



VERSATILITY RANCH HORSE - TRAIL

SHOW: Vol RHA Fall Finale

CLASS: Open

DATE: 11/14/20

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

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)

OBSTACLE SCORES

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	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Tie-Breaker														
		Obstacle Description	Q LHP	5 Rm	R Lope	WALK	Poles	Back	out	TRAIL	3/4	L Lope	DRAG	Log	TRAIL	out
	916	PENALTY	1	1				1			1			4	65	2
		CONTENT	0	0	0	0	-1/2	0	-1/2	0	0					
	924	PENALTY	1	1	11		1							5	66	1
		CONTENT	0	0	-1/2	+1/2	-1/2	+1/2	+1/2	0	+1/2					
	100	PENALTY	1	1	11 OP			OP						4	65 1/2	OP
		CONTENT	+1/2	0	-1/2	0	0	-1	0	+1/2	0					
	915	PENALTY	1	111			1115							12	55 1/2	3
		CONTENT	0	-1	-1/2	+1/2	-1/2	-1/2	-1/2	+1/2	+1/2					
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Karen C. Gwalt



VERSATILITY RANCH HORSE - TRAIL

SHOW: Vol RHA Fall Finale

CLASS: AMA

DATE: 11/14/20

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

OBSTACLE SCORES

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	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Tie-Breaker														
		Obstacle Description	0 LHP	5 Rm	2 Lope	WALK	POLES	BACK	OUT	TRAIL	3/4	L Lope	DALLY	LOG	TRAIL	
	930	PENALTY	1	55	131					1				17	49	7
		CONTENT	-1/2	-1/2	-1	-1	-1/2	+1	-1	0	+1/2					
	856	PENALTY		1	1	1	1							4	72	1
		CONTENT	+1	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1	+1/2					
	11	PENALTY	1	1	3									5	62	2
		CONTENT	-1/2	0	-1	0	0	-1	-1/2	0	0					
	854	PENALTY		1	311	1	11							10	59 1/2	4
		CONTENT	0	0	-1	0	-1/2	0	0	+1/2	+1/2					
	475	PENALTY	1	11	33	1	5							15	56	5
		CONTENT	+1	-1/2	-1	+1/2	-1/2	+1/2	0	+1	0					
	882	PENALTY	1	1	0/3		15	0/3	3	0/3	0/3					0/3
		CONTENT	+1/2	0	-1/2	+1/2	-1/2		-1							0/3
	898	PENALTY	1	111	113		11 5							16	52	6
		CONTENT	+1/2	-1/2	-1/2	+1/2	-1/2	-1/2	0	0	0					
	900	PENALTY	1	11	113									8	61	3
		CONTENT	+1	0	-1 1/2	0	0	0	-1/2	0	0					

71

71

69 1/2

69 1/2

69 1/2

69 1/2

69

69

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - TRAIL

SHOW: VOIRHA Fall Finale

CLASS: AMA

DATE: 11/14/20

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

OBSTACLE SCORES

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	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Tie-Breaker														
		Obstacle Description	0 LHP	5 Rnd	R Lope	WALK	Pole	BACK	out	TRAIL	STOP	L Lope	DALLY	log	TRAIL	out
923		PENALTY	1	1	15	OP								8	63 1/2	OP
		CONTENT	+1	0	-1/2	-1/2	0	+1/2	0	+1/2	+1/2					
			71	71	70 1/2	70	70	70 1/2	70 1/2	71	71 1/2					
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



VERSATILITY RANCH HORSE - TRAIL

SHOW: Volzha Fall Finale

CLASS: youth

DATE: 11/14/20

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

OBSTACLE SCORES

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	#		1	2	3	4	5	6	7	8	9	10	10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Tie-Breaker														
		Obstacle Description	Q. L.H.P.	5 R.M.B.	R. L. ROPE	WALK POLES	BACK OUT	TRAIL STOP	L. L. ROPE	DAILY LOG	TRAIL					
	845	PENALTY	1	1	15				3					11	61	
		CONTENT	+1	+1/2	0	0	0	+1/2	-1	+1/2	+1/2					
			71	71 1/2	71 1/2	71 1/2	71 1/2	72	71	71 1/2	72					
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:	VORHA Fall Finale
CLASS:	Open
DATE:	11/14/20

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

MANEUVER SCORES														10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
W/O	#	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																
		Maneuver Description																
	910	PENALTY		11	11											4	65	4
		CONTENT	0	-1/2	-1/2	0	0	0	+1/2	-1/2	0							
	100	PENALTY							3							3	65 1/2	3
		CONTENT	0	+1/2	-1/2	0	-1/2	0	-1/2	-1/2	0							
	880	PENALTY															74	1
		CONTENT	0	0	+1	+1/2	+1	+1/2	+1/2	+1/2	0							
	915	PENALTY			1											1	70	2
		CONTENT	0	0	-1/2	0	0	+1/2	0	+1/2	+1/2							
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Kenneth G. Smith

For more information on how exhibitors are scored visit www.aqhuniversity.com



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW:

CLASS: *PMA*

DATE:

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

MANEUVER SCORES														10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
W/O	#	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																
		Maneuver Description																
	930	PENALTY															68 1/2	OP
		CONTENT	-1/2	0	0	0	-1/2	0	0	-1/2	0							
	856	PENALTY															74 1/2	
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1	+1/2							
	11	PENALTY			13											4	63	
		CONTENT	0	0	-1	0	-1/2	-1/2	-1/2	-1/2	0							
	870	PENALTY															68 1/2	
		CONTENT	+1/2	0	-1/2	0	-1	0	-1/2	0	0							
	854	PENALTY															73 1/2	
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	+1/2							
	876	PENALTY															72 1/2	
		CONTENT	+1/2	+1/2	+1/2	0	0	0	+1/2	0	+1/2							
	475	PENALTY						OP									70	OP
		CONTENT	0	+1/2	0	0	0	0	-1/2	0	0							
	685	PENALTY				OPS												OP
		CONTENT	0	-1/2	-1/2													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Kenn C. Smith*

For more information on how exhibitors are scored visit www.aqhuniversity.com



VERSATILITY RANCH HORSE - RANCH RIDING

SHOW: Vol 24A Fall Finale

CLASS: AMA

DATE: 11/14/20

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

MANEUVER SCORES														10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
W/O	#	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															
		Maneuver Description															
	862	PENALTY															
		CONTENT	0	0	+1/2	-1/2	0	0	+1/2	+1/2	0					71	
	898	PENALTY						1								1	
		CONTENT	0	0	0	-1/2	-1/2	0	-1/2	0	-1/2					67	
	900	PENALTY															
		CONTENT	+1/2	0	+1/2	-1/2	0	0	0	+1/2	0					71	
			70 1/2	70 1/2	71	70 1/2	70 1/2	70 1/2	70 1/2	71							
	923	PENALTY						1								1	
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	0	-1/2	-1/2	0					70	
			70 1/2	71	71 1/2	71 1/2	72	72	71 1/2	71							
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - CUTTING

SHOW: Vol 24A Fall Finale
CLASS: open
DATE: 11/14/20

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
								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	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																					
	909							0	0	0	0	+1/2	+1/2	+1/2	0	0	0 4 1/2			72	
	916	A	A					0	-1/2	0	0	0	-1/2	0	0	0	0 0		2	67	
	100							+1/2	-1/2	0	0	0	0	-1/2	0	0	0 0			69 1/2	
	128		C A					-1/2	0	0	-1/2	-1/2	-1/2	0	-1/2	-1/2	0 -1/2		2	64 1/2	
	924		C					0	-1/2	0	0	0	+1/2	0	0	+1/2	0 0		1	69 1/2	
	915		A A					+1/2	+1/2	+1/2	0	0	0	0	+1/2	+1/2	+1/2 0		2	71	
	900							-1/2	0	-1/2	0	0	0	0	0	0	0 0			69	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*



VERSATILITY RANCH HORSE - CUTTING

SHOW:	VOLKHA Fall Finale
CLASS:	AmA
DATE:	11/14/20

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> 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>3 Point Penalties</p> <ul style="list-style-type: none"> A - Hot Quit B - Cattle picked up or scattered D - Back fence E - Pawing or biting cattle F - Spurring on shoulder <p>5 Point Penalties:</p> <ul style="list-style-type: none"> 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>10 Point Penalty:</p> <p>U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)</p> <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> 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>Disqualification (DQ):</p> <ul style="list-style-type: none"> 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				
								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		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																									
	910							+1/2	+1/2	0	+1/2	0	+1/2	0	+1/2	+1/2	+1/2	0							73 1/2
	900	C	A					0	0	0	0	0	0	0	0	0	0	0		2	68				
	882		C A					0	0	0	0	0	-1/2	0	0	0	0	0		2	67 1/2				
	11	C	A					-1/2	-1/2	0	-1/2	-1	0	0	0	0	0	-1/2		2	65				
	475	A	C A			B	B	0	-1/2	0	-1	0	-1	0	-1	-1	-1	-1		13	49 1/2				
	128	C	C					-1/2	-1/2	0	-1/2	-1/2	0	0	-1/2	0	-1/2	-1/2		2	64 1/2				
	930	C A	A			B	B	0	-1	0	-1/2	-1/2	-1	0	-1	-1	-1	-1		13	50				

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

SHOW: VOLKHA Fall Finale

CLASS: youth

DATE: 11/14/20

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

[illegible]

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

For more information on how exhibitors are scored visit www.aqhuniversity.com



VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW:

CLASS: 110 AMA

DATE:

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 - 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

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

PENALTIES

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																	
			BOXING	RATING	FENCE TURNS (Form & Quality)		CIRCLING		ROPING		POSITION & CONTROL	DEGREE OF DIFFICULTY	EYE APPEAL	2 POINTS	3 POINTS	5 POINTS	10 POINTS			TOTAL
					L	R	L	R	TRACK & RATE	STOP & HOLD										
Tie-Breaker																				
	854	PENALTY			A	C	A													
		CONTENT	-1	-1/2	-1/2	-1/2												OP		
	930	PENALTY			E											1	67			
		CONTENT	-1	0	0	0			0	-1	0	0	0							
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		
		PENALTY																		
		CONTENT																		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - REINING

SHOW:

CLASS: 109 Ama

DATE:

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			1/2 Circle	3/4 Circle	1/2 Circle	3/4 Circle	1/2 Circle	3/4 Circle	1/2 Circle	3/4 Circle	1/2 Circle	3/4 Circle				
	854	PENALTY		OP											66 1/2	OP
		CONTENT	0	-1/2	-1/2	0	-1/2	0	-1/2	-1/2						
	930	PENALTY						21						3	62 1/2	
		CONTENT	-1	-1/2	-1/2	-1	-1/2	-1/2	0	-1/2						
	900	PENALTY							3					3	64	
		CONTENT	0	0	-1/2	0	-1/2	-1/2	-1	-1/2						
	907	PENALTY	2					8	1					11	56	
		CONTENT	-1/2	-1/2	0	0	0	-1	-1/2	-1/2						
	882	PENALTY					OP		12					3	55	OP
		CONTENT	0	-1	-1/2	0	0	0	0	-1/2						
	11	PENALTY													69	
		CONTENT	0	0	-1/2	+1/2	0	-1/2	0	-1/2						
	475	PENALTY						1		2				3	64 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	0						
	923	PENALTY													65 1/2	
		CONTENT	-1	-1/2	-1/2	0	-1	-1/2	0	0						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW:

CLASS: 109 AMA

DATE:

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		Run 5/8	3 1/2 L	Run 5/8	3 1/2 R	Run 5/8	1 1/2 R	1 1/2 L	0 Run 5/8						
911	PENALTY		OP												
	CONTENT	-1/2	-1/2	0	+1/2	-1	0	0	-1					67 1/2	OP
		</													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - REINING

SHOW:

CLASS: 112 youth

DATE:

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			1/2 circle	3/4 circle	1/2 circle	3/4 circle	2/2 R	2/2 L	1/2 circle	3/4 circle	1/2 circle	3/4 circle				
	853	PENALTY	2 OP							52 OP				9	58	OP
		CONTENT	-1/2	-1	-1/2	0	-1/2	-1/2								
	855	PENALTY		OP	2	OP	2		12	22				11	51	OP
		CONTENT	-1	-1	-1	-1 1/2	-1	-1	-1	-1/2						
	848	PENALTY							1	2				3	63 1/2	
		CONTENT	-1/2	0	-1/2	0	-1/2	-1/2	-1/2	-1						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

SHOW:

CLASS: 111 AMA

DATE:

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						
Tie-Breaker															
	900	PENALTY												67 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	+1/2	-1/2	0					
	882	PENALTY												68	
		CONTENT	+1/2	-1/2	-1/2	-1/2	-1/2	0	0						
	11	PENALTY			A	D							2	70	
		CONTENT	+1	+1/2	-1/2	0	+1/2	0	+1/2	0					
	475	PENALTY			A D								2	61	
		CONTENT	-1	-1	-1	-1	0	-1	-1	-1					
	923	PENALTY			D								1	66	
		CONTENT	+1/2	0	-1/2	-1	0	-1/2	-1/2	-1					
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

SHOW:

CLASS: 114 youth

DATE:

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, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
			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																
	848	PENALTY		A		A								2	70	
		CONTENT	+1	-1	0	-1/2	+1/2	+1	+1/2	+1/2						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - RANCH COW WORK

SHOW:

CLASS: 108 open

DATE:

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 roving 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 roman 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

[illegible]

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

For more information on how exhibitors are scored visit www.aqhuniversity.com



VERSATILITY RANCH HORSE - REINING

SHOW:
CLASS: 107 open
DATE:

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			Run 5/8 L	3 1/2 L	Run 5/8 R	3 1/2 R	Run 5/8 L	1 1/2 L	1 1/2 L	1 1/2 L	1 1/2 L	1 1/2 L				
	916	PENALTY													70	
		CONTENT	0	-1/2	+1/2	0	0	0	0	0						
	924	PENALTY	2							22					6	61 1/2
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	0	-1/2	0						
	911	PENALTY													72	
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	0	0	0						
	909	PENALTY						2						2	67	
		CONTENT	0	0	-1/2	-1/2	0	0	0	0						
	100	PENALTY							5					5	62	
		CONTENT	-1/2	0	-1/2	0	-1/2	-1/2	-1/2	-1/2						
	915	PENALTY						1/2						1/2	72	
		CONTENT	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2						
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: