



SHOW: CCRHC

CLASS: Y Duth

DATE: 5/22/2021

1	Point	Penal	ties:

- 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 distrubance of herd
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





SHOW: CLASS: DATE: 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	#				Each horse	rider team is s Extremely Poc	cored betwee	MANEUV on 0-100 points or, -1/2 Poor, 0	and automatic	ally bogine th	e run with a so	core of 70 point	ts		ξÈ	_ ≼	<u> </u>	ERN	j
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JUDGE'S NAME (PRINTED):

MikeLund

JUDGE'S SIGNATURE: Mile Ho





VERSATILITY RANCH HORSE - TRAIL

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) SHOW: CCRHC

CLASS:

DATE: 5/22/202

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	#			Each ho	rse/rider team i	s scored betw	een 0-100 nointe	LE SCORE		In with a ecore	of 70 points					
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JUDGE'S NAME (PRINTED):	Mike	Lund
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JUDGE'S SIGNATURE:

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CLASS: Y

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	#		-	-11	se/rider team is	scored betwee	mANUEVE n 0-100 points : or, -1/2 Poor, 0	and automatica	Ily heains the m	In with a score o	of 70 points		₽	٤.		OFF PATTERN
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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VRH - LIMITED COW WORK (Amateur/Youth)

SHOW: **CLASS:**

DATE:

	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:

200

sheet

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

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W/o	#		Each horse	e/rider team is so Extremely Poor	ored between	0-100 points ar	RUN CON'nd automatically orrect, +1/2 Go	hegine the gun	with a score of 7 d, +1 1/2 Excelle	0 points -1 1/2		PEN	ALTIES			
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UDGE'S NA	ME (PRINT	ED):				JUDGE'S	SIGNATUR	E:	Ha	en	11	/				





4th fence

SHOW: CCRHC

CLASS: YHA

DATE: 5/23/2021

VERSATILITY RANCH HORSE - RANCH COW WORK

1 Point Penalties:

- A Loss of working advantage
- C Using the comer or the end of the arena to turn the cow when going down the fence
- E Changing sides of arena to tum cow
- L For each length horse runs past cow
- P Working out of position
- R Two-loop catch in amateur and youth classes
- S Slipping rein
- T Failure to drive cow past middle marker on first turn
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

2 Point Penalties:

- A Going around the corner of the arena before turning cow
- B In an open field turn animal gets within 3 feet of the end fence before being turned
- R Failure to catch if roping in amateur and youth classes

3 Point Penalties:

- E Exhausting or overworking the cow before circling or roping
- H Hanging up on the fence (refusing to turn)
- K Knocking down the cow without having a working advantage
- R Two-loop catch when roping in open/cowboy classes

5 Point Penalties:

- A Failure to turn the cow both directions on the fence
- B Spurring or hitting in front of cinch at any time
- C Blatant disobedience
- E Use of either hand to instill fear/praise
- R Failure to catch when roping in open/cowboy classes

10 point Penalty:

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

				Each hors -1 1/	se/rider tea /2 Extreme	m is scored ly Poor, -1 \	between 0 /ery Poor, -	-100 points	ONTENT and automatic Correct, +1/2	cally begins the Good, +1 Very	e run with a so	core of 70 point 2 Excellent	ts		Р	ENALTIE	ES .			
W/O	#		BOXING	RATING	FENCE	TURNS Quality)		LING		PING	POSITION &		EYE	2	3	5	10	TOTAL	SCORE	OP
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





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

VRH - ROOKIE COW WORK (Amateur/Youth)

1 Point Penalties:

- A Loss of working advantage
- P Working out of position
- S Slipping rein

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
- D 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
- B-Repeated blatant disobedience
- C-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) DQ:

- A- Abuse

- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
 M- Improper western attire
- H Leaving arena before run is complete
 I Fall horse/rider; run ends; credit will be given for work done

			Eac	ch horse/rider tea -1 1/2 Extreme	im is scored between Poor, -1 Very	een 0-100 point	CONTENT ts and automat 0 Correct, +1/	tically begins th	ne run with a sco ry Good, +1 1/2	ore of 70 points) Excellent			
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		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS	NOTES			
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JUDGE'S NAME (PRINTED):







SHOW:

CLASS: RK.

- 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

- 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 distrubance of herd
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

W/O	#				ALTIES			-1 1 <i>1</i> /2				d between with a sco	ONTEN 0-100 poin re of 70 poi Correct, +	ts and auto				<u>₽</u> È	È. =	E E	TERN
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UDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





VERSATILITY RANCH HORSE - TRAIL

SHOW:

DATE:

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
- 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

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

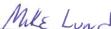
Off-Pattern (OP): Cannot place above others who complete pattern correctly

- 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	#			Each hors	se/rider team is	scored betwee	en 0-100 points	LE SCORES	he booine the -	In with a score	of 70 mainta				T	
1110	"		1	-11	/2 Extremely Po	oor, -1 Very Po	or, -1/2 Poor, 0	cellent		Į Į <u>≅</u> È	<u>ا</u> ج	w	OFF PATTERN			
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JUDGE'S SIGNATURE:





SHOW:

CLASS:

DATE:

VERSATILITY RANCH HORSE - TRAIL

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	#			Each hor -1 1	se/rider team is 1/2 Extremely Po	scored betwee	n 0-100 points	LE SCORE and automatic Correct, +1/2	ally begins the	run with a score Good, +1 1/2 E:	of 70 points					N.
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CLASS: NOVIRELI 1/

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

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W/O	#				Each horse/r -1 1/2 E	ider team is so Extremely Poor	cored between	n 0-100 points or, -1/2 Poor, 0	and automatic	ally begins the	run with a so	ore of 70 point	ts		ξÈ	یے غ	Щ	OFF PATTERN	
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JUDGE'S NAME (PRINTED):

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JUDGE'S SIGNATURE:







SHOW: CCRHC CLASS: NDV/ RK/ L1 2/2 DATE: 5/22/ 2021

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penatties:

- 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	#	7			Each horse/r	ider team is so Extremely Poor		INT LTY	- - - - - - - - - - - - - - - - - - -	m m	OFF PATTERN							
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Mar	neuver De	scription	W	T	XT	S/B	Sige	1095	W/LL	XL	Lchg	LR	Trot	360	_	-		ᡖ
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VERSATILITY RANCH HORSE - REINING

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SHOW: CCRHC

CLASS: RK (NOV)(LV 1) Ann 1/2

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

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

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W/O	#			Each ho	rse/rider team i					z						
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JUDGE'S NAME (PRINTED):





CLASS: RK(NOV)(LV1) 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	#		1	Each ho:	rse/rider team is	scored betwee	MANUEVE n 0-100 points or, -1/2 Poor, 0	and automatics	S Illy begins the ru lood, +1 Very Go	ood, +1 1/2 Exc	ellent		10 POINT PENALTY	PENALTY TOTAL	W	OFF PATTERN	
		Tie-Breaker	1	3		4		2	/	8	9	10	10 POINT PENALTY	N O	SCORE	¥	L
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11	231	PENALTY	-/	0	-,5	~15	0	0	0						68		port.
12	234	PENALTY	0	0	0	0	0	5,2,2,	2 -15					//	59		-
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		PENALTY															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Kan M





VRH - ROOKIE COW WORK (Amateur/Youth)

CCRHC

CLASS: RK/NOV AM

DATE: 5/23/202

1 Point Penalties:

- A Loss of working advantage
- P Working out of position
- S Slipping rein

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
- D 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

SHOW:

- A- Turning tail
- B- Repeated blatant disobedience
- C- 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) DQ:

- A- Abuse

- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- M- Improper western attire
- H Leaving arena before run is complete
- I- Fall horse/rider; run ends; credit will be given for work done

				Eac	ch horse/rider tea -1 1/2 Extrem	am is scored betw ely Poor, -1 Very	reen 0-100 point	CONTENT ts and automat 0 Correct, +1/	tically begins th	e run with a sco	ore of 70 points) Excellent				
W/O	#			вох	ING MANE	UVERS		F	PENALTIES			PENALTY TOTAL	SCORE	OP	
	Ti- Day		POSITION & CONTROL	DEGREE OF DIFFICULTY		COURAGE	TIME WORKED	1 POINT	3 POINTS	5 POINTS	NOTES			ŧ.	
	Tie-Brea	akers >	OPA	3	14	5	2							\vdash	0
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5	236		-[0	0	0	-,5						68,5	. (2
6	232		-15	0	0	0	0						69,5		(E
7	241		-,5	0	-15	0	0						69		(u
8	234		0	0	-1	+15	+,5						70		3
9	238		1.5	0	5	+15	+15						71		(2
10	240		-	0	0	-1)	0	1,1	3		1	5	63		0

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Mull





SHOW:

CLASS:

DATE:

1 Point Penalties:

- A Losing working advantage
- C Working out of position
- D Toe, foot or stirrup on shoulder
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

3 Point Penalties

- A Hot Quit
- B Cattle picked up or scattered
- D Back fence
- E Pawing or biting cattle
- F Spurring on shoulder

5 Point Penalties:

- A Horse quitting cow
- B Losing the cow
- C Changing cattle after a specific commitment
- D Failure to separate a single animal after leaving the herd
- E Blatant disobedience

10 Point Penalty:

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):

- B Lameness
- D Disrespect or misconduct
- E Excessive distrubance of herd
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

W/O	#	Court	I a . a		ALTIES			-1 1 <i>1</i> /2				d between	CONTEN 0-100 poir ore of 70 po Correct, +	ts and aut				₽ }	≥ ,		ERN
		Cow 1	Cow 2	Cow 1	Cow 2	Cow 1	Cow 2		Co	ow 1				w 2	. Toly of	004, 11 1/2		10 POINT PENALTY	PENALTY TOTAL	SCORE	\[\]
		11	POINT	3 P	OINTS	5 PO	INTS	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Conses	Average Cow 1/ Cow 2	P		8	OFF PATTERN
Tie-E	Breaker							2	4			3	5	or bill.	Appear		COW 2				
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2	<i>33</i> 9	A				8		ーは	-1	0	0	0	D	0	-2		69	3	5	63	
3	349			- P	В	0	A	0	0	0	0	0	-1	0	-/		79/19		7/	58	
	346	AA						+1	-1	0	ーコ	+1	-1	0	D	-	1/2			68/	
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3	352		A					+] -	1/2	0	-1 -	+1	0	0 (0	6	70		4	91	= 5
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3	35						1	-1-	10	0 -	11	2 0		2 +	リス	6	8/		6	91	4





SHOW:

CLASS:

DATE:

1 Point Penalties:

- A Losing working advantage
- C Working out of position
- D Toe, foot or stirrup on shoulder
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

3 Point Penalties

- A Hot Quit
- B Cattle picked up or scattered
- D Back fence
- E Pawing or biting cattle
- F Spurring on shoulder

5 Point Penalties:

- A Horse quitting cow
- B Losing the cow
- C Changing cattle after a specific commitment
- D Failure to separate a single animal after leaving the herd
- E Blatant disobedience

10 Point Penalty:

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 distrubance of herd
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

w/c		#				ALTIES			-1 1/2				d between	0-100 poin ore of 70 po Correct, +	its and auti				N A	بر خ	w.	OFF PATTERN	1
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			1 P	OINT	3 PC	DINTS	5 PC	DINTS	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Herd Work	Control of Cow	Degree of Diff.	Eye Appeal	Contage	Cow 1/ Cow 2	- 4		"	PF	
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





SHOW:

CLASS:

DATE:

1	Point	Pai	altio	•

- 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 distrubance of herd
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

W/O	#			PENA	LTIES			-1 1/2	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 Cow 1 Cow 2										≥ _	ш	ERN
	"	Cow 1	Cow 2	Cow 1	Cow 2	Cow 1	Cow 2		Co	ow 1					,	100,11172	ALC: UNION	10 POINT PENALTY	NAL	SCORE	A
		1 P	OINT	3 PC	INTS	5 PC	DINTS	Herd Work	Control of Cow		Eye Appeal	Herd Work	Control of Cow		Eye Appeal	Contage	Average Cow 1/ Cow 2	5 E	B F) %	OFF PATTERN
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															1						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





CLASS: Ltd Am Trail

DATE: 5/22/2021

VERSATILITY RANCH HORSE - TRAIL

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 gate5 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	#			Each hors	se/rider team is /2 Extremely Po	scored betwee	n 0-100 points	E SCORES and automatica Correct, +1/2 G	S lly begins the ru lood, +1 Very G	n with a score	of 70 points					z	1
			1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
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JUDGE'S NAME (PRINTED):





SHOW: CCRHC

CLASS: Ltd Am Trail 2

DATE: 5/22/2021

VERSATILITY RANCH HORSE - TRAIL

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

	7-10-1										7/2						2
							OBSTACL										1
W/O	#			Each hors -1 1/	e/rider team is 2 Extremely Pc	scored between or, -1 Very Poo	n 0-100 points a or, -1/2 Poor, 0 (nd automatical Correct, +1/2 G	ly begins the rur bod, +1 Very Go	n with a score o	of 70 points cellent					R N	ı
			1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
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JUDGE'S NAME (PRINTED):

AQHA
AMERICAN QUARTER HORSE ASSOCIATION



SHOW: CCRHC
CLASS: Ltd Am 3/3

51	221	120	21
	51	5/22/	5/22/20

VERSATILITY RANCH HORSE - TRAIL

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:

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- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dallied during the drag
- Use of two hands (except in snaffle bit or hackamore)
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- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
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w/o	#			Each hors -1 1/	e/rider team is 2 Extremely Po	scored betwee	n 0-100 points :	E SCORES and automatica Correct, +1/2 G	lly heains the m	un with a score	of 70 points					N.	1
			1	2	3	4	5	6	7.	8	9	10	10 POINT PENALTY	PENALTY	SCORE	OFF PATTERN	ı
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JUDGE'S NAME (PRINTED):





VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: CCRHC

CLASS: Ltd 1/3

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	#				Each horse/	rider team is so Extremely Poor	ored between	MANEUVI n 0-100 points or, -1/2 Poor, 0	and automatic	ally herine the	e run with a so y Good, +1 1/2	core of 70 poin 2 Excellent	ts		INT YLT	LT7 AL	RE	TERN	
Man	Tie neuver De:	-Breaker scription	9 W	10	XT	12 8/B	3 side	1095	6 W/LL	5 XL	4 Lchq	7 LR	13 Trot	8 5t 360	10 POINT PENALTY	PENALTY	SCORE	OFF PATTERN	
1	352	PENALTY	0	0	-,5	0	5	+,5	33	-,5	5	5	0	45		6	25		19
2	344	PENALTY	0	1.5	0	0	5	-,5	4.5	4,5	+/	0	4.5	+.5			72.5		4
3	350	PENALTY	0	5	0	0	0	+,5	0	-,5	5	-,5	0	0			68.5		[12
4	334	PENALTY	5	0	3		-,	+,5	5	-1	-tr	0	0	5		3	6		21
5	431	PENALTY	-	0	1.5	0	-,5	0	-,5	41	2	0	almos-	0		2	55		16
6	347	PENALTY	0	5	-,5	0	5	0	-,5	0	-	0	0	-,5		1	65		(15)
7	341	PENALTY	0	+,5	0	0	0	0	0	+/	+/	4,5		-,5			72		5
8	3511	PENALTY	0	0	- .	5	-,5	0	0	5	5	0.	4,5	-,5		10	55		21)

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





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

VERSATILITY RANCH HORSE - RANCH RIDING

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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:

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- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#				Each horse/i	ider team is sc Extremely Poor	ored between	0-100 points	ER SCORE and automatic Correct, +1/2	ally begins the	e run with a so	ore of 70 point	s		NINT LTY	LTY	RE	TERN	
Man	Tie euver De	-Breaker scription	9 W	10 T	XT	12 5/B	3 sige	2 1095	WILL	5 XL	4 Lch9	7 LR	13 Trot	8 360	10 POINT PENALTY	PENALTY	SCORE	OFF PATTERN	
9	340	PENALTY	0	-,5	0	-1	-1	0	-15	0	0	-,5		-,5			65		186
10	338	PENALTY	0	0	+ \	-15	-1	+,5	1.5	+/	+1	+,5	0	-,5			↑ 72.5		(3)
11	346	PENALTY	+1	0	+1	0	٥	Ō	4,5	+5	1.5	0	+,5	4.5					0
12	348	PENALTY	0	0	-,5	0	-,5	0	-3	-1	0	0	0	4.5		3	155		(17
13	342	PENALTY CONTENT	41	0		0	0	+5	1.5	4.5	+1.	0	4.5	0			73		(2)
14	345	PENALTY	0	1.5	4,5	4.5	0	Ō	+.5	15	5	0	1,5	5			A2*		6
15	335	PENALTY	0	0	0	5	-,5	0	45	1.5	1.5	0	-1	-,5			697		10
16	337	PENALTY	0	0	+.5	0	0	1,5	0	1,5	0	0	0	0		1	015		8

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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SHOW:	CCRHC	
CLASS:	1+a 3/3	
DATE:	=122/2021	

VERSATILITY RANCH HORSE - RANCH RIDING

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

W/O	#				Each horse/	rider team is so Extremely Poor	ored between	MANEUVE 0-100 points a r, -1/2 Poor, 0	and automatic	ally begins the	run with a sco	re of 70 point	is		LTY LTY	LT.	RE	OFF PATTERN	
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117	331	PENALTY	1							3						-	-0		2
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JUDGE'S NAME (PRINTED):	JUDGE'S SIGNATURE:	1	lunus	1





CLASS: Ltd Am 1/2

DATE: 5/\$3/2021

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	#			-1	1/2 Extremely P	scored betwee	en 0-100 points	ER SCORES and automatical Correct, +1/2 G	S lly begins the run ood, +1 Very Go	with a score o	of 70 points		₩ È.	<u></u>		ER.
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2	348	PENALTY				15									00	
	310	CONTENT	+1	0	-/	0	0	-/	-/					15	67.5	
3	334	PENALTY	/		/	/		/	/						/	
4	339	PENALTY	÷15	£15	0	0	+15	-0'	0					15	70.5	- (
5	431	PENALTY	+./	+15	+1	-,,5	t.5	5,1	+15					6	66	
6	346	PENALTY	+15	7.5	+1	-15	-/-	2,1,2	1,5			72	= 10	5	65	
7	349	PENALTY CONTENT .	-15	0	-,5	0	0	0	0				70-		69	F
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						10		17.5	/		.0	*	0	,		12,17

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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VERSATILITY RANCH HORSE - REINING

SHOW: CLASS:

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
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- 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

DATE:

- 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	#		1	Each hor -1 '	rse/rider team is	scored betwee	or, -1/2 Poor, 0 C	ind automatical Correct, +1/2 Go	ly begins the run pod, +1 Very Go	od, +1 1/2 Exc	ellent		Į, į,	۲.۶	W.	OFF PATTERN
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	Maneuver D	escription	Stop	3/2 L	Stop	31/2 R	Sty & K	R/42	CHOP					•	"	용
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10	333	PENALTY	+15	0	+1	0	-,5	+15	+/						72.5	
11	347	PENALTY	-/	-,5	-1.5	-/	5	1	-15					/	63,5	
12	434	PENALTY	+/	0	0	-,5	+.15	-/	7.5						69,5	
13	335	PENALTY	-,5	0	0	0	0	1 -/	-,5						67	=
14	331	PENALTY	-/	5	-15	-,5	0	-,5	7.5					6	665	
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16	343		2	0	-15	-,5	5	5	-,5					205	65	=

JUDGE'S NAME (PRINTED):

before limited



RANCH COW WORK INTERMDIATE

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

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

3 POINT PENALTY

- E. Exhausting or overworking
- K. Knock down cow w/out working advantage

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

				(00	1 1/2 Excellent, 1	RUN CO	Good, 0 Correct, -	1/2 Needs Improvem	ent, -1 Poor, -1	1/2 Very Poor			-
	Back			Davina		KUN CO				· ·	1		
W/O	#			Boxing			Roping				Penalty	Score	OF
			Box (Position & Control)	Drive (Position & Control)	Stop (Form & quality)	Track Cow	Rope Handling	Stop (Form & quality)	Degree of Difficulty	Eye Appeal	Total		
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403

SHOW: CCRHC

CLASS: Ltd Am 1/2

DATE: 5/23/2021

VRH - LIMITED COW WORK (Amateur/Youth)

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

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W/O	#		Each horse	e/rider team is so Extremely Poor	cored between r, -1 Very Poo	0-100 points ar	RUN CON nd automatical orrect, +1/2 Go	TENT y begins the run ood, +1 Very Goo	with a score of 7 d, +1 1/2 Excelle	0 points -1 1/2 nt		PEN/	ALTIES			
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties	SCORE	OP
	Tie-Breake	r	3		4	2										
1	334	PENALTY	/		/			/			/		/	/		
2	349	PENALTY	0	1,24/	Op.) -15	-1,5	0	-/	-1				4	58,5	0/2
3	431	PENALTY	1,	0	0	+15	0	+1	0	0				1	70	
4	343	PENALTY	1,1	1,1	55)-1	1	0	0	/	3,3			9	55,5	0/p
5	348	PENALTY	+15	-,5	+1	+5.	0	+15	+15	t,5					73	
6	333	PENALTY	+1	7.5	+1	0	+15	0	+15	0					72.5	
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8	339	PENALTY	0	0	0	1,	0	0	0.	0				 	680	
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VRH - LIMITED COW WORK (Amateur/Youth)

SHOW:

CLASS:

DATE:

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)

- 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
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10 Point Penalty:

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- E Repeated blatant disobedience
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- 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)

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- 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

ar armatarar	manner in eve	ly maneuver														
W/O	#		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								PENA	ALTIES				
			Boxing	Drive (Run & Rate)	Boxing	Drive (Run & Rate)	Position & Control	Degree of Difficulty	Eye Appeal	Courage	3 Points	5 Points	10 Points	Total Penalties	SCORE	OP
	Tie-Breaker		3	/	4	2										
9	2115	PENALTY	1,1		1,1											
1	345	CONTENT	-1	-/	-/	-115	-1	0	0	0				4	60,5	
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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

- 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 distrubance of herd
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

W/O	#				LTIES								DINT ALTY	LT7 AL	RE	OFF PATTERN					
		Cow 1	Cow 2	Cow 1		Cow 1 Cow 2										Average	10 POINT PENALTY	PENALTY TOTAL	SCORE	FF PA	
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UDGE	'S NAME	(PRIN	TED):				JUDGE'S SIGNATURE:									2.19					





SHOW: CCRHC

CLASS: Am 2/2

DATE: 5/22/2021

	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 distrubance of herd
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

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CLASS: Am Trail

DATE: 5/22/202

VERSATILITY RANCH HORSE - TRAIL

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

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JUDGE'S NAME (PRINTED):





SHOW:	CCRHC	
CLASS:	Am	
DATE:	Elaslanal	

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

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JUDGE'S NAME (PRINTED):

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SHOW:	CCRHC	
CLASS:	MODERA)	10/16

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

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W/O	#			-11	/2 Extremely Po	or, -1 Very Poo	n 0-100 points a or, -1/2 Poor, 0 0	Correct, +1/2 Go	ood, +1 Very Go	od, +1 1/2 Exce	ellent		10 POINT PENALTY	PENALTY	쀭	OFF PATTERN	
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JUDGE'S NAME (PRINTED):





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SHOW: CCRHC

CLASS: Am

DATE: 5/23/2021

VERSATILITY RANCH HORSE - RANCH COW WORK

1 Point Penalties:

- A Loss of working advantage
- C Using the comer or the end of the arena to turn the cow when going down the fence
- E Changing sides of arena to tum cow
- L For each length horse runs past cow
- P Working out of position
- R Two-loop catch in amateur and youth classes
- S Slipping rein
- T Failure to drive cow past middle marker on first turn
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

2 Point Penalties:

- A Going around the corner of the arena before turning cow
- B In an open field turn animal gets within 3 feet of the end fence before being turned
- R Failure to catch if roping in amateur and youth classes

3 Point Penalties:

- E Exhausting or overworking the cow before circling or roping
- H Hanging up on the fence (refusing to turn)
- K Knocking down the cow without having a working advantage
- R Two-loop catch when roping in open/cowboy classes

5 Point Penalties:

- A Failure to turn the cow both directions on the fence
- B Spurring or hitting in front of cinch at any time
- C Blatant disobedience
- E Use of either hand to instill fear/praise
- R Failure to catch when roping in open/cowboy classes

10 point Penalty:

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

	-							-100 points	ONTENT and automatic Correct, +1/2			core of 70 point 2 Excellent	s		Р	ENALTIE	S			
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:





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 distrubance of herd
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

W/O	#			PENA	ALTIES			-1 1/2	Each hors			d between	0-100 poin ore of 70 po Correct, +	ts and auto				FI Ç	ا 1	щ	OFF PATTERN
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JUDGE'S NAME (PRINTED):





SHOW: CCRHC

CLASS: Open 2/2

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 distrubance of herd
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

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JUDGE'S NAME (PRINTED):





CLASS: Open Trail

DATE: 5/22/2021

VERSATILITY RANCH HORSE - TRAIL

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

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JUDGE'S NAME (PRINTED):





CLASS: Open 1

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

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JUDGE'S NAME (PRINTED): MIKE LUND

JUDGE'S SIGNATURE:

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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

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JUDGE'S NAME (PRINTED):

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JUDGE'S SIGNATURE:



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SHOW:

CCRHC

CLASS: DRY

1/2

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:

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- 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

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JUDGE'S NAME (PRINTED):





SHOW: CCRHC

CLASS: DPEN 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

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SHOW:

CLASS:

DATE:

VERSATILITY RANCH HORSE - RANCH COW WORK

1 Point Penalties:

- A Loss of working advantage
- C Using the comer or the end of the arena to turn the cow when going down the fence
- E Changing sides of arena to tum cow
- L For each length horse runs past cow
- P Working out of position
- R Two-loop catch in amateur and youth classes
- S Slipping rein
- T Failure to drive cow past middle marker on first turn
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

2 Point Penalties:

- A Going around the corner of the arena before turning cow
- B In an open field turn animal gets within 3 feet of the end fence before being turned
- R Failure to catch if roping in amateur and youth classes

3 Point Penalties:

- E Exhausting or overworking the cow before circling or roping
- H Hanging up on the fence (refusing to turn)
- K Knocking down the cow without having a working advantage
- R Two-loop catch when roping in open/cowboy classes

5 Point Penalties:

- A Failure to turn the cow both directions on the fence
- B Spurring or hitting in front of cinch at any time
- C Blatarit 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				Each hors	e/rider tear 2 Extremel	n is scored y Poor, -1 V	RUN CONTENT ed between 0-100 points and automatically begins the run with a score of 70 points I Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent							Р						
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3	645	PENALTY	1,5	-0	+1	<i>f</i> 15	/	/	+1	-1	+-1	Ò	+15	2		5		7	65	
4	638	PENALTY	+15	0	+1	+1	/	/	+15	0	4.5	+1	+,5		3			3	71	
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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: