0				
22	433	PENALTY															71.5	7
		CONTENT	+0.5	0	+0.5	+0.5	0	+0.5	0	0	+0.5	0	-0.5	-0.5				
		PENALTY																
		CONTENT																

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

JUDGE'S SIGNATURE:





1402  
402

SHOW: CCRHC  
CLASS: Ltd Am 1/2  
DATE: 5/23/2021

**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:</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 (DQ):</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		STOP	3/2 L	STOP	3/4 R	5/4 BK	R/4	STOP							
1	345	PENALTY													
		CONTENT	-1	0	-1	0	-1	0	-1						66
2	348	PENALTY				.5									
		CONTENT	+1	0	-1	0	0	-1	-1					1.5	67.5
3	334	PENALTY	/	/	/	/	/	/	/	/	/	/	/	/	/
		CONTENT	/	/	/	/	/	/	/	/	/	/	/	/	/
4	339	PENALTY				.5									
		CONTENT	+1.5	+1.5	0	0	+1.5	0	0						70.5
5	431	PENALTY					.5	5.1							
		CONTENT	+1	+1.5	+1	-1.5	+1.5	-1	+1.5					6	66
6	346	PENALTY						2, 1, 2							
		CONTENT	+1.5	-1.5	+1	-1.5	-1	0	+1.5					5	65
7	349	PENALTY													
		CONTENT	-1.5	0	-1.5	0	0	0	0						69
8	352	PENALTY		5		.5	2								
		CONTENT	-1.5	-1.5	0	-1.5	0	0	-1					7.5	60

SC

6  
5  
SC  
2  
9  
11  
4  
15

67.5

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

JUDGE'S SIGNATURE: *[Signature]*



SHOW:	CCRHC
CLASS:	Ltd Am 2/2
DATE:	5/23/2021

**VERSATILITY RANCH HORSE - REINING**

- 1/2 Point Penalties:**
- Starting a circle or exiting a rollback at a trot for up to two strides
  - Delayed change of lead by one stride where the lead change is required by the pattern description
  - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
  - Over-spin or under-spin up to 1/8 turn
- 1 Point Penalties:**
- Over-bridled (per maneuver)
  - Out of frame (per maneuver)
  - 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
  - Over or under spinning 1/8 to 1/4 turn
  - Slipping rein
- 2 Point Penalties:**
- Break of gait
  - Freeze up in spins or rollbacks
  - Failure to stop or walk before executing a lope departure on trot-in patterns
  - Failure to be in a lope prior to the first marker on run-in patterns
  - Failure to completely pass the specified marker before initiating a stop position
  - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
- 10 Point Penalty:**
- 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**
- Breaking pattern
  - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
  - Repeated blatant disobedience
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between romal reins (except two rein)
  - Trotting in excess of 1/2 circle or 1/2 length of the arena
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

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		STOP	3/4 L	STOP	3/4 R	St 1/4 L	R 1/4	STOP							
9	344	PENALTY					2								
		CONTENT	-1	-1.5	-1.5	-1.5	-1	-1.5	-1				2	63	13
10	333	PENALTY													
		CONTENT	+1.5	0	+1	0	-1.5	+1.5	+1					72.5	1
11	347	PENALTY					1								
		CONTENT	-1	-1.5	-1.5	-1	-1.5	-1.5	-1.5				1	63.5	12
12	434	PENALTY													
		CONTENT	+1	0	0	-1.5	+1.5	-1	-1.5					69.5	3
13	335	PENALTY						1							
		CONTENT	-1.5	0	0	0	0	-1	-1.5				1	67	6
14	331	PENALTY													
		CONTENT	-1	-1.5	-1.5	-1.5	0	-1.5	-1.5					66.5	7
15	342	PENALTY			2				2						
		CONTENT	+1.5	-1	-1.5	-1	0	-1.5	-1.5				4	63	14
16	343	PENALTY	2					1.5							
		CONTENT	-1.5	0	-1.5	-1.5	-1.5	0	-1.5				2.5	65	10

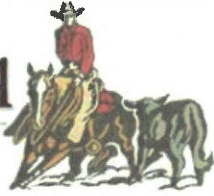
JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Hick*

before limited

**WSVRHA**

Western States Versatility  
Ranch Horse Association



**RANCH COW WORK  
INTERMEDIATE**

303

Show CCRHC

Judge Arlin

Date 5/23/2021

**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 #	Penalty	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	434	Penalty Content	4, 1/2 -1	2, 1/2 -1	0	-1	2 loop run 2 No catch 0	-1	-1	+1	0	8	59		
2	431	Penalty Content	+1.5	0	+1	-1	-1	-1	+1	-1.5		69			
		Penalty Content													
		Penalty Content													
		Penalty Content													
		Penalty Content													
		Penalty Content													
		Penalty Content													
		Penalty Content													

Judges Signature: *[Signature]*

1403  
403

SHOW: CCRHC  
CLASS: Ltd Am 1/2  
DATE: 5/23/2021

**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:**  
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 (DQ):**  
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	
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties			
Tie-Breaker		3	1	4	2											
1	334	PENALTY														
		CONTENT														
2	349	PENALTY														
		CONTENT		0	1, 2, 10	0/P	-1.5	-1.5	0	-1	-1			4	58.5	0/P
3	431	PENALTY														
		CONTENT		-1.5	0	0	+1.5	0	+1	0	0			1	70	
4	343	PENALTY														
		CONTENT		0	-1.5	0	-1	-1	0	0	-1	3.3		9	55.5	0/P
5	348	PENALTY														
		CONTENT		+1.5	-1.5	+1	+1.5	0	+1.5	+1.5	+1.5				73	
6	333	PENALTY														
		CONTENT		+1	-1.5	+1	0	+1.5	0	+1.5	0				72.5	
7	346	PENALTY														
		CONTENT		0	+1.5	-1.5	+1.5	0	0	-1.5	0				70	
8	339	PENALTY														
		CONTENT		0	0	0	-1.5	0	0	0	0			1	68.5	

JUDGE'S NAME (PRINTED): \_\_\_\_\_ JUDGE'S SIGNATURE: *Russell*

SHOW:	CCRHC
CLASS:	Ltd Am 2/2
DATE:	5/23/2021

**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:**  
 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 (DQ):**  
 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 Points	5 Points	10 Points	Total Penalties		
		Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage						
<b>Tie-Breaker</b>		3	1	4	2										
9	345	PENALTY	4		4									4	60.5
		CONTENT	-1	-1	-1	-1.5	-1	0	0	0					
10	344	PENALTY	1	4										4	64.5
		CONTENT	-1	0	0	+1.5	-1	0	0	0					
11	352	PENALTY												7	71
		CONTENT	0	+1.5	-1.5	+1	+1.5	0	-1.5	0					
12	331	PENALTY												6	67
		CONTENT	0	0	-1.5	-1	-1.5	0	-1	0					
13	434	PENALTY												6	67.5
		CONTENT	-1.5	0	0	-1.5	-1.5	0	-1	0					
14	335	PENALTY	1											1	65
		CONTENT	-1.5	-1.5	-1	-1	-1.5	0	0	-1.5					
15	342	PENALTY												7	70
		CONTENT	0	-1.5	0	+1.5	0	0	0	0					
16	347	PENALTY												5	57.5
		CONTENT	-1	-1	OP	-1.5	-1	0	-1	-1					

JUDGE'S NAME (PRINTED): \_\_\_\_\_ JUDGE'S SIGNATURE: *Rumell*

SHOW: <u>CCRHC</u>
CLASS: <u>Am 1/2</u>
DATE: <u>5/22/2021</u>

**VERSATILITY RANCH HORSE - CUTTING**

<p><b>1 Point Penalties:</b> 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)</p> <p><b>3 Point Penalties</b> A - Hot Quit B - Cattle picked up or scattered D - Back fence E - Pawing or biting cattle F - Spurring on shoulder</p> <p><b>5 Point Penalties:</b> 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</p>	<p><b>10 Point Penalty:</b> U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</p> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b> 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 F - Failure to cut two cows</p> <p><b>Disqualification (DQ):</b> 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</p>
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W/O	#	PENALTIES						RUN CONTENT										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN							
		Cow 1		Cow 2		Cow 1		Cow 2		Cow 1				Cow 2								Average Cow 1 / Cow 2						
		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	Courage															
Tie-Breaker								2	4			3	5															
1	538		A					+1	-1/2	0	-1	+1	0	0	-1			68 1/2			68							
2	546							+1	+1	0	0	+1	0	0	+1/2			72 1/2			72							
3	535		A				B	+1	-1	0	0	0	0	0	0			69 1/2			56 1/2							
4	536							+1	-1	0	0	+1	+1/2	0	0			70 1/2			71							
5	533		A				B	+1	-1	0	0	0	-1	0	+1/2			70 1/2			56 1/2							
6	534							+1	-1	0	-1/2	-1	0	0	0			69 1/2			69							
7	531		A				B	0	-1	0	-1/2	-1	0	+1	0			68 1/2			56 1/2							
8	541		A					-1	0	0	0	0	-1	0	-1			69 1/2			68							

JUDGE'S NAME (PRINTED): \_\_\_\_\_ JUDGE'S SIGNATURE: Karen [Signature]

SHOW: <i>CCRHC</i>
CLASS: <i>Am 2/2</i>
DATE: <i>5/22/2021</i>

**VERSATILITY RANCH HORSE - CUTTING**

- 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:**  
 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  
 F - Failure to cut two cows
- Disqualification (DQ):**  
 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		
		Cow 1		Cow 2		Cow 1		Cow 2		Cow 1				Cow 2								Average Cow 1/ Cow 2	
		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	Courage										
Tie-Breaker								2	4			3	5										
9	537							+1	+1	0	+1/2	0	-1/2	+1/2	+1/2			70 1/2			71 1/2	(2)	
10	539							0	0	0	0	-1	-1/2	0	0			70			69	(5)	

JUDGE'S NAME (PRINTED): \_\_\_\_\_ JUDGE'S SIGNATURE: *Karen C...*



**VERSATILITY RANCH HORSE - TRAIL**

SHOW: CCRHC  
CLASS: Am Trail  
DATE: 5/22/2021

- 1 Point Penalties:**
- 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
  - Incorrect or break of gait at walk or trot for two strides or less
  - Both front or hind feet in a single-stride space at a walk or trot
  - Skipping over or failing to step into required space
  - Incorrect number of strides, if specified
  - One or two steps on mount/dismount on/or ground tie (except shifting to balance)
  - Split log in lope over
- 3 Point Penalties:**
- Wrong lead or out of lead
  - Draped reins
  - Break of gait at lope
  - Break of gait at walk or trot for more than two (2) strides
  - Three to four steps on mount/dismount on ground tie

- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
  - Knocking over, stepping out of, or falling off of an obstacle
  - 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
- 10 Point Penalty:**
- 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
- Breaking pattern
  - 3rd refusal
  - Repeated blatant disobedience
  - Failure to dally and remain dallied during the drag
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

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															
		1	2	3	4	5	6	7	8	9	10						
<b>Tie-Breaker</b>		2	5		3	4			6								
<b>Obstacle Description</b>		1/2 lope over	gate	back	dis mount	drag	logs bridge	over F poles	side pass	rope							
1	532	PENALTY	'		"			"									
		CONTENT	0	+1/2	0	+1	+1	0	0	0	0		7	65.5	2		
72.5 - 7																	
2	534	PENALTY			5			1									
		CONTENT	0	-1/2	-1	+1	+1	-1/2	-1/2	0	0		18	51.5	5		
69.5 - 18																	
3	531	PENALTY	-----														
		CONTENT	-----														
4	536	PENALTY	3 3		"	"		1									
		CONTENT	+1	+1/2	0	0	0	0	0	0	0		16	55.5	4		
71.5 - 16																	
5	535	PENALTY			"			"	'								
		CONTENT	+1/2	0	+1/2	+1	+1	+1/2	+1/2	0	0		8	66	1		
74 - 8																	
6	537	PENALTY	'					1	'								
		CONTENT	0	-1	-1/2	+1	0	0	-1/2	0	0		11	58	3		
69 - 11																	
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

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

JUDGE'S SIGNATURE: [Signature]



1504  
504



SHOW: CCRHC  
CLASS: Am  
DATE: 5/22/2021

**VERSATILITY RANCH HORSE - RANCH RIDING**

**1 Point Penalties:**

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Break of gait at walk
- Break of gait at walk or trot for two (2) strides or less

**3 Point Penalties:**

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Out of lead or cross-cantering more than two strides when changing leads
- Trotting more than three strides when making a simple lead change

**5 Point Penalties:**

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

**10 Point Penalty:**

- 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:**

- Breaking pattern
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

**Disqualification (DQ):**

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O		#	MANEUVER 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			9	10	11	12	3	2	6	5	4	7	13	8					
Maneuver Description			W	T	XT	S/B	Sdg	log	W/LC	XL	Lchg	LR	Trot	St	360				
1	532	PENALTY						-1-1								2	70	4	
		CONTENT	0	+1.5	+1.5	+1.5	0	0	+1.5	+1.5	+1.5	+1.5	+1.5	0					
SC 2	531	PENALTY																	
		CONTENT																	
3	535	PENALTY						-1-1								3	70.5	6	
		CONTENT	0	0	+1.5	+1.5	-1	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5					
4	533	PENALTY						+1-1								2	72	3	
		CONTENT	0	+1.5	+1.5	+1.5	+1.5	0	+1.5	+1.5	0	+1.5	+1.5	0					
5	534	PENALTY						-1								1	71.5	5	
		CONTENT	0	+1.5	+1.5	0	-1.5	+1.5	0	+1.5	+1.5	0	0	+1.5					
6	536	PENALTY						-1-1								2	70.5	2	
		CONTENT	+1.5	+1.5	0	+1.5	+1.5	0	+1.5	+1.5	+1.5	+1.5	0	+1.5					
7	537	PENALTY																	
		CONTENT	+1.5	+1.5	+1.5	+1.5	+1	+1.5	+1.5	+1.5	+1.5	+1.5	0	+1.5			76	1	
		PENALTY																	
		CONTENT																	

JUDGE'S NAME (PRINTED): Mike Lund

JUDGE'S SIGNATURE: Mike Lund



## VERSATILITY RANCH HORSE - REINING

1502  
502

SHOW:	CCRHC
CLASS:	Open 12/2 AM
DATE:	5/23/2021

<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:</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 (DQ):</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					
		stop	3/4 L	stop	3/4 R	st. Ball full	R/3	stop								
1	535	PENALTY		.5			2							2.5	68.5	4
		CONTENT	+1.5	-1.5	+1.5	-1.5	0	0	+1.							
2	531	PENALTY	\\	\\	\\	\\	\\	\\	\\	\\	\\	\\	\\	\\	\\	\\
		CONTENT	\\	\\	\\	\\	\\	\\	\\	\\	\\	\\	\\	\\	\\	\\
3	534	PENALTY						5								
		CONTENT	0	-1.5 (OP)	+1	0	+1.5	-1.5 (OP)	+1					5	64.5	5
4	536	PENALTY				.5										
		CONTENT	+1.5	-1.5	+1.5	0	0	0	+1.5					1.5	70.5	2
5	533	PENALTY														
		CONTENT	0	-1.5	0	0	0	0	0						69.5	3
6	537	PENALTY														
		CONTENT	0	0	-1.5	0	0	+1.5	+1.5						70.5	1
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

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

503

SHOW:	CCRHC
CLASS:	Am
DATE:	5/23/2021

**VERSATILITY RANCH HORSE - RANCH COW WORK**

<p><b>1 Point Penalties:</b>                  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)</p> <p><b>2 Point Penalties:</b>                  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</p>	<p><b>3 Point Penalties:</b>                  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</p> <p><b>5 Point Penalties:</b>                  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</p> <p><b>10 point Penalty:</b>                  U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)</p>	<p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b>                  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</p> <p><b>Disqualification (DQ):</b>                  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</p>
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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										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	3		1	4					2									
1	533	PENALTY																		
		CONTENT	0	0	0	0					-1.5									
2	531	PENALTY																		
		CONTENT																		
3	537	PENALTY																		
		CONTENT	+1.5	+1.5	+1	0	+1	+1.5	/	/	+1	0	+1.5							74.5
4	534	PENALTY																		
		CONTENT	0	0	0	0	+1	+1.5	/	/	+1	0	0							72.5
5	536	PENALTY			1															
		CONTENT	0	0	+1	+1	+1	0	/	/	+1.5	+1.5	+1.5						1	72.5
6	535	PENALTY			1															
		CONTENT	+1.5	0	+1	0	+1	+1	/	/	-1	+1.5	0						1	70.5
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

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

JUDGE'S SIGNATURE: 

**VERSATILITY RANCH HORSE - CUTTING**

SHOW: CCRHC

CLASS: Open 1/2

DATE: 5/22/2021

**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:**  
 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  
 F - Failure to cut two cows

**Disqualification (DQ):**  
 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
		Cow 1		Cow 2		Cow 1		Cow 2				Average Cow 1/ Cow 2									
		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	Courage							
Tie-Breaker							2	4			3	5									
1	631						0	0	0	0	-1/2	+1/2	0	+1/2	+1/2	70	70	0	71	3	
2	638						+1	0	0	0	-1	-1	0	0		71	68		69 1/2	7	
3	643					-B	0	-1	0	0	0	+1	0	0		69	71	5	65	10	
4	636						0	-1	0	-1	+1/2	-1/2	0	-1		68	69		68 1/2	9	
5	645						0	+1	0	+1/2	+1/2	0	0	+1		71 1/2	71 1/2		72	2	
6	637						0	0	-1	-1	+1/2	0	0	-1/2		68	70		69	8	
7	633						+1	0	0	0	0	-1/2	0	0		71	69 1/2		70	5	
8	635						0	0	0	0	0	0	0	0		70	70		70	6	

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

JUDGE'S SIGNATURE: Ram

SHOW: <u>CCRHC</u>
CLASS: <u>Open 2/2</u>
DATE: <u>5/22/2021</u>

**VERSATILITY RANCH HORSE - CUTTING**

<p><b>1 Point Penalties:</b>          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)</p> <p><b>3 Point Penalties</b>          A - Hot Quit          B - Cattle picked up or scattered          D - Back fence          E - Pawing or biting cattle          F - Spurring on shoulder</p> <p><b>5 Point Penalties:</b>          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</p>	<p><b>10 Point Penalty:</b>          U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</p> <p><b>Off-Pattern (OP): Cannot place above others who complete pattern correctly</b>          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          F - Failure to cut two cows</p> <p><b>Disqualification (DQ):</b>          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</p>
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W/O	#	PENALTIES						RUN CONTENT										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Cow 1		Cow 2		Cow 1		Cow 2				Courage	Average Cow 1/ Cow 2								
		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							
	Tie-Breaker																				
9	644							0	0	0	+1	+1	0	0	0		71 / 71		71	DQ NP	
10	639							+1	-1	0	-1	0	+1	0	+1/2		69 / 71 1/2		70 1/2	4	
11	634							0	+1	+1	0	+1	+1/2	+1/3	0	1/2	72 / 72		72 1/2	1	

JUDGE'S NAME (PRINTED): \_\_\_\_\_ JUDGE'S SIGNATURE: [Signature]



**VERSATILITY RANCH HORSE - TRAIL**

SHOW: CCRHC  
CLASS: Open Trail  
DATE: 5/22/2021

- 1 Point Penalties:**
- 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
  - Incorrect or break of gait at walk or trot for two strides or less
  - Both front or hind feet in a single-stride space at a walk or trot
  - Skipping over or failing to step into required space
  - Incorrect number of strides, if specified
  - One or two steps on mount/dismount on/or ground tie (except shifting to balance)
  - Split leg in lope over
- 3 Point Penalties:**
- Wrong lead or out of lead
  - Draped reins
  - Break of gait at lope
  - Break of gait at walk or trot for more than two (2) strides
  - Three to four steps on mount/dismount on ground tie

- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
  - Knocking over, stepping out of, or falling off of an obstacle
  - 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
- 10 Point Penalty:**
- 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**
- Breaking pattern
  - 3rd refusal
  - Repeated blatant disobedience
  - Failure to dally and remain dallied during the drag
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

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													
		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker		2	5		3	4			6						
Obstacle Description		ll lope over	gate	back L	dis- mount	trot to drag S	logs bridge	long trot plus	side pass R	rope					
1	631	PENALTY	3 w	"	3	1	1					10 1/2	58.5	5	
		CONTENT	+1/2	0	-1	0	0	-1/2	0	-1/2	+1/2	69 - 10.5			
2	645	PENALTY		"								5	64.5	2	
		CONTENT	+1/2	-1/2	-1	0	+1/2	0	0	-1/2	+1/2	69.5 - 5			
3	637	PENALTY	3 06	"	"	"	"	"	"	"	"	19	48	7	
		CONTENT	-1/2	-1/2	-1	+1	-1/2	-1/2	-1/2	-1/2	0	67 - 19 = 48			
4	635	PENALTY		"	"	"	"	"	"	"	"	10	62.5	3	
		CONTENT	+1	0	0	+1	+1/2	0	0	0	0	72.5 - 10			
5	532	PENALTY		"	"	"	"	"	"	"	"	6	65.5	1	
		CONTENT	+1/2	-1/2	+1/2	-1/2	+1	+1/2	0	0	0	71.5 - 6			
6	632	PENALTY	"	"	"	"	"	"	"	"	"	9	60.5	4	
		CONTENT	-1/2	+1/2	-1/2	0	0	0	0	0	0	69.5 - 9			
7	640	PENALTY	"	"	"	"	"	"	"	"	"	41	21.5	OP	
		CONTENT	-1/2	-1	-1	-1/2	-1	-1/2	-1	-1/2	-1/2	62.5 - 41			
8	638	PENALTY		"	"	"	"	"	"	"	"	20	50.5	6	
		CONTENT	+1	0	-1/2	0	0	+1/2	+1/2	0	0	70.5 - 20			

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

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

**VERSATILITY RANCH HORSE - RANCH RIDING**

SHOW: CCRTC  
CLASS: Open 1/2  
DATE: 5/22/2021

- 1 Point Penalties:**
- Over-bridled (per maneuver)
  - Out of frame (per maneuver)
  - Too slow (per maneuver)
  - Break of gait at walk
  - Break of gait at walk or trot for two (2) strides or less
- 3 Point Penalties:**
- Wrong lead or out of lead
  - Draped reins
  - Break of gait at lope
  - Break of gait at walk or trot for more than two (2) strides
  - Out of lead or cross-cantering more than two strides when changing leads
  - Trotting more than three strides when making a simple lead change
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise

- 10 Point Penalty:**
- 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:**
- Breaking pattern
  - Repeated blatant disobedience
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

W/O		#	MANEUVER 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			9	10	11	12	3	2	6	5	4	7	13	8																																																																																																																																																																																																																																																																																									
Maneuver Description			W	T	Ext T	S/B	SPright	loqs	w/ll	XL	hchg	LR	Trot	st <sub>360</sub>																																																																																																																																																																																																																																																																																									
1	636	PENALTY						11					OP							CONTENT	+1.5	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	-1	0	-1	+1.5		2	69.5	OP	2	634	PENALTY					1													CONTENT	+1.5	0	+1.5	0	-1.5	+1.5	+1.5	+1.5	+1	+1.5	+1.5	0		1	73		3	639	PENALTY																		CONTENT	0	+1.5	+1.5	0	+1.5	+1.5	-0.5	0	+1.5	+1.5	+1.5	0			73		4	641	PENALTY					1	1												CONTENT	0	0	+1.5	-1.5	-1	0	-1.5	0	-1.5	0	-1	0		2	65		5	633	PENALTY						1												CONTENT	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	0	+1.5	+1.5	+1.5	0		1	73.5		6	635	PENALTY						1												CONTENT	0	+1	+1.5	+1.5	0	0	+1.5	+1.5	+1.5	+1.5	0	+1.5		1	73.5		7	632	PENALTY				OP														CONTENT	+1.5	+1.5	+1.5	-1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5			73.5	OP	8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71	
		CONTENT	+1.5	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	-1	0	-1	+1.5		2	69.5	OP	2	634	PENALTY					1													CONTENT	+1.5	0	+1.5	0	-1.5	+1.5	+1.5	+1.5	+1	+1.5	+1.5	0		1	73		3	639	PENALTY																		CONTENT	0	+1.5	+1.5	0	+1.5	+1.5	-0.5	0	+1.5	+1.5	+1.5	0			73		4	641	PENALTY					1	1												CONTENT	0	0	+1.5	-1.5	-1	0	-1.5	0	-1.5	0	-1	0		2	65		5	633	PENALTY						1												CONTENT	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	0	+1.5	+1.5	+1.5	0		1	73.5		6	635	PENALTY						1												CONTENT	0	+1	+1.5	+1.5	0	0	+1.5	+1.5	+1.5	+1.5	0	+1.5		1	73.5		7	632	PENALTY				OP														CONTENT	+1.5	+1.5	+1.5	-1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5			73.5	OP	8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																			
2	634	PENALTY					1													CONTENT	+1.5	0	+1.5	0	-1.5	+1.5	+1.5	+1.5	+1	+1.5	+1.5	0		1	73		3	639	PENALTY																		CONTENT	0	+1.5	+1.5	0	+1.5	+1.5	-0.5	0	+1.5	+1.5	+1.5	0			73		4	641	PENALTY					1	1												CONTENT	0	0	+1.5	-1.5	-1	0	-1.5	0	-1.5	0	-1	0		2	65		5	633	PENALTY						1												CONTENT	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	0	+1.5	+1.5	+1.5	0		1	73.5		6	635	PENALTY						1												CONTENT	0	+1	+1.5	+1.5	0	0	+1.5	+1.5	+1.5	+1.5	0	+1.5		1	73.5		7	632	PENALTY				OP														CONTENT	+1.5	+1.5	+1.5	-1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5			73.5	OP	8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																																						
		CONTENT	+1.5	0	+1.5	0	-1.5	+1.5	+1.5	+1.5	+1	+1.5	+1.5	0		1	73		3	639	PENALTY																		CONTENT	0	+1.5	+1.5	0	+1.5	+1.5	-0.5	0	+1.5	+1.5	+1.5	0			73		4	641	PENALTY					1	1												CONTENT	0	0	+1.5	-1.5	-1	0	-1.5	0	-1.5	0	-1	0		2	65		5	633	PENALTY						1												CONTENT	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	0	+1.5	+1.5	+1.5	0		1	73.5		6	635	PENALTY						1												CONTENT	0	+1	+1.5	+1.5	0	0	+1.5	+1.5	+1.5	+1.5	0	+1.5		1	73.5		7	632	PENALTY				OP														CONTENT	+1.5	+1.5	+1.5	-1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5			73.5	OP	8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																																																								
3	639	PENALTY																		CONTENT	0	+1.5	+1.5	0	+1.5	+1.5	-0.5	0	+1.5	+1.5	+1.5	0			73		4	641	PENALTY					1	1												CONTENT	0	0	+1.5	-1.5	-1	0	-1.5	0	-1.5	0	-1	0		2	65		5	633	PENALTY						1												CONTENT	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	0	+1.5	+1.5	+1.5	0		1	73.5		6	635	PENALTY						1												CONTENT	0	+1	+1.5	+1.5	0	0	+1.5	+1.5	+1.5	+1.5	0	+1.5		1	73.5		7	632	PENALTY				OP														CONTENT	+1.5	+1.5	+1.5	-1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5			73.5	OP	8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																																																																											
		CONTENT	0	+1.5	+1.5	0	+1.5	+1.5	-0.5	0	+1.5	+1.5	+1.5	0			73		4	641	PENALTY					1	1												CONTENT	0	0	+1.5	-1.5	-1	0	-1.5	0	-1.5	0	-1	0		2	65		5	633	PENALTY						1												CONTENT	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	0	+1.5	+1.5	+1.5	0		1	73.5		6	635	PENALTY						1												CONTENT	0	+1	+1.5	+1.5	0	0	+1.5	+1.5	+1.5	+1.5	0	+1.5		1	73.5		7	632	PENALTY				OP														CONTENT	+1.5	+1.5	+1.5	-1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5			73.5	OP	8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																																																																																													
4	641	PENALTY					1	1												CONTENT	0	0	+1.5	-1.5	-1	0	-1.5	0	-1.5	0	-1	0		2	65		5	633	PENALTY						1												CONTENT	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	0	+1.5	+1.5	+1.5	0		1	73.5		6	635	PENALTY						1												CONTENT	0	+1	+1.5	+1.5	0	0	+1.5	+1.5	+1.5	+1.5	0	+1.5		1	73.5		7	632	PENALTY				OP														CONTENT	+1.5	+1.5	+1.5	-1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5			73.5	OP	8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																																																																																																																
		CONTENT	0	0	+1.5	-1.5	-1	0	-1.5	0	-1.5	0	-1	0		2	65		5	633	PENALTY						1												CONTENT	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	0	+1.5	+1.5	+1.5	0		1	73.5		6	635	PENALTY						1												CONTENT	0	+1	+1.5	+1.5	0	0	+1.5	+1.5	+1.5	+1.5	0	+1.5		1	73.5		7	632	PENALTY				OP														CONTENT	+1.5	+1.5	+1.5	-1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5			73.5	OP	8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																																																																																																																																		
5	633	PENALTY						1												CONTENT	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	0	+1.5	+1.5	+1.5	0		1	73.5		6	635	PENALTY						1												CONTENT	0	+1	+1.5	+1.5	0	0	+1.5	+1.5	+1.5	+1.5	0	+1.5		1	73.5		7	632	PENALTY				OP														CONTENT	+1.5	+1.5	+1.5	-1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5			73.5	OP	8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																																																																																																																																																					
		CONTENT	0	+1.5	+1.5	+1.5	+1.5	+1.5	+1.5	0	+1.5	+1.5	+1.5	0		1	73.5		6	635	PENALTY						1												CONTENT	0	+1	+1.5	+1.5	0	0	+1.5	+1.5	+1.5	+1.5	0	+1.5		1	73.5		7	632	PENALTY				OP														CONTENT	+1.5	+1.5	+1.5	-1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5			73.5	OP	8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																																																																																																																																																																							
6	635	PENALTY						1												CONTENT	0	+1	+1.5	+1.5	0	0	+1.5	+1.5	+1.5	+1.5	0	+1.5		1	73.5		7	632	PENALTY				OP														CONTENT	+1.5	+1.5	+1.5	-1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5			73.5	OP	8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																																																																																																																																																																																										
		CONTENT	0	+1	+1.5	+1.5	0	0	+1.5	+1.5	+1.5	+1.5	0	+1.5		1	73.5		7	632	PENALTY				OP														CONTENT	+1.5	+1.5	+1.5	-1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5			73.5	OP	8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																																																																																																																																																																																																												
7	632	PENALTY				OP														CONTENT	+1.5	+1.5	+1.5	-1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5			73.5	OP	8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																																																																																																																																																																																																																															
		CONTENT	+1.5	+1.5	+1.5	-1	+1.5	+1.5	0	+1.5	0	+1.5	+1.5	+1.5			73.5	OP	8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																																																																																																																																																																																																																																																	
8	637	PENALTY						-1												CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																																																																																																																																																																																																																																																																				
		CONTENT	0	+1.5	+1.5	0	-1.5	0	-1.5	0	+1.5	+1.5	+1.5	+1.5		1	71																																																																																																																																																																																																																																																																																						

JUDGE'S NAME (PRINTED): MIKE LUND

JUDGE'S SIGNATURE: Mike Lund

**SHOW:** CCRHC  
**CLASS:** Open 2/2  
**DATE:** 5/22/2021

**VERSATILITY RANCH HORSE - RANCH RIDING**

- 1 Point Penalties:**
- Over-bridled (per maneuver)
  - Out of frame (per maneuver)
  - Too slow (per maneuver)
  - Break of gait at walk
  - Break of gait at walk or trot for two (2) strides or less
- 3 Point Penalties:**
- Wrong lead or out of lead
  - Draped reins
  - Break of gait at lope
  - Break of gait at walk or trot for more than two (2) strides
  - Out of lead or cross-cantering more than two strides when changing leads
  - Trotting more than three strides when making a simple lead change
- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise

- 10 Point Penalty:**
- 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:**
- Breaking pattern
  - Repeated blatant disobedience
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between romal reins
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

64  
7  
25

W/O	#	MANEUVER 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		9	10	11	12	3	2	6	5	4	7	13	8				
Maneuver Description		W	T	X/T	S/B	Sider Pass	logs	W/L	X/L	L chg	LR	Trot	St 360				
9	640						1			3-3					7	51.5	11
10	645						1								1	74.4	2
11	631						1								1	74.4	1
12	638						1								1	71	8
13	532						1								1	72.5	7

JUDGE'S NAME (PRINTED): Mike Lund

JUDGE'S SIGNATURE: Mike Lund





**VERSATILITY RANCH HORSE - REINING**

602  
2602

SHOW:	CCRHC
CLASS:	Open 1/2
DATE:	5/23/2021

<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:</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 (DQ):</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		STOP	3/2 L	STOP	3/2 R	stop, back 1/2 L	R/C.	STOP								
1	6038	PENALTY												0	70.5	4
		CONTENT	F 1/2	0	0	0	0	0	0	0						
2	642	PENALTY				1/2										
		CONTENT	0	-1/2	0	-1/2	0	-1/2	-1 1/2 OP				0.5	67.5	OP	9
3	635	PENALTY														
		CONTENT	+1.5	+1.5	+1.5	-1.5	+1.5	0	-1.5						71 ↑	2
4	631	PENALTY														
		CONTENT	0	+1.5	+1.5	+1.5	+1.5	0	+1.5						72.5	1
5	645	PENALTY														
		CONTENT	-1.5	0	0	-1.5	0	0	0						69	5
6	633	PENALTY														
		CONTENT	-1	0	-1.5	0	-1	0	-1						66.5	8
7	636	PENALTY						1								
		CONTENT	0	0	-1.5	+1.5	0	0	0					1	69	6
8	637	PENALTY						1								
		CONTENT	0	-1.5	0	-1.5	0	0	0					1	68	7

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW:	CCRHC
CLASS:	Open 2/2
DATE:	5/23/2021

**VERSATILITY RANCH HORSE - REINING**

- 1/2 Point Penalties:**
- Starting a circle or exiting a rollback at a trot for up to two strides
  - Delayed change of lead by one stride where the lead change is required by the pattern description
  - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
  - Over-spin or under-spin up to 1/8 turn
- 1 Point Penalties:**
- Over-bridled (per maneuver)
  - Out of frame (per maneuver)
  - 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
  - Over or under spinning 1/8 to 1/4 turn
  - Slipping rein
- 2 Point Penalties:**
- Break of gait
  - Freeze up in spins or rollbacks
  - Failure to stop or walk before executing a lope departure on trot-in patterns
  - Failure to be in a lope prior to the first marker on run-in patterns
  - Failure to completely pass the specified marker before initiating a stop position
  - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

- 5 Point Penalties:**
- Spurring in front of cinch
  - Blatant disobedience
  - Use of either hand to instill fear/praise
- 10 Point Penalty:**
- 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**
- Breaking pattern
  - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
  - Repeated blatant disobedience
  - Use of two hands (except in snaffle bit or hackamore)
  - More than one finger between split reins or any fingers between romal reins (except two rein)
  - Trotting in excess of 1/2 circle or 1/2 length of the arena
- Disqualification (DQ):**
- Abuse
  - Lameness
  - Disrespect or misconduct
  - Illegal equipment
  - Fall of horse/rider
  - Improper western attire
  - Leaving arena before pattern is complete

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		STOP	3 1/2 L	STOP	3 1/4 R	STOP	BACK	1/4 L	R	1/2	STOP				
9	644	PENALTY			1								1	67	0/P
		CONTENT	+0.5	-0.5	0	-0.5	-1	-1.5	0						
10	634	PENALTY												71	
		CONTENT	+1.5	0	0	-1.5	+1.5	+1.5	0						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

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

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

W03

SHOW:	CCRHC
CLASS:	Open
DATE:	5/23/2021

**VERSATILITY RANCH HORSE - RANCH COW WORK**

- 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 - Hariging 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:**
- 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 (DQ):**
- 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

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										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	2		1																
1	634	PENALTY																			
		CONTENT	+1.5	0	0	+1.5	/	/	+1.5	-1	0	0	+1.5			5		5	66	4	
2	636	PENALTY				1															
		CONTENT	-2.5	-1.5	-1	-1.5	/	/	-1	-1	-1.5	0	0			5		6	60	7	
3	645	PENALTY																			
		CONTENT	+1.5	0	+1	+1.5	/	/	+1	-1	+1	0	+1.5		2		5	7	65	5	
4	638	PENALTY																			
		CONTENT	+1.5	0	+1	+1	/	/	+1.5	0	+1.5	+1	+1.5			3		3	71	3	
5	642	PENALTY																			
		CONTENT	+1	-1	0.5	-0.5													66.5	O/P	6
6	631	PENALTY																			
		CONTENT	+1.5	+1.5	+0.5	+1.5	/	/	0	0	+1.5	+1	0						73	1	
7	635	PENALTY				1															
		CONTENT	+0.5	+1.5	+1.5	1	/	/	0	0	0	0	0					1	71	2	
8	637	PENALTY				1															
		CONTENT	0	+1.5	+1.5	0	/	/	+1.5	-1	0	0	-1.5			5		6	64	8	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*